CTRL Series | Controls
DMX CONTROLS Color Wheel
(CTRL-DMX-1024C)

TYPE

SPECIFICATIONS

OS Requirements	Mac OS X 10.6/10.7/10.8 Windows XP/Vista/7/8 32/64 bit USB 2.0
Programmability	PC, Mac, Tablet, or Smartphone
Software	Easy Stand Alone, ESA2 (PC & Mac)
Output Protocol	DMX-512 (x2)
Channels	1024
Appearance	Black Glass
Connections	Mini USB Ethernet RS232 Clock
Input Power	6-7V DC 0.6A
Battery	LIR2032
Memory	microSD (32GB max, 128MB included)
Certifications	EC, EMC, ROHS, ETL, UL
Case Dimensions	5.74" x 4.17" x 0.43"
Weight	0.47 lbs (217g)
Temperature Rating	-10°C - 45°C
Listing	Dry Location Only

PRODUCT INFORMATION
- DMX controller with glass face (1024 channels)
- Package includes controller, USB cable, 128MB microSD with adapter, and power connector
- 9 touch sensitive controls
- Multi-zone microSD memory
- Multi-room control with up to 500 scenes and 10 zones
- Live intensity and color settings
- Programmable through USB cable and control software
- RS232 dry contact port and infrared input port
- Clock and calendar with sunrise/sunset triggering
- Remote control via network communication
- OEM customization of the color palette and logo

ELECTRICAL
- DMX-1024C can be mounted on a single or double gang wall socket

INSTALLATION RECOMMENDATIONS
- Do not connect to more than 1024 channels to a single controller
- Do not install in locations without proper ventilation
- Do not mount device on wood or plastic
- Do not install in wet or damp locations

INSTALLATION TOOLS REQUIRED
- Electric Hammer Drill
- 14.4 to 28 Volt Cordless Drill
- Phillips Bits
- Utility Knife
- Electrical Cord
- Marker
- Wire Stripper
- Long Nose Pliers
- Drill Bits - Concrete or Wood
- Electrical Three Ways
- Safety Glasses
- Measuring Tape
- Chalk Line

CONTENTS

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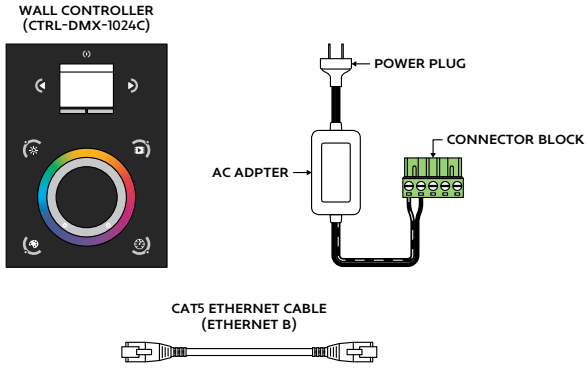
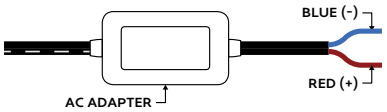
aluz.lighting info@aluz.lighting 866.ALUZ.LTG | 714.535.7900

CONTROLLER SETUP

1 Unbox DMX Controller components. You will need the Controller, Power Connector, USB cable, and Ethernet Cable (by others).
Note: Ethernet Cable must be CAT5 Ethernet B.



2 Connect power plug to standard 120V outlet.If applicable, connect AC adapter lead wires to 120V power supply (by others). The Red Wire is positive and the Blue Wire is neutral. Do not invert wires as it may damage the controller.
Note: Do not use the LED driver as a power source for the controller.

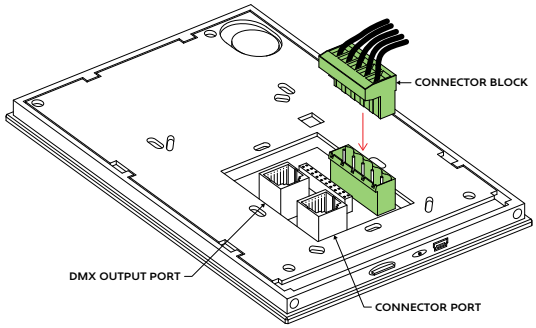


3 Install Nicolaudie Easy Stand Alone software to your device.
Link: https://www.nicolaudie.com/en/esa.htm

4 Connect controller via USB cable to a computer with Nicolaudie software installed, then program scenes into controller as desired. Remove USB cable after programming is complete.
Note: Refer to **Operating ESA Software** section in this document for information on creating and saving scenes.

5 Mount an electrical box (by others) into the wall where controller will be mounted.

6 Insert assembled connector block into the receiving port on the back of controller.

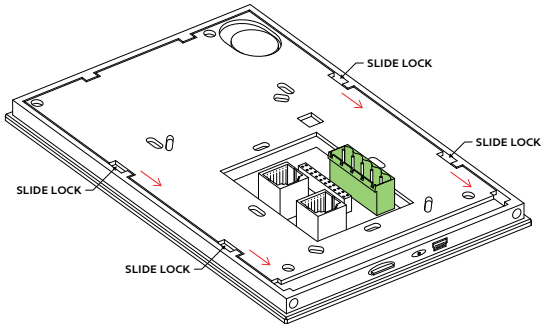


7 To connect controller to a network, connect one end of an Ethernet cable to the Ethernet port on the controller (bottom of the 2 ethernet ports). Connect the other end of the cable to a router or switch. The controller should connect to the network automatically.

