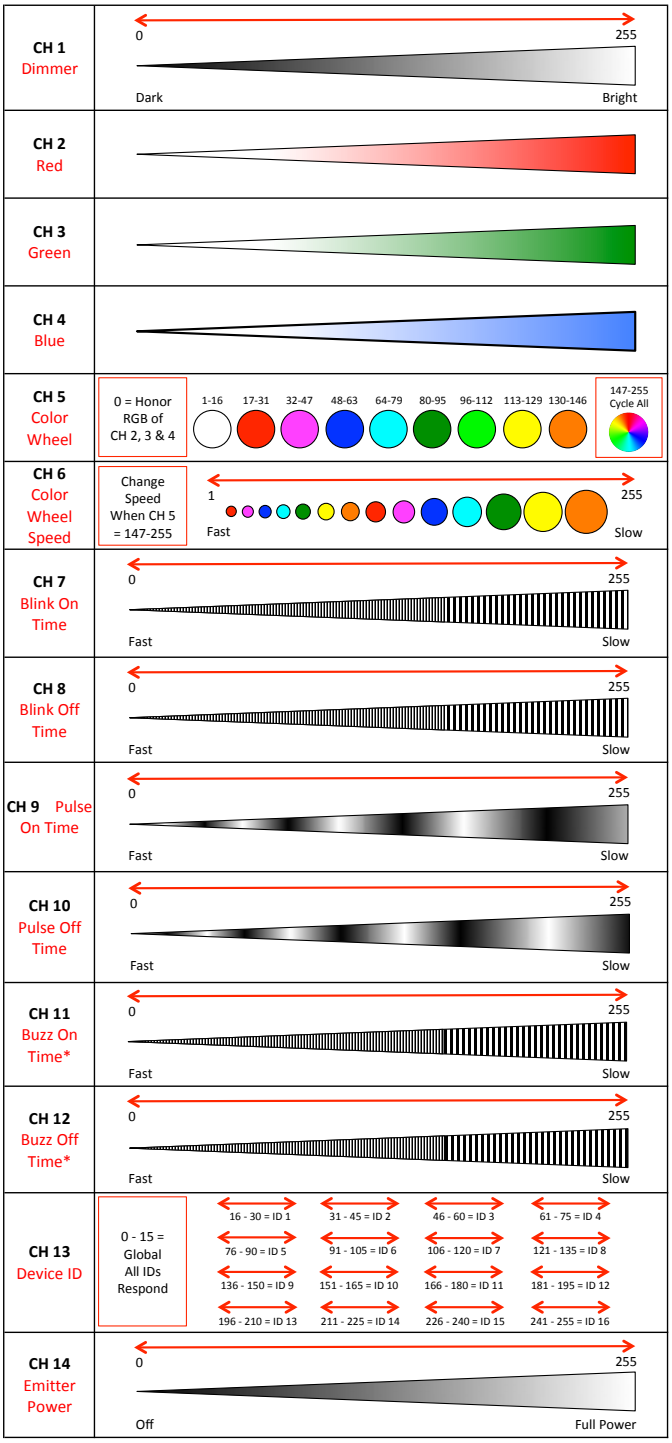
BlinkFX DMX 14 Channel Emitter Controls



*Functional only on Wink devices equipped with optional buzzer.

DMX QUICK START SET-UP AND OPERATION

1) For DMX operation of BlinkFX control emitter(s), set dip switch pin 10 to "On" then set fixture address start channel using pins 1-9 (see DMX dip switch addressing key at bottom of page). The following example is set for DMX control with a fixture address of "1". Multiple emitters may be synchronized under one common address or zoned with different addresses.

2) Plug the BlinkFX control emitter into a 110v AC power plug. Then connect the emitter to an industry standard **DMX512 lighting control board with at least 14 Channels** using 3-pin XLR cable. Follow the instructions included with your DMX512 control board to set up a fixture profile for the 14 Channel BlinkFX emitter.

3) IMPORTANT! When connected to a DMX control board, set Channel 14 Emitter Power to a value greater than "0" before attempting to set other DMX channel values. Experiment with emitter power settings to maximize response rate for the area of use. Small areas require *lower* power settings. Too much power in a small area creates signal clutter reducing the responsiveness of the LED light devices. Larger areas require higher power settings for greater range and responsiveness. Test your venue thoroughly before the event to dial in the ideal power settings. Range and coverage results will vary depending on the venue.

4) Ideal placement of emitters is mounted on a truss or tower at least 10 feet above the audience at a downward angle. Smaller venues may work with lower placement, above head high. When using multiple fixtures to cover a large area or achieve zoned effects, experiment ahead of time with placement and emitter power settings (adjust Channel 14 Emitter Power for test). Walk around the venue with BlinkFX receiver device to test for range and dead spots. Adjust emitter placement and power accordingly.

SPECIAL EFFECTS SETTINGS

Strobe - White
Channel 1 > 0; Channel 5 > 146; Channel 6 = 0 to 3

Strobe - Color Wheel
Channel 1 > 0; Channel 5 > 146; Channel 6 = 4 to 15

Strobe - Specific Color
Channel 1 > 0; Channel 5 > 146; Channel 6 = 0 to 3

Twinkle - Asynchronous Blink
Channel 1 > 0; Choose Any Color; Channel 7 = 0; Channel 8 = 255

STAND ALONE OFFLINE MODE (NO DMX REQUIRED)

First, set dip switch pin 10 to off. Emitter will not require DMX input commands and no DMX controls or XLR cable are necessary. Only AC power is required to operate emitter in stand alone beacon mode. See "Stand Alone Mode Dip Switch Settings" chart at lower right for control setting options.

STAND ALONE OFFLINE MODE DIP SWITCH SETTINGS (No DMX Required)

Pin	Function
10	OFF = Stand Alone Mode ON = DMX Mode (use Pins 1-9 to address)
1	Pins 1-3 determine power (Off-Off-Off = 100%, On-Off-Off = 80%, Off-On-Off = 40%, Off-Off-On = 20%, On-Off-On = 10%)
2	
3	
4	Blink at rate 500ms on / 500ms off
5	Pulse at rate 250ms on / 250ms off; Both Pin 4 & 5 on changes to 500ms on/off
6	TBD Future Function
7	Red
8	Green
9	Blue

DMX 512 MODE DIP SWITCH ADDRESSING CHART

Pin	Values	Function
10	On	Standard DMX Mode
1	On/Off	DMX starting address bit 1 (Least Significant Bit)
2	On/Off	DMX starting address bit 2
3	On/Off	DMX starting address bit 3
4	On/Off	DMX starting address bit 4
5	On/Off	DMX starting address bit 5
6	On/Off	DMX starting address bit 6
7	On/Off	DMX starting address bit 7
8	On/Off	DMX starting address bit 8
9	On/Off	DMX starting address bit 9 (Most Significant Bit)