Address setting DMX Driver

AL5250
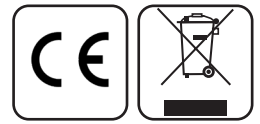
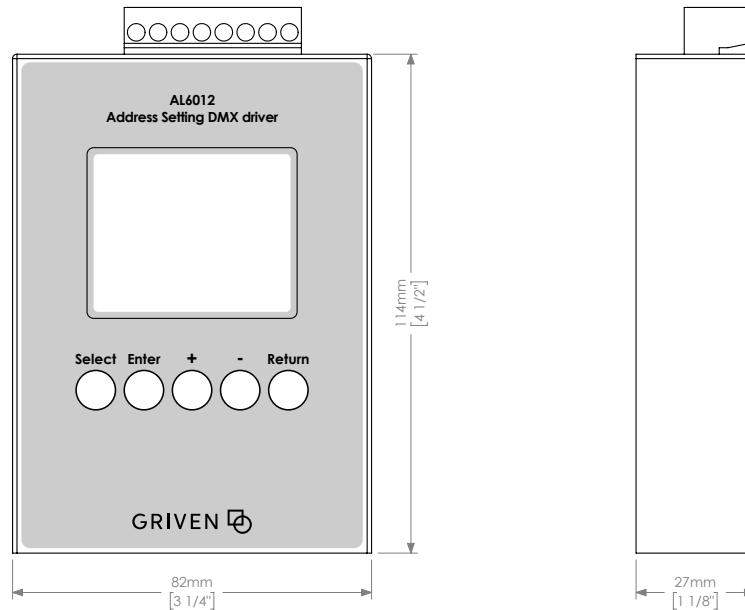| Power supply	+24 VDC from external PSU
Electrical class	III
Size	110x 24x 75 mm
Weight	140 g.
IP rating	IP20

Dimensions

Important notices

- This product must be installed in accordance with applicable national and local electrical and construction codes by a person familiar with the construction and operation of the product and the hazards involved. Failure to comply with the following installation instructions may result in death or serious injury.

- The fixture might be damaged by excess voltage. The installation of an overvoltage protection device on the electrical system may reduce the risk of damage.

- Connect the fixtures to each other only when disconnected from mains.

- Disconnect power before any connection operation.

- Check voltage and frequency before powering the fixture. Do not exceed fixture specified voltage.

- Do not handle the unit with wet hands or in wet environments.

- Apply to qualified staff for any maintenance service not described in this instructions manual.

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Connection

AL6012 must be used when a new Graph i Pix chain has been installed.
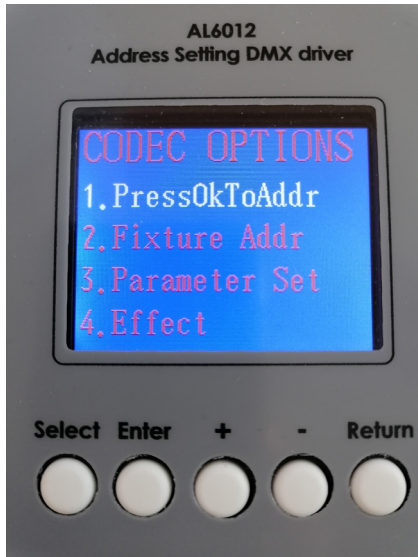After the initialization the device must be replaced by the DMX controller.

100~240 VAC

Graph-i-Pix (the first of the chain)