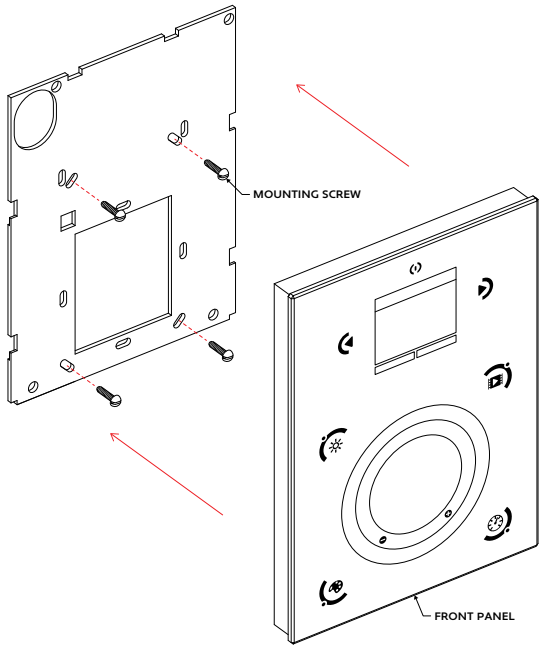
8 Confirm network connectivity by holding the standby button for 3 seconds until menu appears on screen. Use the arrow buttons to toggle through the menu to Ethernet section. Press the middle “stick” button on the controller to select choice. Toggle through the menu until either DHCP Success or DHCP Fail appears. If DHCP Fail appears, the controller is likely being blocked by a firewall.

9 Optional: Download DMX Lightpad 3 or Easy Remote to a mobile device and connect the device to the same network. The app will automatically detect the controller.

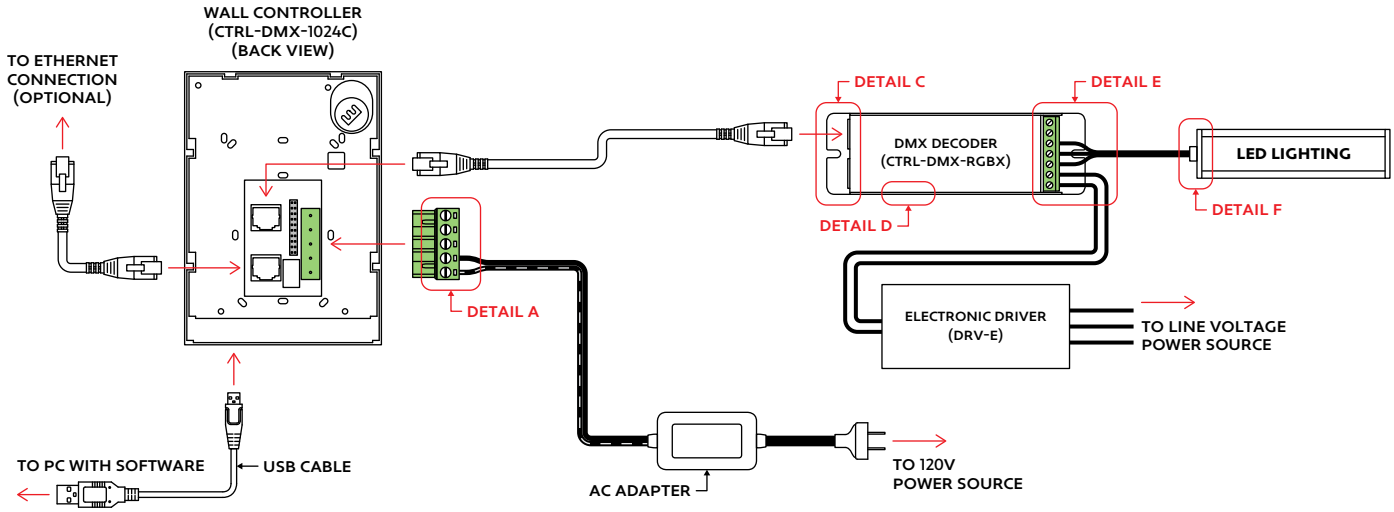
10 Remove back plate from front panel. Slide back plate towards the bottom of the controller to disengage the slide lock, then gently remove back plate from front panel. Route wiring from electrical box through the large hole in the back plate of controller.



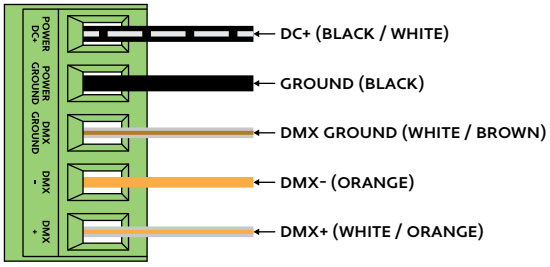
11 Mount controller interface onto the electrical box. Secure with at least two screws, then snap the front panel onto the back plate. Wait at least 30 seconds for the touch sensitivity to adjust.



