# **ProPlex DIN Rail** 6-Track DMX Record/Playback and Backup **Quick Start Guide**



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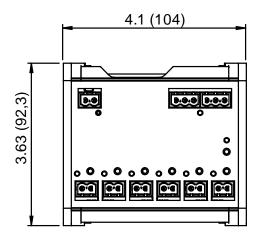
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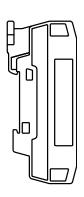


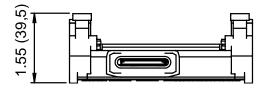
# **Specifications**

Playback locations	6
Contact closure inputs	6
DMX input	1
DMX output	1
Data storage	SD card
Operating voltage	12/24 VDC
Power consumption	10 W max.
Connectors	Phoenix MSTB
Operating Temperature	-20° - +40 °C
Dimensions (HxWxD)	1.55 x 4.1 x 3.6 in. (39.50 x 104 92.33 mm)

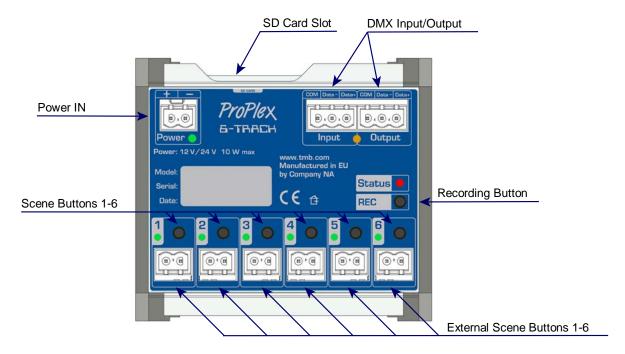
# **Dimensions**







### **Overview**

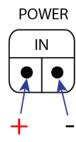


# **Setup**

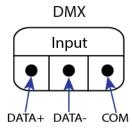
ProPlex DIN Rail devices use a standard Phoenix MSTB screw terminal connector in various pin configurations. Please refer to the wiring diagrams below for correct hook up of your ProPlex DIN Rail product.



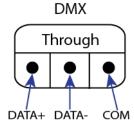
1. Connect the 24V DC power to the power input located in left top corner. The connector should be wired as depicted in the image below.



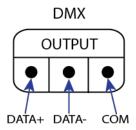
2. Connect the DMX signal input to the DMX input in the right top corner. The connector should be wired as depicted in the image below.



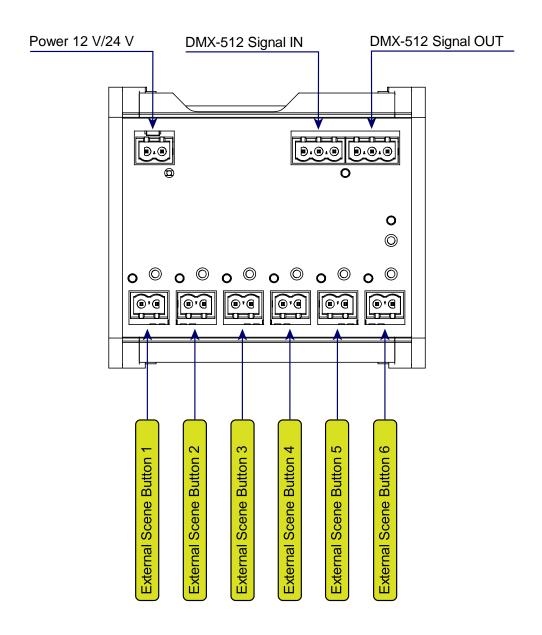
2.1 To pass DMX to another device, connect the DMX cable to the DMX Thru port located in the right top corner of the unit. The connector should be wired as depicted in the image below.



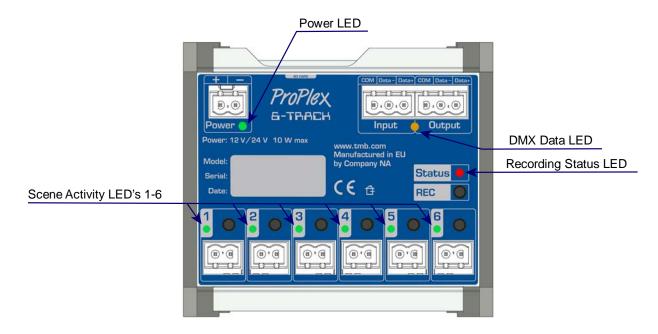
3. Connect the optically isolated DMX signal outputs to DMX links. The connector should be wired as depicted in the image below.



## **Connection Scheme**



### **LED Status Information**



#### The Power LED has two states: ON and OFF

ON

- Unit is receiving power.