Electronic Driver

AL6004
Start Line Box
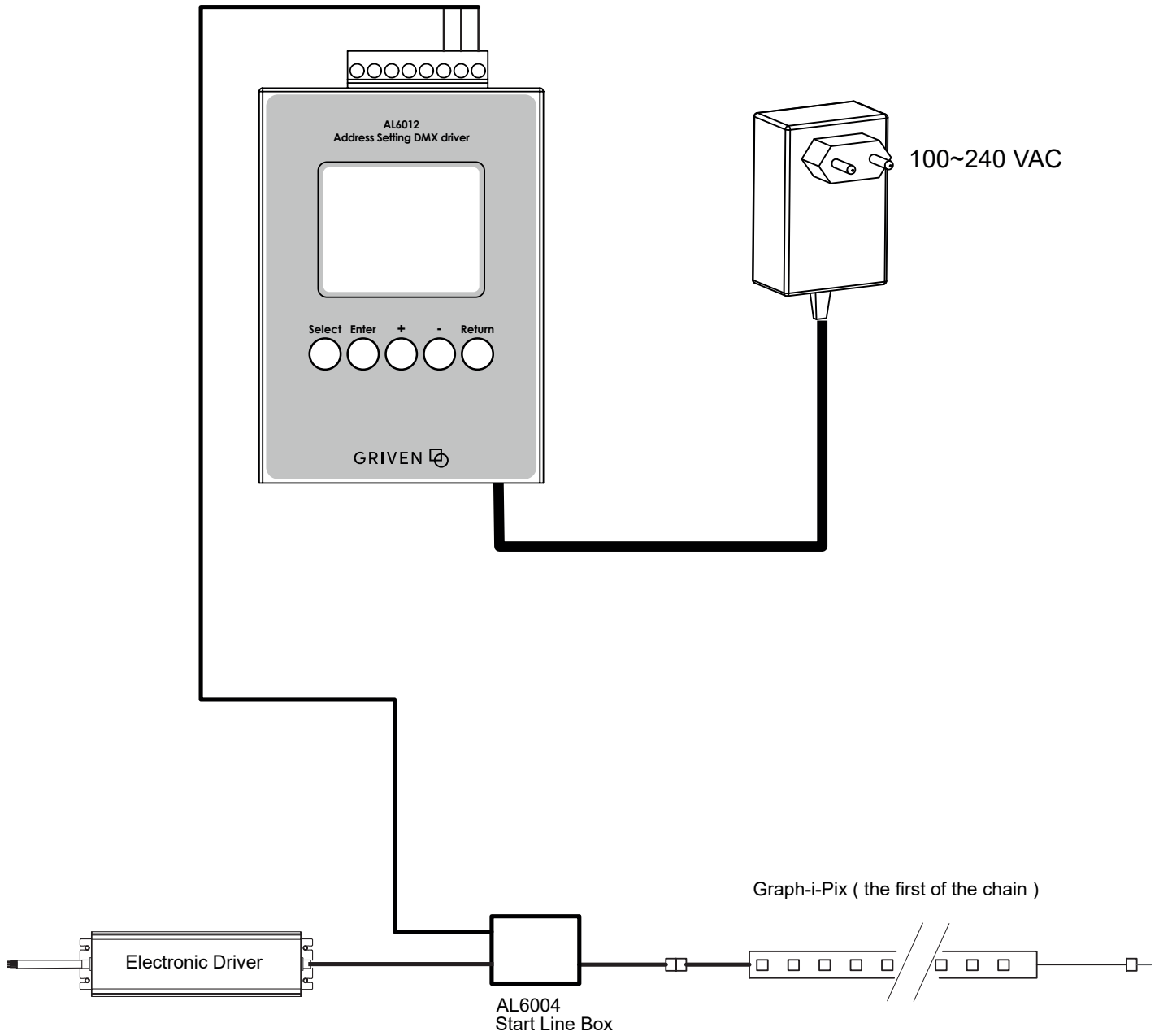
Key Point :Make sure all the cable connected properly, shows as below.

BLACK -> GND
GREEN -> DA1
YELLOW -> DB1

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Option Menu

Press the "Select" or +/- button to go to the next/previuos option.
Press the "Enter" button to select the option.

1. PressOKToAddr
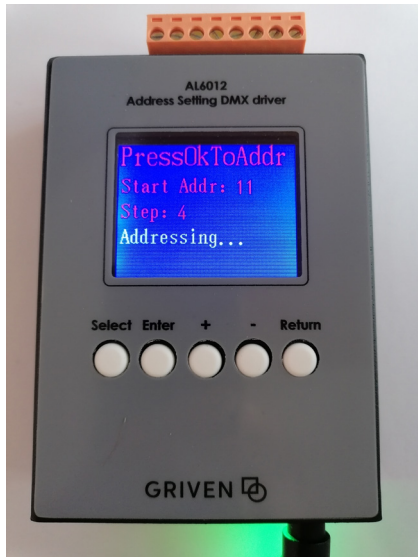
Fast addressing using the last parameters used in option 2. Fixture Addr.

2. Fixture Addr

Option for addressing devices.
Refer to the chapter "Lighting Fixture Address Phase" for a detailed explanation.

3. Parameter set

Option for changing the settings of AL6012.
Do not change any parameters except in consultation with Griven engineers.

4. Effect

Test option reserved for Griven technicians.

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Lighting Fixture Address Phase

1. Press the "Select" key and choose the option "2. Fixture Addr."
   Press the "OK" keys to confirm.

2. Select the chipset to be used using the + and - keys.
   Here we use 512C for example.
   Press the "Select" button to go to the next option.

> **IMPORTANT**
> Chipsets change from Graph-i-pix model to model.
> Ask Griven customer service which chipset to use
> for the products you own.

3. Select the pixel color be used using the + and - keys.
   Available W, RG (DW), RGB, RGBW.
   Here we use RGBW for example.
   Press the "Select" button to go to the next option.

4. Select the dot number be used using the + and - keys.
   The point number is the number that the first point in the series you are addressing will have in the final installation diagram.
   Press the "Select" button to go to the next option.

5. Using the + and - keys, select the number of DMX channels each pixel uses.
   Press the "Select" button to go to the next option.

6. Press the "Enter" button to start addressing.
   Press the "Select" button to go to the next option without addressing fixtures.

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7. During addressing, the text shown in the figure will be displayed.