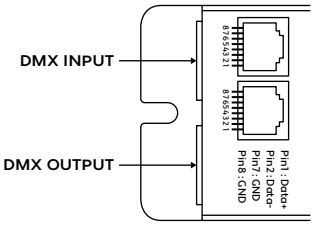
WIRING DIAGRAM (Dynamic White Lighting with Decoder Setup)



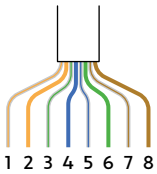
Detail A
Ethernet Connection to Connector Block



Detail B
Ethernet Ports on Decoder



Detail C
Ethernet Cable Wiring



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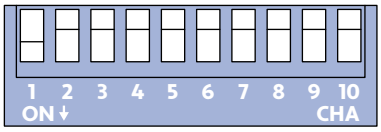
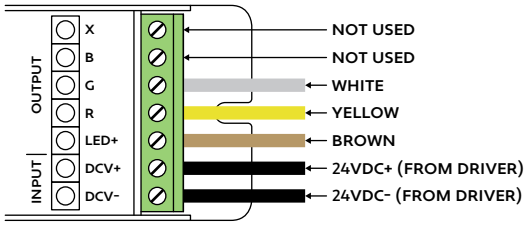
Detail D
DIP Switches on Decoder

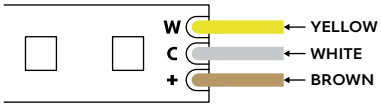


Set DMX address using DIP Switches. Refer to Decoder **(CTRL-DMX-RGBX)** installation instructions for more information on DMX Addressing.

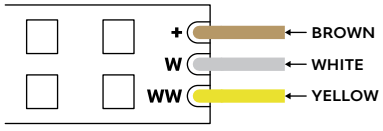
Detail E
Decoder DC Voltage Wiring Output



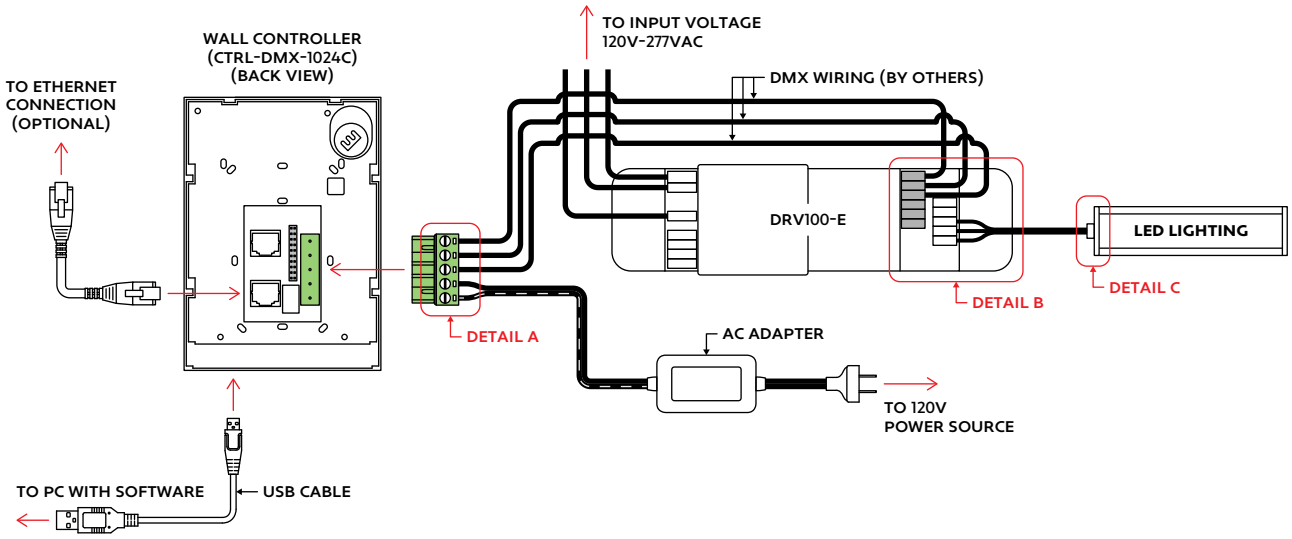
Detail F
ZUDA Wiring



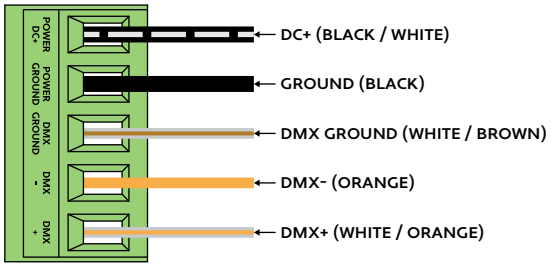
Detail F
ZOMU Wiring



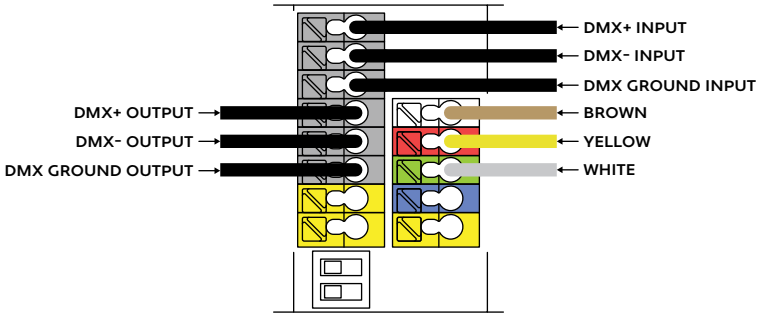
WIRING DIAGRAM (Dynamic White Lighting with DRV100-E Setup)