 $\bigcirc$  OFF

- Unit is not receiving power.

DMX data LED has two states: Glowing red and flashing orange.

No incoming DMX signal

\* DMX is active

\*blinking

If there is no DMX signal, the Input LED will glow red. If there is an incoming DMX, the LED will flash green and orange.

Recording status LED has two states: OFF and glowing red.

Scene recording is inactive

Scene recording active

REC button must be pressed for three seconds, until the LED glows red. This means that the scenes can now be recorded.

#### Scene activity LEDs:

There are no scenes to be playedStatic scene

\* Active scene

\*blinking

#### Record static scene

To record a static scene, press and hold the selected scene button until the LED flashes red. Flashing red indicates the scene has been recorded. Release the button. Static scenes glow orange when recording is complete but inactive. The scene LED will be solid green when active and flash green when Fade IN/OUT is active.

#### Record dynamic scene

To record a dynamic scene, press and release the button. The scene will flash red while recording. To stop recording, press and release the button once more. The Dynamic scene flashes orange when recording is complete but inactive. The scene LED will be solid green if active and flash green, when Fade IN/OUT is active.

#### Overwrite scenes

To overwrite scenes, press REC for three seconds until the red LED illuminates. Press and hold the desired scene button to write over new static memory or press and release to start recording dynamic memory.

If the ProPlex 6-Track is receiving power, but none of the scene LEDs are illuminated, there are no scene files saved on the SD card.

#### **LED** error indications

If one of the LEDs glows pink (magenta) and remaining LEDs glow red, it indicates that:

- 1. There is no SD card inserted.
- 2. Write protection is active
- 3. File format saved on the SD card is not the correct file format.

#### **Multiple LED indicators**

- 1. If no memory card inserted, LED 1 will glow pink (magenta) and LEDs 2 to 5 will flash red. Inserting the SD card will not change the LED status. To correct the error, reboot the 6-Track by unplugging from the power source and plugging back in.
- 2. Write protection is active if LED 3 glows magenta and other LEDs flash red. In this state it is possible to read the scenes, but not write new ones. Write protection can be accessed manually on the SD cards by sliding LOCK/UNLOCK switch to unlock.



3. Scenes saved on the memory card must be in FAT32 file format. If the scenes are saved in a different format, the device will recognize them as non-readable and LED 4 will light up magenta and remaining LEDs will flash red. This indication occurs whenever there is a problem with the scene file format.

### **SD** card formatting

To format the SD card:

Press REC and scene button number six at the same time, while plugging in the power. If the power is not plugged in at the same time while holding the two buttons, the process will not commence. After formatting, the second LED will illuminate, indicating that the process has ended successfully.

Note! Formatting the SD card will cause user settings to be erased and device will create new config.cfg file with default factory settings.

### Software upgrade

To upgrade the software:

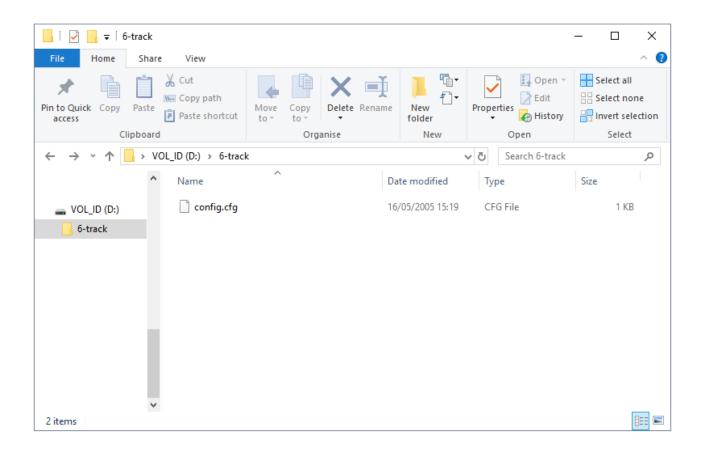
Press first and second buttons simultaneously while plugging in the power.

# **Software settings**

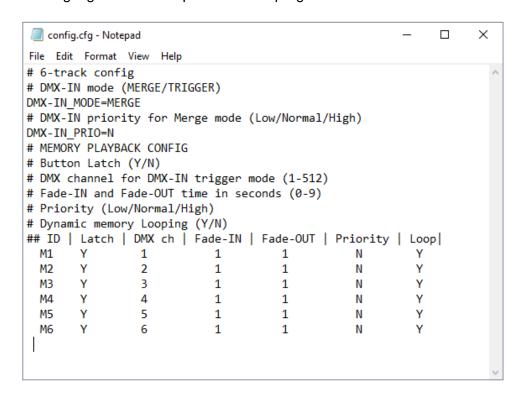
There are default settings saved on the ProPlex 6-Track, which can be accessed through a computer with an SD card reader.

