LD-1024WALL+

1024 Channel DMX interface for fixed architectural purposes.

Référence: B05017

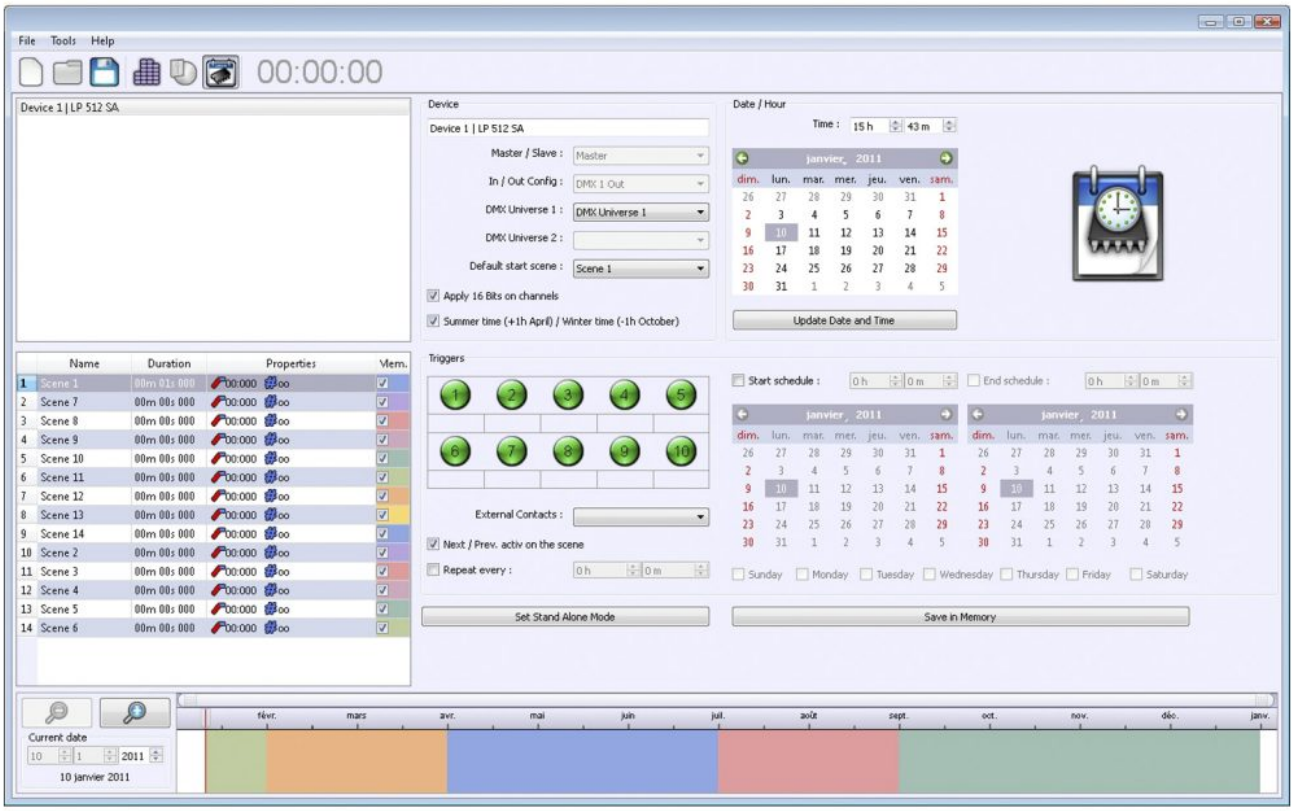
389,00 € inc. VAT

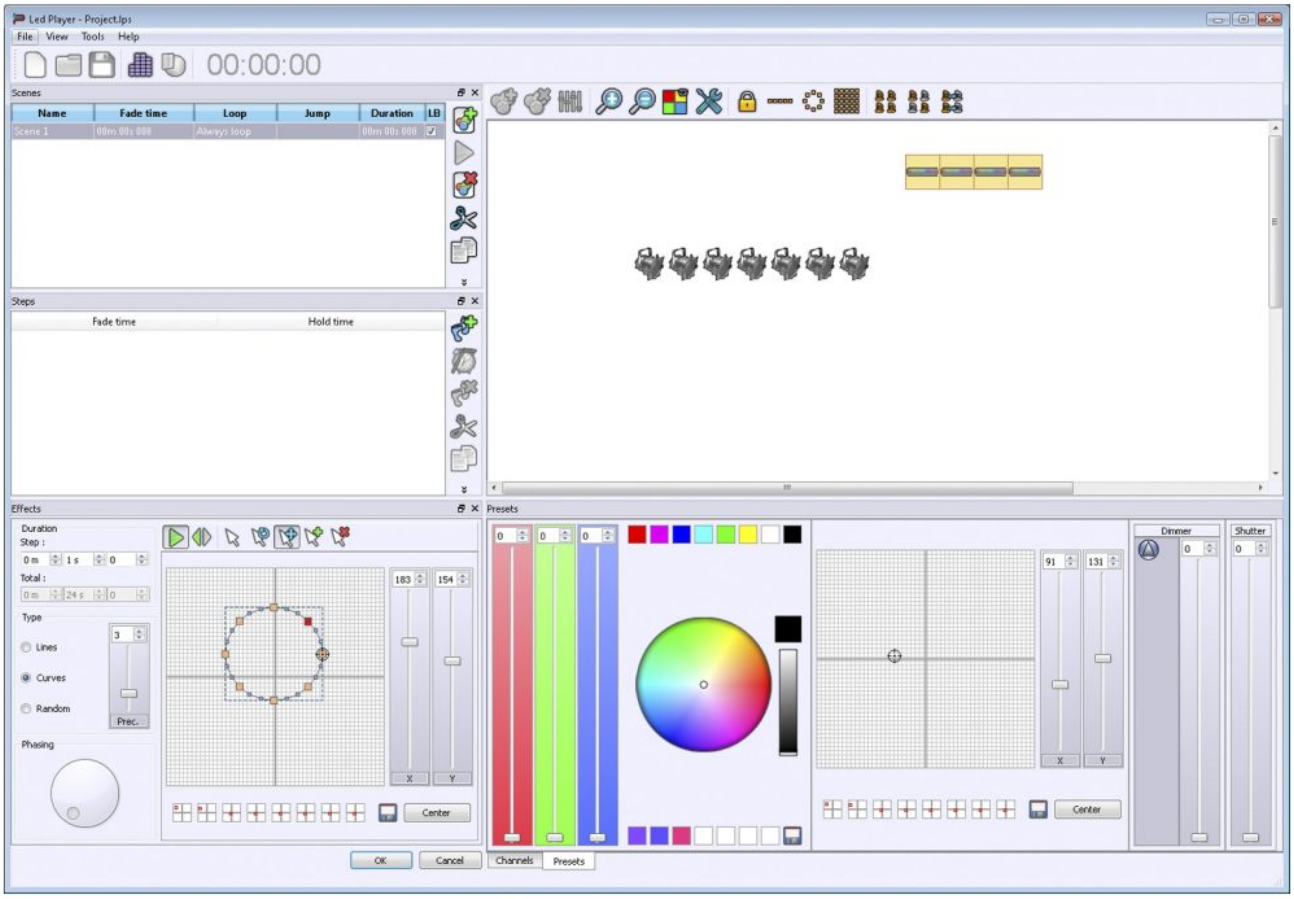
- 1024 (2x 512) Channel DMX interface for fixed architectural purposes
- Can easily be mounted on walls of any surface.
- All the connections are on inside the back panel so no wires are visible.
- Nice white finish with blue display and blue led buttons for the activated functions
- Works with the Chromateq Led Player software. (included)
- All the necessary programs can be created via computer and stored into the interface. Once this is done, you only have to press the buttons to activate your programs.
- Standalone functions:
    - Direct access via the trigger buttons for: Scene, Page, Color, Speed , Dimmer
    - **Multiple Zone control: 5 programs can run simultaneously**!
    - 8 trigger buttons to recall max. 80 programmed scenes (8 buttons x 10 pages)
    - Direct access to 8 custom colors (or scroll 100 preprogrammed colors via the up & down buttons)
    - Speed and dimmer adjustment for each scene
    - Automatic Real Time Clock triggering for different scenes (day, week, month, year)
    - Automatic scene recovery when the if the power was accidentally cut off
    - External Triggering up to 31 contacts (mutiplexed)
    - Master/Slave mode for up to 32 interfaces connected together
- USB cable included
- An optional external infra-red receiver can be connected to the unit (LD-512Kit-IR = IR receiver + 2 remote controllers)
- For more information about the software: www.chromateq.com