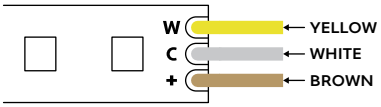
Detail A
Ethernet Connection to Connector Block



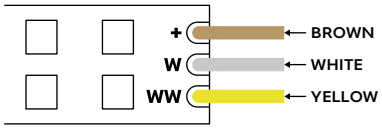
Detail B
DRV100-E DMX & DC Voltage Wiring



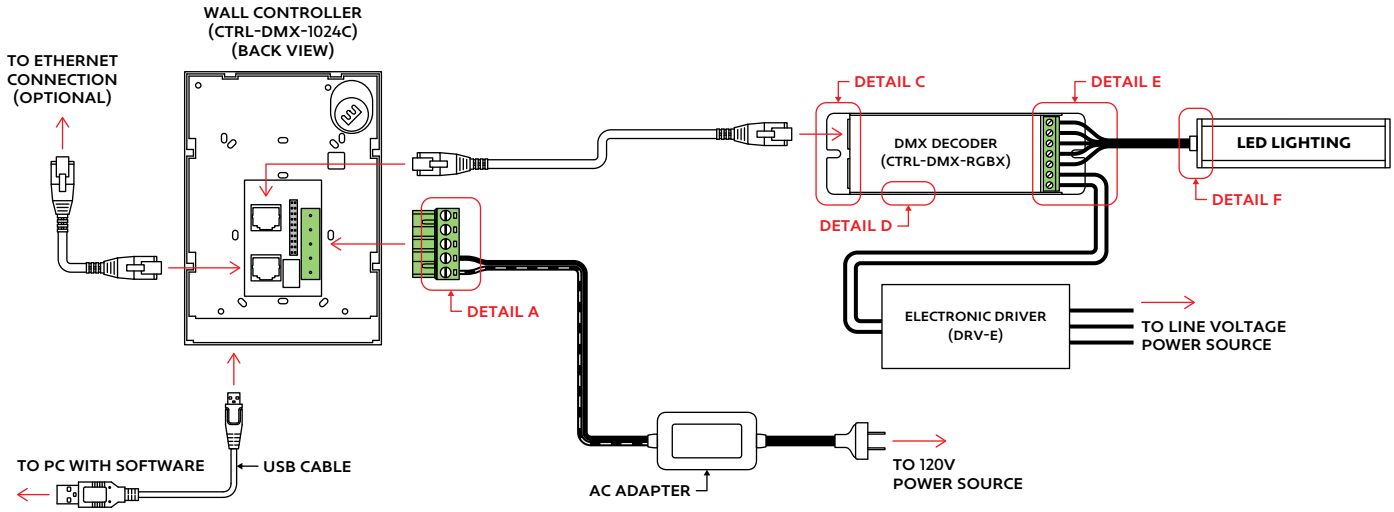
Detail C
ZUDA Wiring



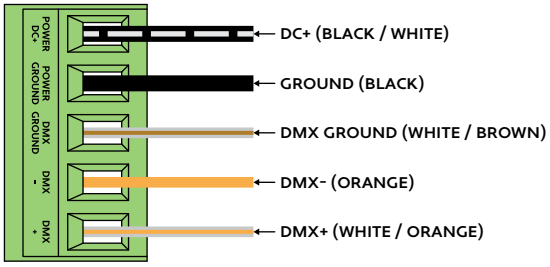
Detail C
ZOMU Wiring



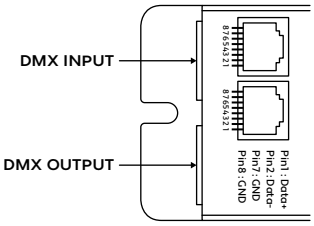
WIRING DIAGRAM (RGBW Lighting with Decoder Setup)



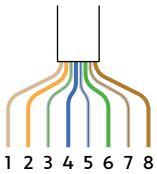
Detail A
Ethernet Connection to Connector Block



Detail B
Ethernet Ports on Decoder



Detail C
Ethernet Cable Wiring



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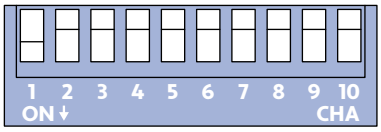
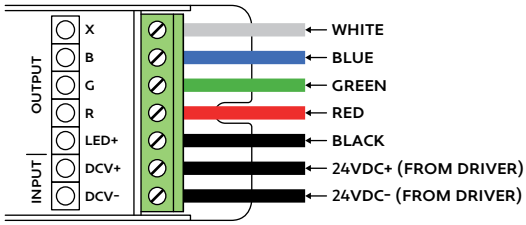
Detail D
DIP Switches on Decoder

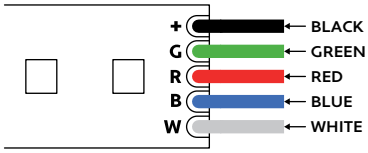


Set DMX address using DIP Switches. Refer to Decoder **(CTRL-DMX-RGBX)** installation instructions for more information on DMX Addressing.

