

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 OF THIS DOCUMENT

CT LIGHTSTRIP: LLED8300 OR LLED8350	Page 2: Setup & Operation Page 3: Wiring Diagrams
RGB LIGHTSTRIP: LLED8500 OR LLED8550	Page 2: Setup & Operation Page 4: Wiring Diagrams
RGBW LIGHTSTRIP: LLED8600 or LLED8650	Page 2: Setup & Operation Page 5: Wiring Diagrams
CT WALL WASHER: ALS450T-CT	Page 6: Setup & Operation Page 7: Wiring Diagrams
RGB WALL WASHER: ALS450T-RGB	Page 6: Setup & Operation Page 8: Wiring Diagrams
RGBW WALL WASHER: ALS450T-RGBW	Page 6: Setup & Operation Page 9: Wiring Diagrams
CONTROLLER SOFTWARE PROGRAMMING GUIDE	Page 10 - 11: LLED8300 & LLED8350 Page 12 - 13: LLED8500 & LLED8550 Page 14 - 15: LLED8600 & LLED8650 Page 16 - 17: ALS450T-CT Page 18 - 19: ALS450T-RGB Page 20 - 21: ALS450T-RGBW

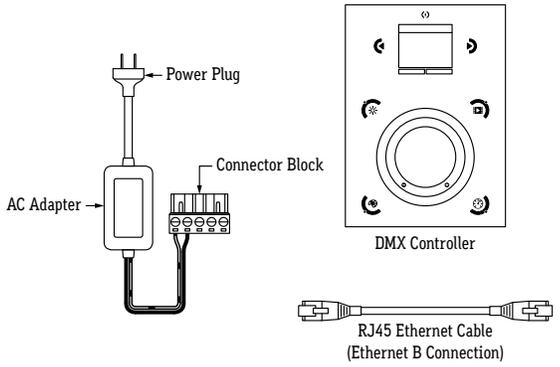


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DMX-1024C | INSTALLATION

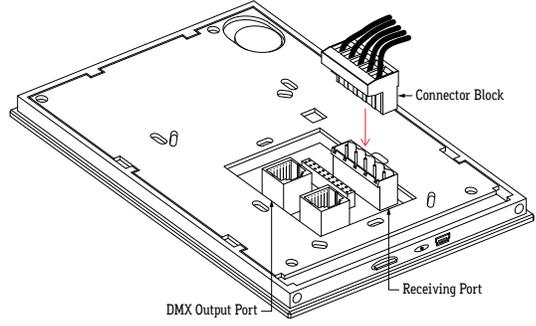
Setup of DMX Controller (CT, RGB, and RGBW Lightstrip)

1. Unbox DMX controller components. You will need the DMX controller, power connector, USB cable, and RJ45 ethernet cable.



2. Connect one end of RJ45 cable to the DMX input port on DMX-RGBX. Connect the other end to the DMX output port on the controller (top port). Refer to wiring diagram for details.
3. Connect power plug to standard 120V outlet.
4. Install Nicolaudie Easy Stand Alone software to your device.
Link: <https://www.nicolaudie.com/en/esa.htm>
5. 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 for a guide on creating and saving scenes.
6. Mount an electrical box (by others) into the wall where controller will be mounted.

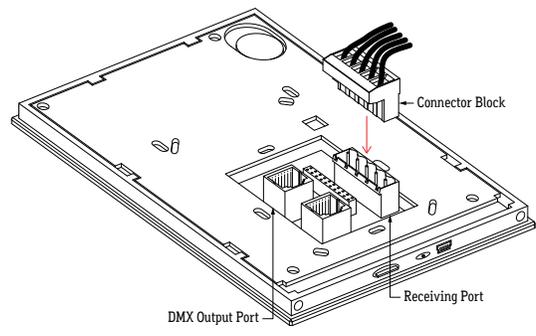
7. Insert assembled connector block into the receiving port on the back of controller.



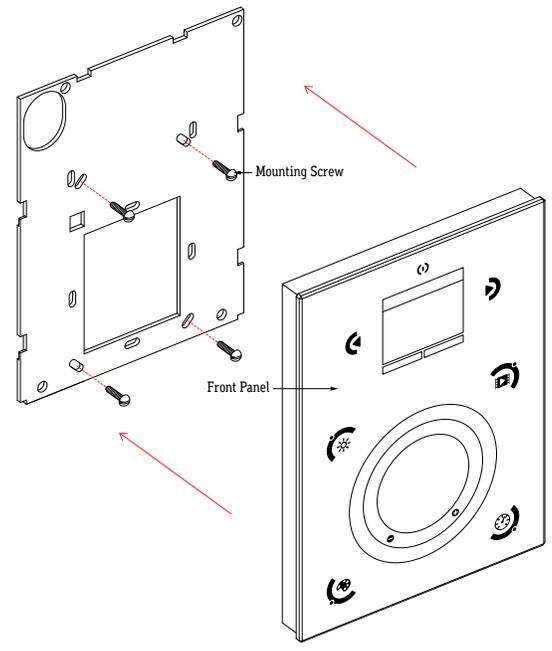
8. To connect controller to a network, connect one end of an RJ45 Ethernet cable to the Ethernet port on the controller (bottom port). Connect the other end of the cable to a router or switch. The controller should connect to the network automatically.
9. Confirm the controller is connected to the network 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.