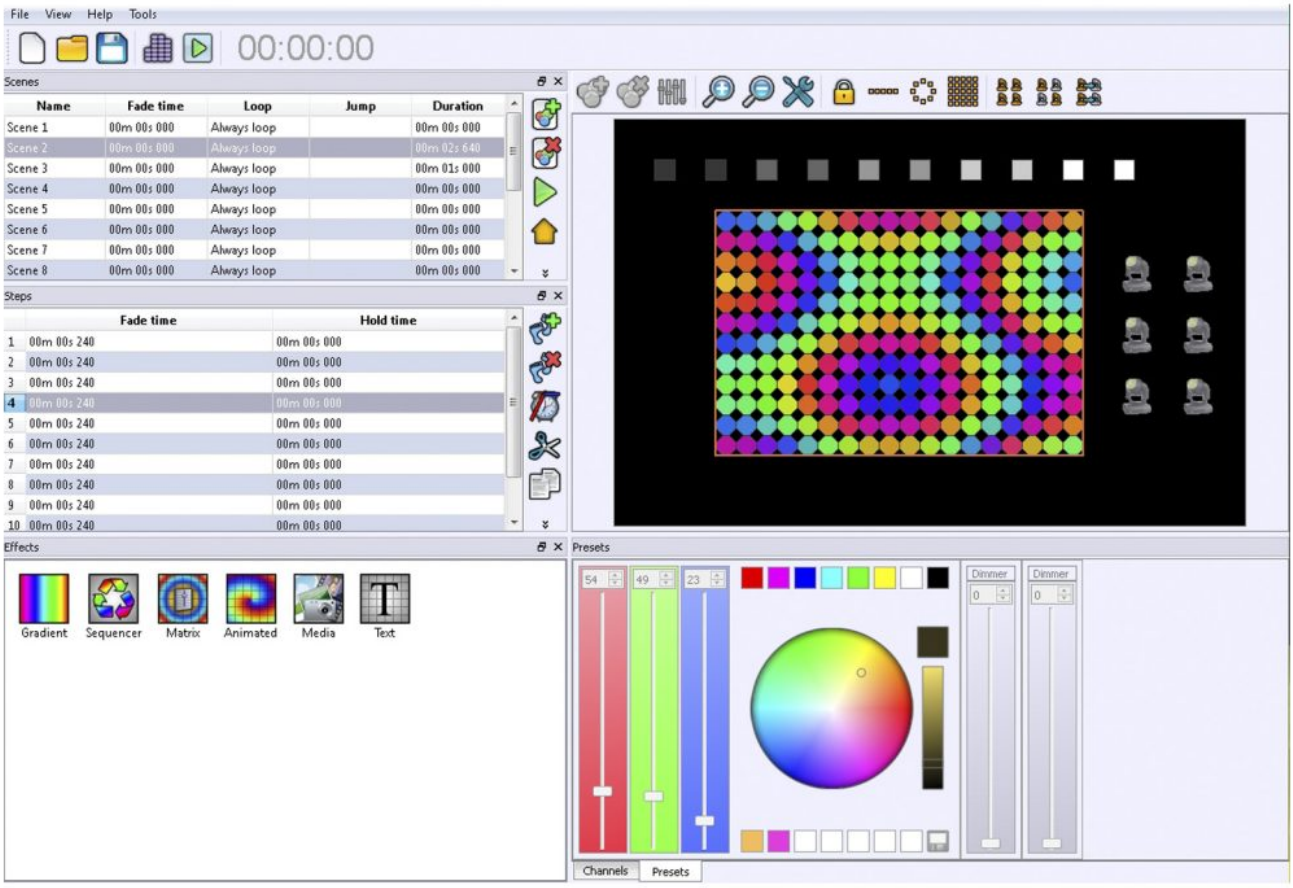
Caractéristiques

Brand	Briteq
Protocole	DMX

Galerie photos


File Tools Help
00:00:00
Device 1 | LP 512 SA
Device
Device 1 | LP 512 SA
Master / Slave : Master
In / Out Config : DMX 1 Out
DMX Universe 1 : DMX Universe 1
DMX Universe 2 :
Default start scene : Scene 1
Apply 16 Bits on channels
Summer time (+1h April) / Winter time (-1h October)
Date / Hour
Time : 15 h 43 m
janvier 2011
dim. lun. mar. mer. jeu. ven. sam.
Update Date and Time
Name Duration Properties Mem.
1 Scene 1 00m 01s 000
2 Scene 7 00m 00s 000
3 Scene 8 00m 00s 000
4 Scene 9 00m 00s 000
5 Scene 10 00m 00s 000
6 Scene 11 00m 00s 000
7 Scene 12 00m 00s 000
8 Scene 13 00m 00s 000
9 Scene 14 00m 00s 000
10 Scene 2 00m 00s 000
11 Scene 3 00m 00s 000
12 Scene 4 00m 00s 000
13 Scene 5 00m 00s 000
14 Scene 6 00m 00s 000
Triggers
1 2 3 4 5
6 7 8 9 10
External Contacts :
Next / Prev. activ on the scene
Repeat every : 0 h 0 m
Start schedule : 0 h 0 m
End schedule : 0 h 0 m
Sunday Monday Tuesday Wednesday Thursday Friday Saturday
Set Stand Alone Mode
Save in Memory
Current date
10 1 2011
10 janvier 2011