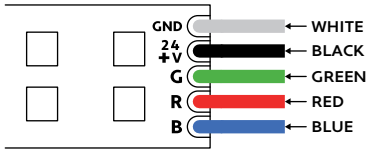
Detail E
Decoder DC Voltage Wiring Output



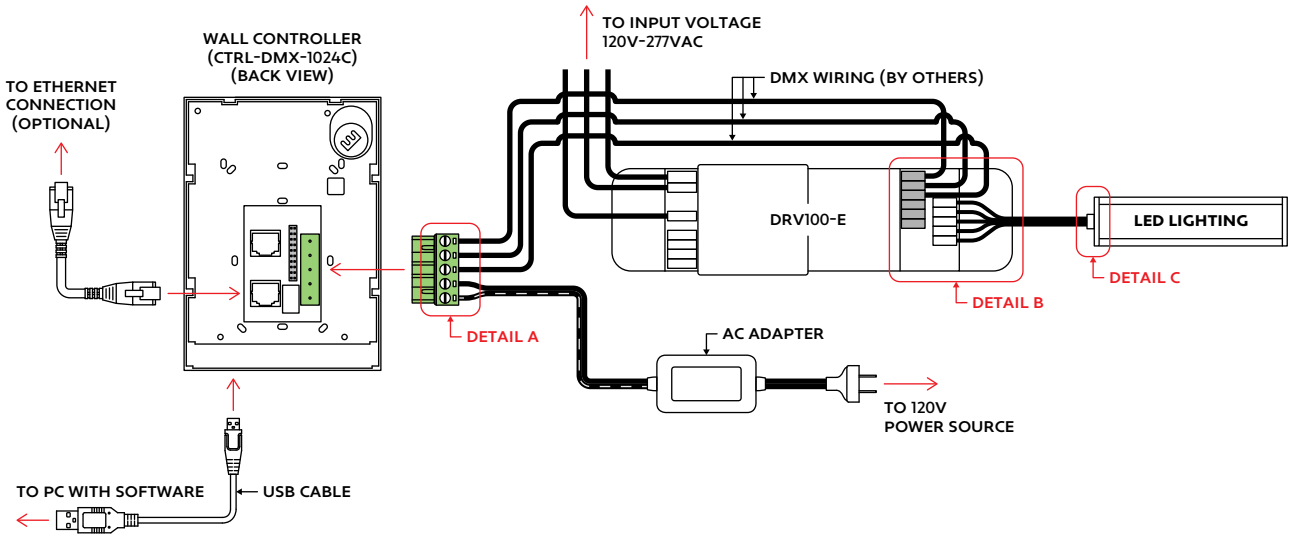
Detail E
ZIZA Wiring



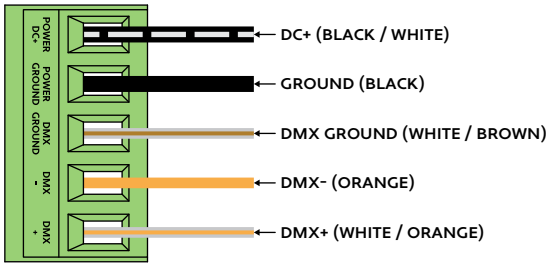
Detail F
ZYFA Wiring



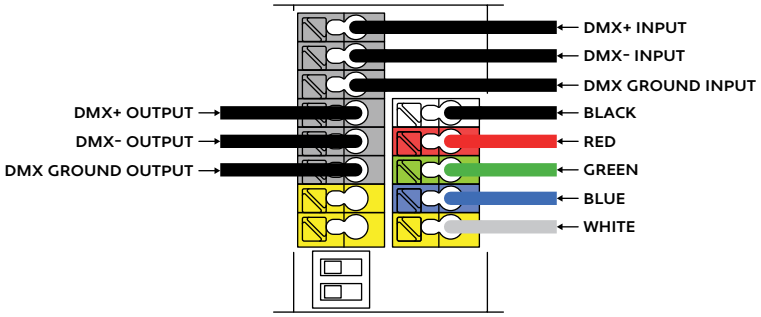
WIRING DIAGRAM (RGBW Lighting with DRV100-E Setup)



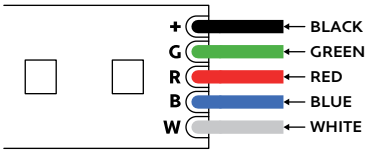
Detail A
Ethernet Connection to Connector Block



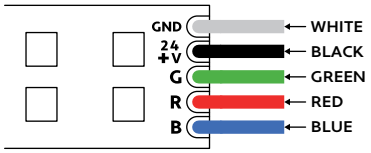
Detail B
DRV100-E DMX & DC Voltage Wiring