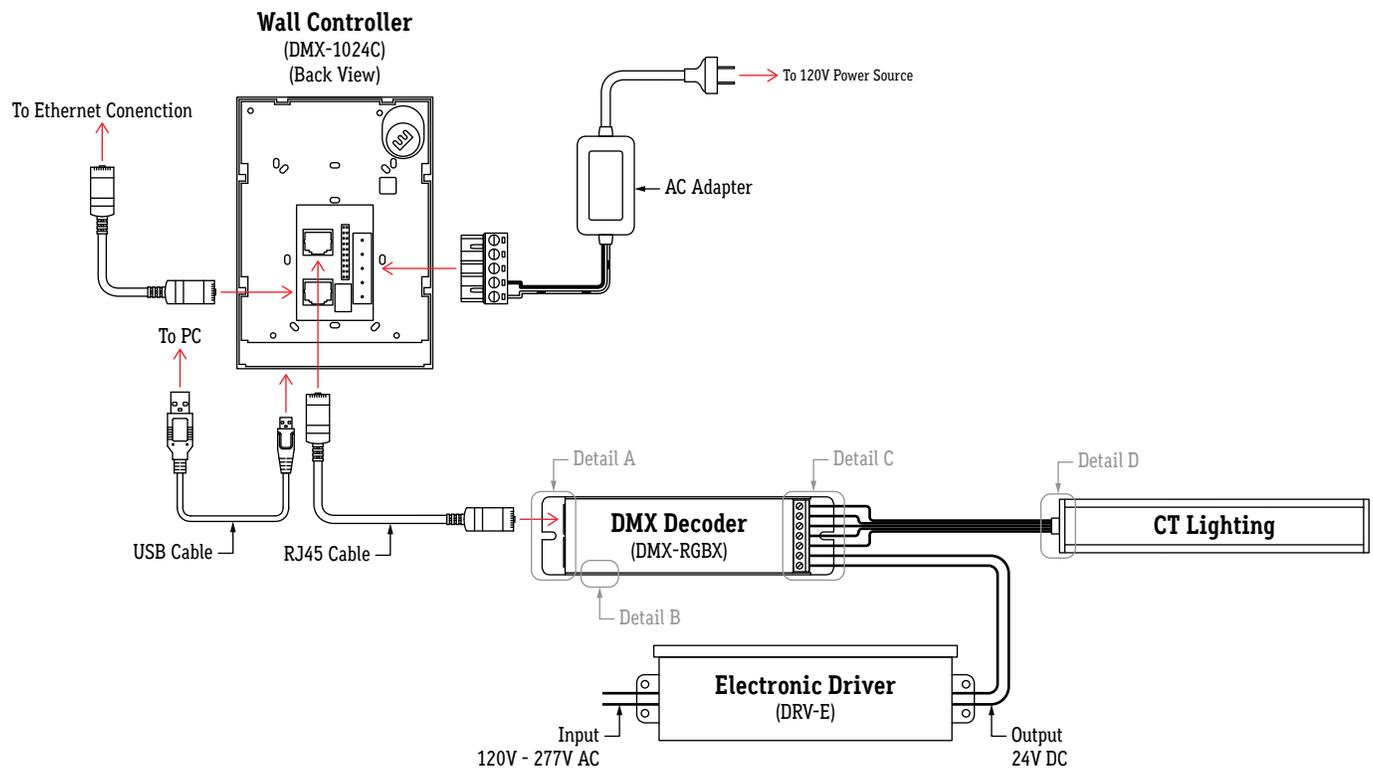
10. Download DMX Lightpad 3 or Easy Remote to a mobile device and connect the device to the same network. The app will automatically detect the controller.

11. 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.

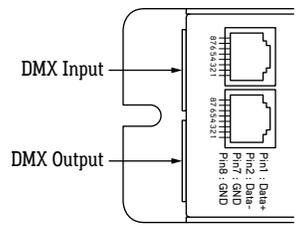


12. Mount controller interface onto the electrical box. Secure with at least two screws, then snap the front panel onto the back plate. Wait at least 30 seconds for the touch sensitivity to adjust.

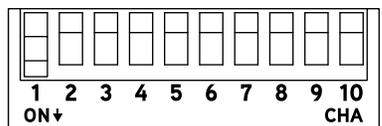




Detail A: Ethernet Ports

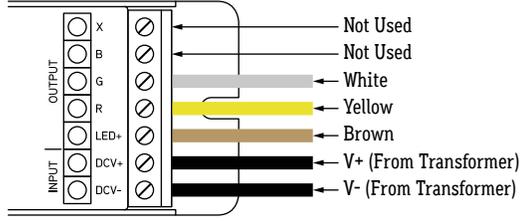


Detail B: DIP Switches

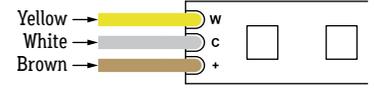


Set DMX address using DIP switches. Refer to DMX-RGBX for more information on DMX addressing.