To edit the default configuration settings:

- 1. Insert SD memory card into a card reader.
- 2. Find the directory in your computer for example: (VOL\_ID) (D:) > 6-Track



2.1 Open the config.cfg file with Notepad or similar program.



Configuration options are edited directly through the notepad document. If the desired setting needs to be changed, delete the current mode text and type the desired mode.

For example, the 6-Track defaults to DMX-IN MODE=MERGE

To change to DMX-in triggering, simply delete the word MERGE and type the word TRIGGER in its place

The line would read DMX-IN MODE-TRIGGER if entered correctly.

Options such as Latch, DMX Channel in trigger mode, Fade-IN, Fade-OUT, Priority, and Looping are simple 1-character edits that should appear in the form of a table. (see above screenshot)

Sometimes the Notepad document will open with a large window size, and it will disorganize the options. Try resizing the Notepad window until the features line up in a table format to make it easier to understand which settings belong to which ID output 1-6.

After all edits are complete, simply save the config.cfg file, eject and reinstall the SD card into the 6-track device.

Note! Texts with (#) sign are not configurable. It is a commentary to help the user.

# Configuration

#### **DMX-IN mode (MERGE/TRIGGER)**

- Merge mode DMX input data is merged (HTP) With active scenes.
- Trigger mode For triggering recorded scenes.

Note! Record scenes only in merge modes; 6-Track will not record in trigger mode.

#### DMX-IN priority (this applies only to merge mode)

- LOW
- Normal (default)
- High

#### Trigger mode (YES/NO)

- Y- Latch on (default) each button press toggles the scene ON and OFF.
- N- Latch off scene is active only when button manually held down.

**DMX channel for DMX-IN trigger mode:** (1-512)

Fade-IN and Fade-OUT time in seconds: (0-9)

#### **Priority system:**

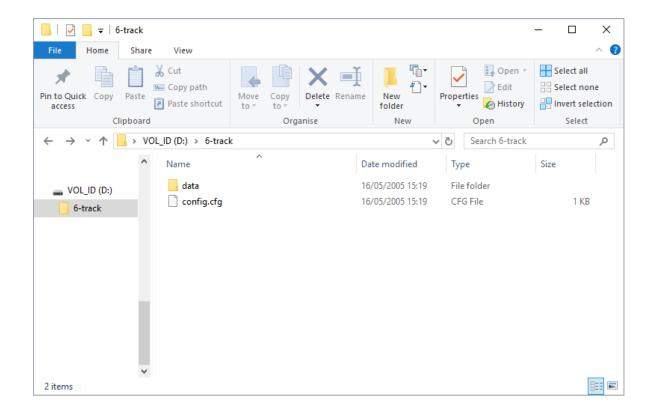
- Each memory and DMX input has assigned priority (default is normal).
- We consider each scene and DMX input a DMX "Source." The scene is an active source if it is on, DMX is active source if unit is receiving DMX (even if all data is 0)
- Higher priorities override lower priorities if active. Same priority level source merge (htp)

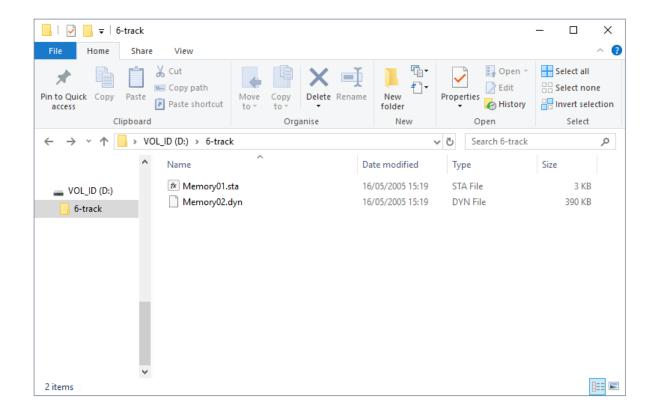
#### Loop (applies only to dynamic memories)

- On(default) loop dynamic memory playback
- Off- play dynamic memory only once

# Scene copying

It is possible to copy over, delete, or copy new scene files. ProPlex 6-Track makes a default directory called (data) for saving scenes.





**Note!** This is the default directory for ProPlex 6-Track in which device looks for scene files. If files are moved to another directory, device will not find them.

When copying new files on to default directory, it is important to maintain the name unchanged and point out extension (sta) for static scenes and (dyn) for dynamic scenes.

Changing 01-06 will determine which number is responsible for which scene. For example: changing Memory01.sta to Memory02.sta will make the second button responsible for this scene.

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