Detail C
ZIZA Wiring



Detail C
ZYFA Wiring

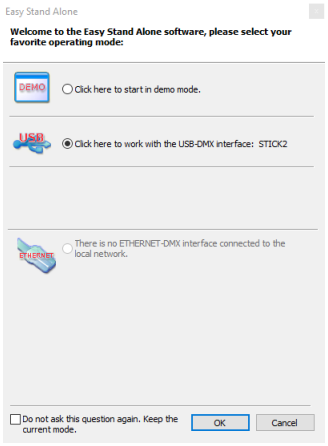


NICOLAUDIE ESA SOFTWARE GUIDE (Dynamic White Lighting)

1 Install Nicolaudie Easy Stand Alone software to your device.
Link: https://www.nicolaudie.com/en/esa.htm

2 Connect controller via USB cable to a computer with Nicolaudie software installed. It is recommended to create scenes while controller and lighting are connected to a computer. This provides instantaneous feedback while creating scenes.

3 After the controller is connected, start the ESA software.
The program will display a prompt to select your device. Select the STICK2 or STICK3A option and click OK.



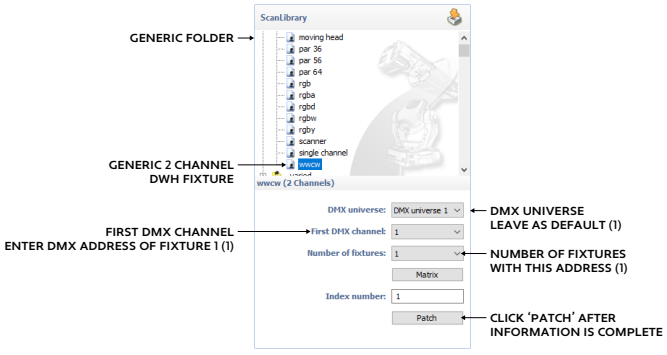
4 Set the DMX addresses for each fixture connected to the controller. Set the DMX address using DIP switches on the side of decoder.
Note: Refer to **CTRL-DMX-RGBX** or **DRV100-E** Installation Instructions for details.

5 If all fixtures on the circuit will be controlled as one, set the DMX address to 1 for each fixture.

6 If some fixtures on the circuit will be controlled independently, set the DMX addresses in the desired sequence.

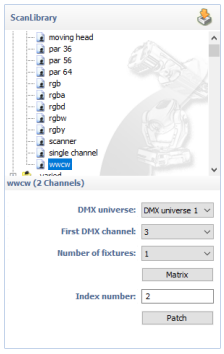
7 The program will open to a blank show file by default. First, in the Scan Library menu generic folder, select "wcww". This tells the software that a 2 channel Dynamic White (DWH) fixture is connected to the controller.

8a The below diagram illustrates how to patch Fixture #1. If all fixtures will be controlled as one, no further patching is required.

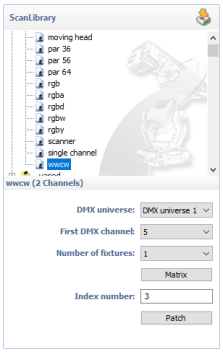


PATCH FIXTURE #1
(DMX ADDRESS: 1)

8b If some fixtures require a different address, repeat patch process for each fixture, progressively increasing the First DMX Channel value.
Example:
Fixture #1 Address: 1
Fxiture #2 Address: 3
Fxiture #3 Address: 5

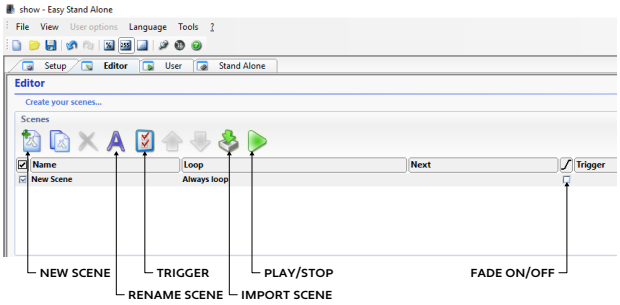


PATCH FIXTURE #2
(DMX ADDRESS: 3)

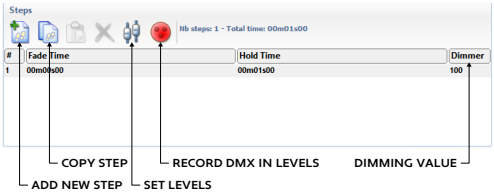


PATCH FIXTURE #3
(DMX ADDRESS: 5)

9 To create a custom scene, click on the Editor tab at the top left of the interface. A new, blank scene named New Scene will appear.