févr. mars avr. mai juin juil. août sept. oct. nov. déc. janv.


Led Player - Project.lps
File View Tools Help
00:00:00
Scenes
Name
Fade time
Loop
Jump
Duration
LB
Scene 1
Always loop
Steps
Fade time
Hold time
Effects
Duration
Step :
Total :
Type
Lines
Curves
Random
Prec.
Phasing
Center
OK
Cancel
Presets
Channels
Presets
Dimmer
Shutter
Center


File View Help Tools
00:00:00
Scenes
Name Fade time Loop Jump Duration
Scene 1 00m 00s 000 Always loop 00m 00s 000
Scene 2 00m 00s 000 Always loop 00m 02s 640
Scene 3 00m 00s 000 Always loop 00m 01s 000
Scene 4 00m 00s 000 Always loop 00m 00s 000
Scene 5 00m 00s 000 Always loop 00m 00s 000
Scene 6 00m 00s 000 Always loop 00m 00s 000
Scene 7 00m 00s 000 Always loop 00m 00s 000
Scene 8 00m 00s 000 Always loop 00m 00s 000
Steps
Fade time Hold time
1 00m 00s 240 00m 00s 000
2 00m 00s 240 00m 00s 000
3 00m 00s 240 00m 00s 000
4 00m 00s 240 00m 00s 000
5 00m 00s 240 00m 00s 000
6 00m 00s 240 00m 00s 000
7 00m 00s 240 00m 00s 000
8 00m 00s 240 00m 00s 000
9 00m 00s 240 00m 00s 000
10 00m 00s 240 00m 00s 000
Effects
Gradient
Sequencer
Matrix
Animated
Media
Text
Presets
54
49
23
Dimmer
0
Dimmer
0
Channels
Presets