

# PL-DIN 512

DIN rail Ethernet to DMX Stand Alone interface



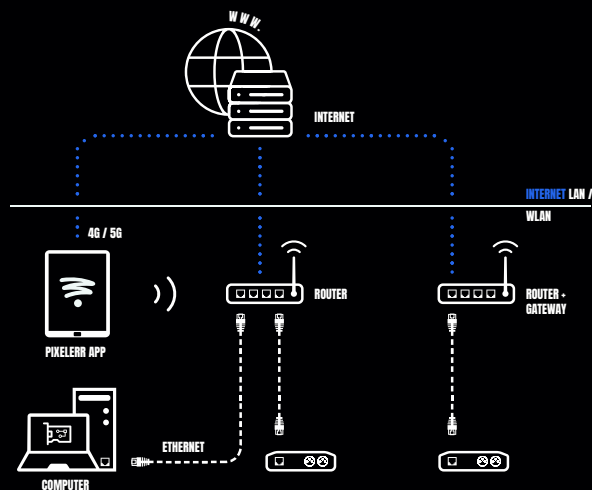
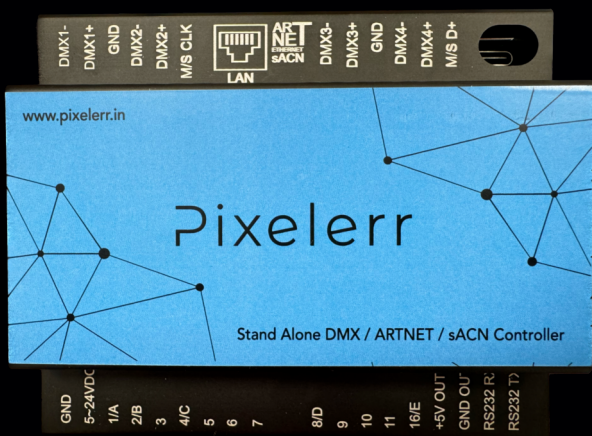
RS  
232



**FREE SOFTWARE & APPLICATION DOWNLOAD**

DIN is the ideal DMX stand alone interface for installation in electrical DIN cabinets with DIN rails. The USB to DMX stand alone Ethernet DMX device can control from 512 to 2048 channels on 1, 2 or 4 DMX universes.

Featuring a robust Stand Alone mode and a wide range of trigger possibilities (RS232, Contacts, Clock, NODE x4 ports, Master/slave), this competent device is a smart solution for easy and quick architectural installations and large integration projects.



Pixelerr

## HARDWARE Features

|                         |  |
|-------------------------|--|
| DMX Output              | 512 (1x512, 2U. Split x1) channels split on 1 outputs (PC and Stand Alone)   |
| Input                   | Ethernet (RJ45, DHCP or static IP), USB-C  |
| Networks                | Ethernet, Internet, WIFI compatible when connected to a router   |
| NODE DMX                | 4 ports Art-Net or sACN to DMX decoder and converter (DHCP, Static IP)   |
| DMX Modes               | DMX In/Out, DMX Splitter (x4 ports), DMX Record, DMX Trigger   |
| Multiple Zone           | 1 Zone, play 1 scene/sequence per time in Stand Alone  |
| Art-Net Out             | 1x512 on Ethernet (SD card required, 1 universes per device)   |
| sACN Out                | 1x512 on Ethernet (SD card required, 1 universes per device)   |
| Memory                  | Micro SD Card (FAT format, max. 256 GB, Class 10, inside housing)<br>Memory Step capacity (5K ~20K), 8Mb Internal memory (No SD required)  |
| Web Remote options      | No Web remote over internet  |
| Stand Alone options     | Art-Net and sACN from SD card, including triggers (4x512)<br>NODE to decode Art-Net and sACN to DMX (x4 Universes)<br>Master / Save Synchro (32 max wired / 128 max Ethernet)<br>Setting and configuration via Pixelerr App<br>Commands from the Contacts (speed, scene, dimmer, zone)<br>Default start scene, Scene priority, Cross Fade time between scenes<br>Automatic Scene Recovery if the power is cut off and 16-bit and fine channel management                         |
| Triggers options        | No Pixelerr Application<br>RS232 In/Out (16 characters max for RS232 triggers, commands or orders)<br>UDP / Ethernet triggers and commands (from SDK)<br>Real Time Clock and calendar for each scene (Hour, Day, Week, Month, Year)<br>12 smart Contacts on 3-5V (On, On/Off, Release, Restart, Scene Priority, 31 contacts max)<br>Commands from the Contacts (speed, scene, dimmer, zone)<br>DMX input (DMX signal from other DMX devices)<br>Infrared Remote, Light intensity |
| Max connected devices   | 12 (USB - 24 DMX) / 128 (Ethernet - 512 DMX)   |
| Power                   | 5-24V DC, 0.3A / Output: 5V DC, High Voltage Protection  |
| Dimension               | H: 110 (4.33), W: 100 (3.94), D: 60 (2.36)   |
| Weight                  | 0.2 Kg (0.44 lb)   |
| Housing, I/O Connectors | Standard DIN-RAIL cabinet compatibility, PVC / USB-C, Screw terminal blocks with 2x9 + 2x6 pins  |
| Additional features     | -40 to +85 C° / IP40 / CE, RoHS / 5 years international warranty   |



## SOFTWARE Features

|                      |  |
|----------------------|--|
| Compatible software  | Pixelerr, Pixelerr Pro                                   |
| ART-NET, sACN Output | 1X512 with Pixelerr software and 2x512 with Pixelerr Pro |
| DVI outputs          | 128x128 or 16 384 pixels Pixels with Pixelerr Pro        |
| Audio/Video Timeline | 30 mns Audio and Video Timeline                          |
| Studio DMX           | 3D viewer in real time (Full mode)                       |
| Pixelerr Mobile APP  | Software control via mobile (Android, iOS)               |
| System Compatibility | Windows, Mac, iOS, Linux                                 |
| Technical support    | Worldwide, English, French, Chinese                      |

### Mobile minimum configuration:

Android 5 / iOS 10 and +  
1Ghz CPU, 1 Gb RAM, 60 Mb disk

### Configuration minimale PC:

Windows, Mac OS, Linux (32 and 64 bits)  
2Ghz CPU (2 cores), 8 Gb RAM  
2Gb RAM graphic card (for 3D only)  
600 Mb disk, 1920x1080 resolution  
1 USB port (Device)  
1 Ethernet Port (for Art-Net & sACN)

www.pixelerr.in

Pixelerr