10 Each scene is made up of a series of steps. Create steps using the Steps menu on the upper right of the interface.



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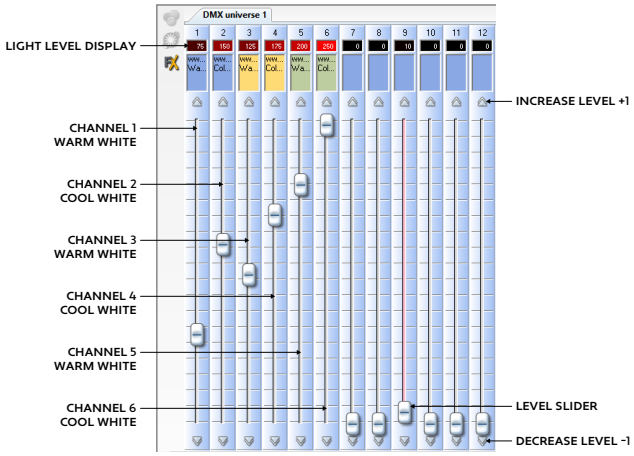
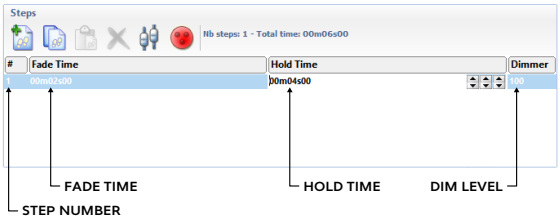
11 Set the color value of each channel for each step. Under the DMX Universe 1 tab, channel 1 - 2 controls the DWH value of fixture #1. Channel 3 - 4 controls the DWH value of fixture #2. Channel 5 - 6 controls the DWH value of fixture #3. Use the slider to set each light level or enter light level in the light level display. Use the arrows at the top and bottom of slider track to fine tune the value.
Example: Channel 1 controls fixture #1 Warm White value (65). Channel 4 controls fixture #2 Cool White value (65).
Note: All fixtures are controlled as one, only channel 1 and 2 are required to set color values.

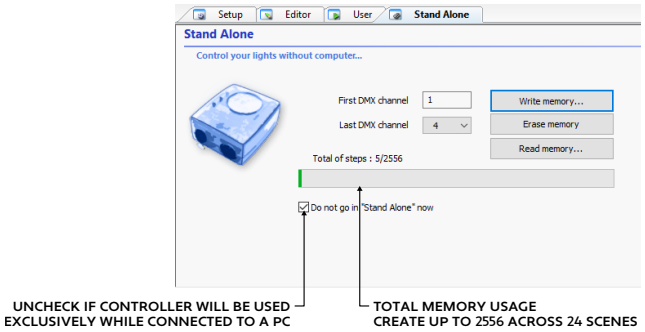


12 After setting DWH values, set fade time and hold time in the Steps menu in the upper right of the interface. Double click 00m00s00 under Fade Time, then use the arrow keys to set desired time in minutes and seconds. Double click 00m00s00 under Hold Time, then use the arrow keys to set desired time. Double click Dimmer to set brightness value.
Example: Fade Time: 00m02s00 (2 seconds).
Hold Time: 00m04s00 (4 seconds).
Dimmer: 100 (100% brightness).



13 Create additional steps as needed by repeating steps 9 - 12. Play your scene and make adjustments to the parameters as desired. When a scene is complete, save as a Show File (.dlm) as a backup on your computer. Create up to 24 scenes using the Editor tab.

14 Save scenes to the DMX Controller by using the Stand Alone tab in the upper left of the interface. Click the write memory button, then click OK. The program will write the scenes into the controller to be used independently from the computer.
Note: Writing the memory will erase all factory-programmed scenes from the controller.



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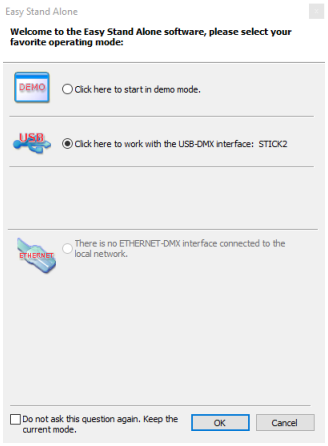

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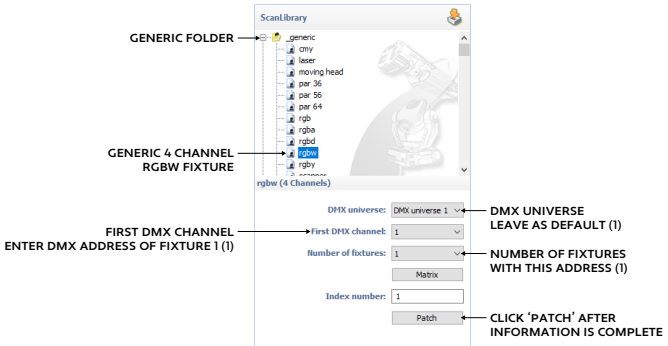
5 If all fixtures on the circuit will be controlled as one, set the DMX address to 1 for each fixture.

6 If some fixtures on the circuit will be controlled independently, set the DMX addresses in the desired sequence.

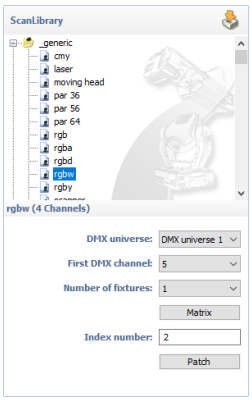
7 The program will open to a blank show file by default. First, in the Scan Library menu generic folder, select “rgbw”. This tells the software that a 4 channel Red, Green, Blue, White (RGBW) fixture is connected to the controller.