8. Addressing Finished
   The red one means the first pixel of the luminaires (here we used led linear light, DMX Chip is 185X2, 1M has 8 pixels). This to help identify start luminaries and it's signal direction.
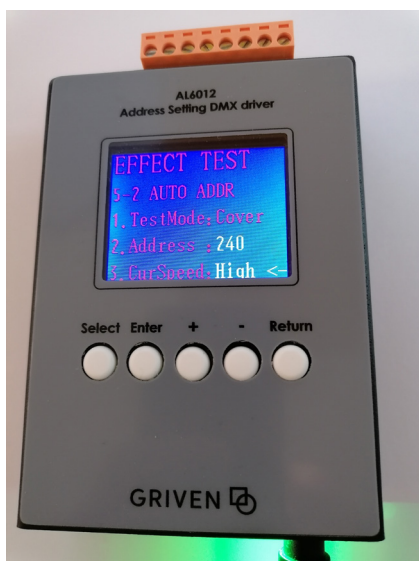

9. Press the "Enter"key to access test light effects.
   Press the "Return" key to return to the main screen.
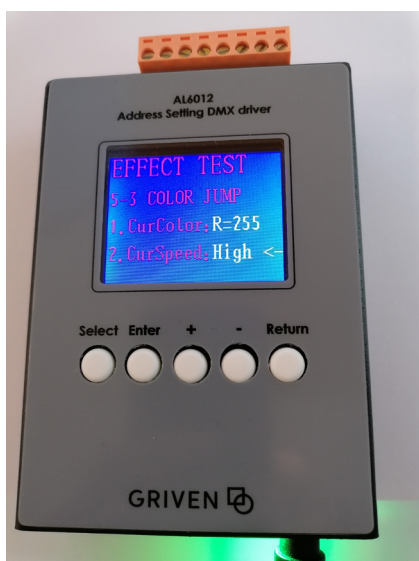
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Test Lighting Effects
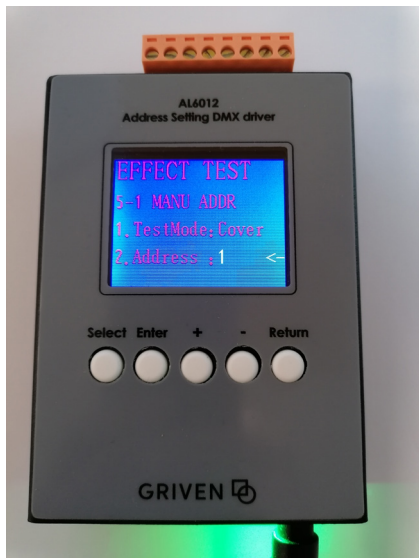
1. MANU ADDR (Manually address each pixels)
    Using the + and - keys, change the address of the pixel.
    Press the "Select" button to go to the next effect.


2. AUTO ADDR (Automatically address each pixels)
    Using the + and - keys, change speed.
    Press the "Select" button to go to the next effect.

3. COLOR JUMP (Color Jump from R G B W)
    Using the + and - keys, change speed.
    Press the "Select" button to go to the next effect.

Address setting DMX driver

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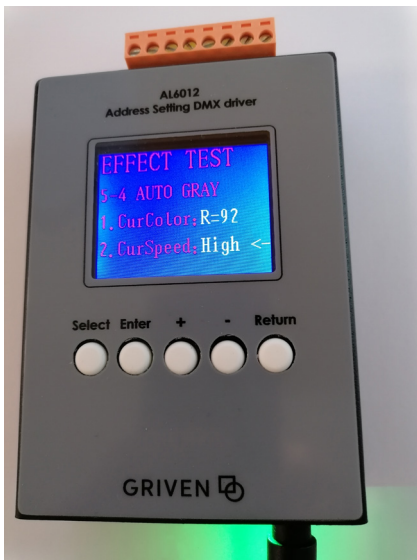
4. AUTO GRAY (Automatically Gradual Grey Fade IN/ Fade Out)
   Using the + and - keys, change speed.
   Press the "Select" button to go to the next effect.
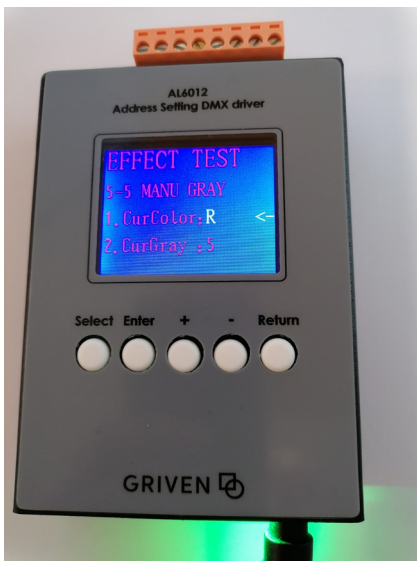
5. MANU GRAY (Automatically Gradual Gray Fade IN/ Fade Out)
   Using the + and - keys, change current colour.
   Press "Enter" button key to go to the next option.
   Using the + and - keys, change gray value.
   Press the "Select" button to go to return to effect number 1.
   Press the "Return" key to return to the main screen.