8a The below diagram illustrates how to patch Fixture #1. If all fixtures will be controlled as one, no further patching is required.

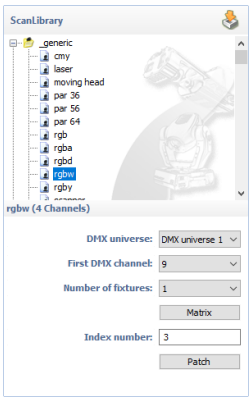


PATCH FIXTURE #1
(DMX ADDRESS: 1)

8b If some fixtures require a different address, repeat patch process for each fixture, progressively increasing the First DMX Channel value.
Example:
Fixture #1 Address: 1
Fxiture #2 Address: 5
Fxiture #3 Address: 9

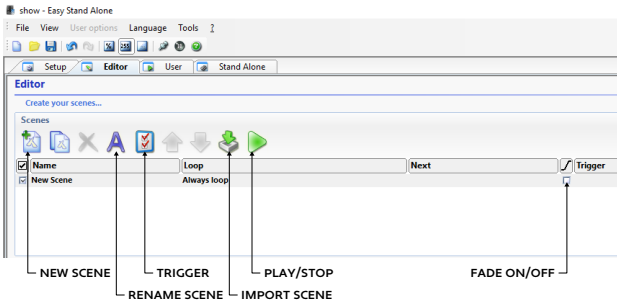


PATCH FIXTURE #2
(DMX ADDRESS: 5)

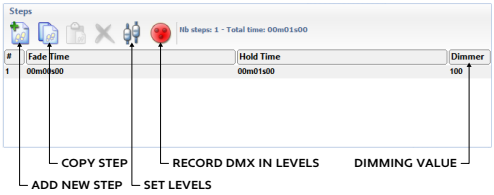


PATCH FIXTURE #3
(DMX ADDRESS: 9)

9 To create a custom scene, click on the Editor tab at the top left of the interface. A new, blank scene named New Scene will appear.



10 Each scene is made up of a series of steps. Create steps using the Steps menu on the upper right of the interface.



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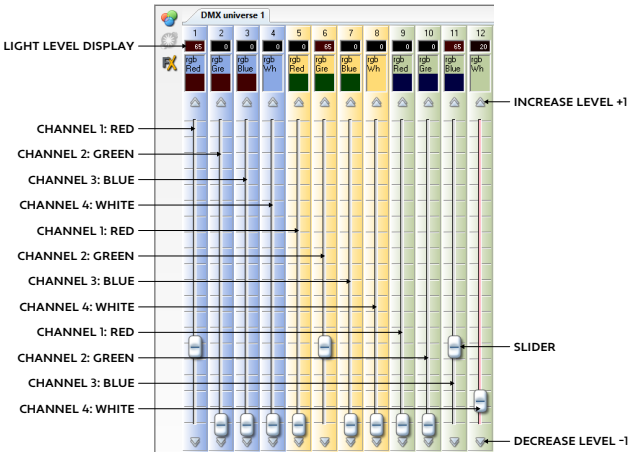
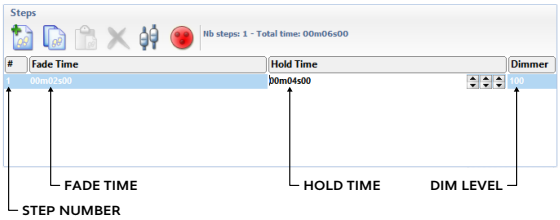
11 Set the color value of each channel for each step. Under the DMX Universe 1 tab, channel 1 - 4 controls the RGBW value of fixture #1. Channel 5 - 8 controls the RGBW value of fixture #2. Channel 9 - 12 controls the RGBW value of fixture #3. Use the slider to set each light level or enter light level in the light level display. Use the arrows at the top and bottom of slider track to fine tune the value.
Example: Channel 1 controls fixture #1 Red value (65). Channel 6 controls fixture #2 green value (65). Channel 11 controls fixture #3 Blue value (65).



12 After setting RGBW values, set fade time and hold time in the Steps menu in the upper right of the interface. Double click 00m00s00 under Fade Time, then use the arrow keys to set desired time in minutes and seconds. Double click 00m00s00 under Hold Time, then use the arrow keys to set desired time. Double click Dimmer to set brightness value.
Example: Fade Time: 00m02s00 (2 seconds).
Hold Time: 00m04s00 (4 seconds).
Dimmer: 100 (100% brightness).



13 Create additional steps as needed by repeating steps 9 - 12. Play your scene and make adjustments to the parameters as desired. When a scene is complete, save as a Show File (.dlm) as a backup on your computer. Create up to 24 scenes using the Editor tab.

14 Save scenes to the DMX Controller by using the Stand Alone tab in the upper left of the interface. Click the write memory button, then click OK. The program will write the scenes into the controller to be used independently from the computer.
Note: Writing the memory will erase all factory-programmed scenes from the controller.