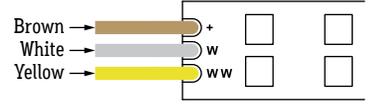
Detail C: Wiring to Decoder

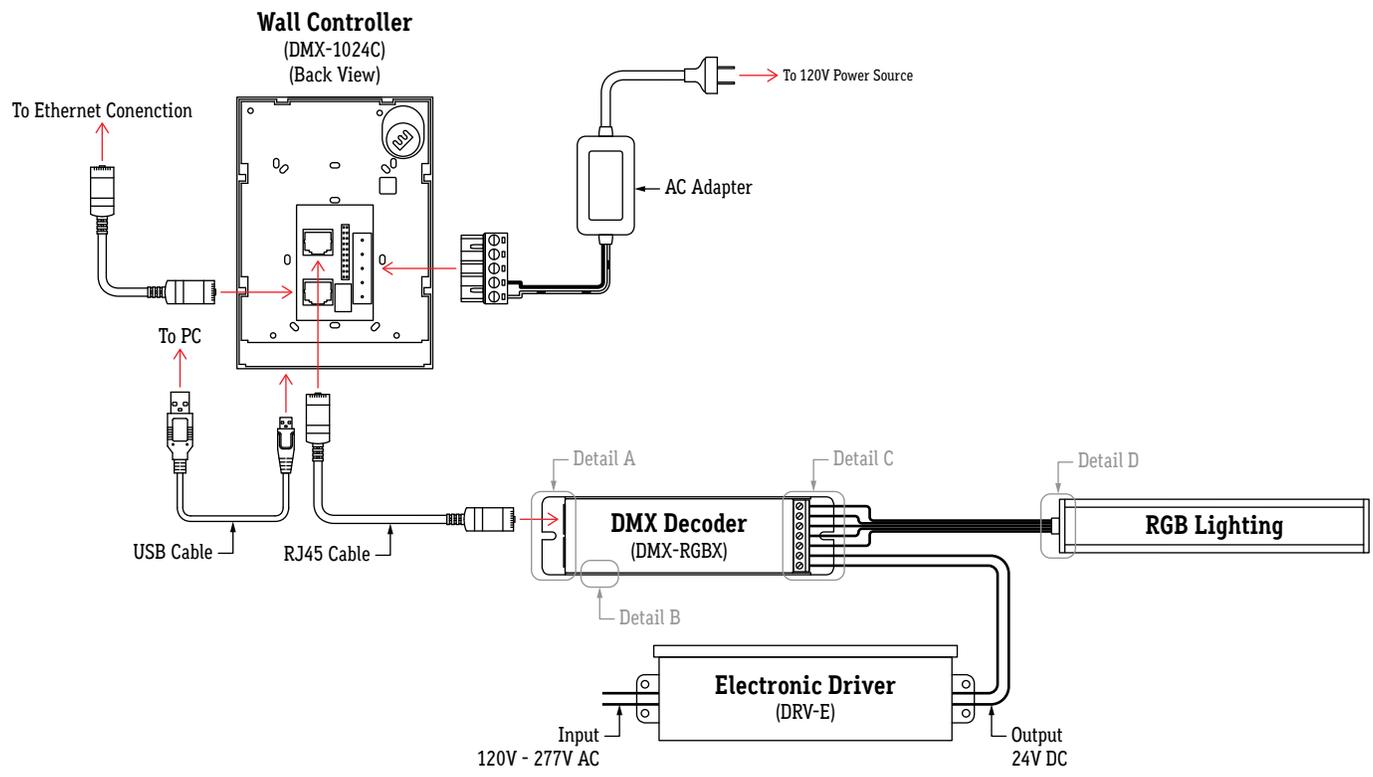


Detail D: LLED8300 Solder Connection

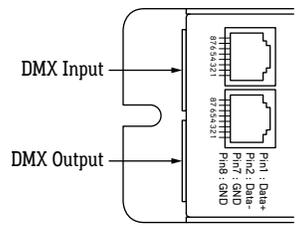


Detail D: LLED8350 Solder Connection

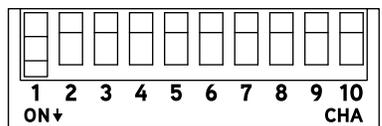




Detail A: Ethernet Ports

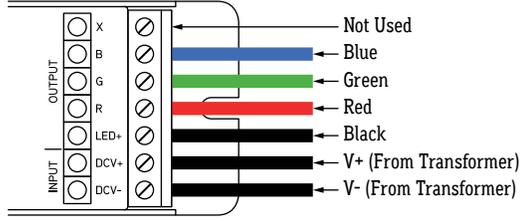


Detail B: DIP Switches

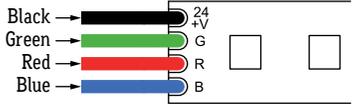


Set DMX address using DIP switches. Refer to DMX-RGBX for more information on DMX addressing.

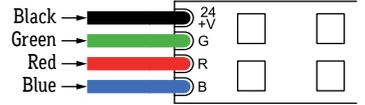
Detail C: Wiring to Decoder

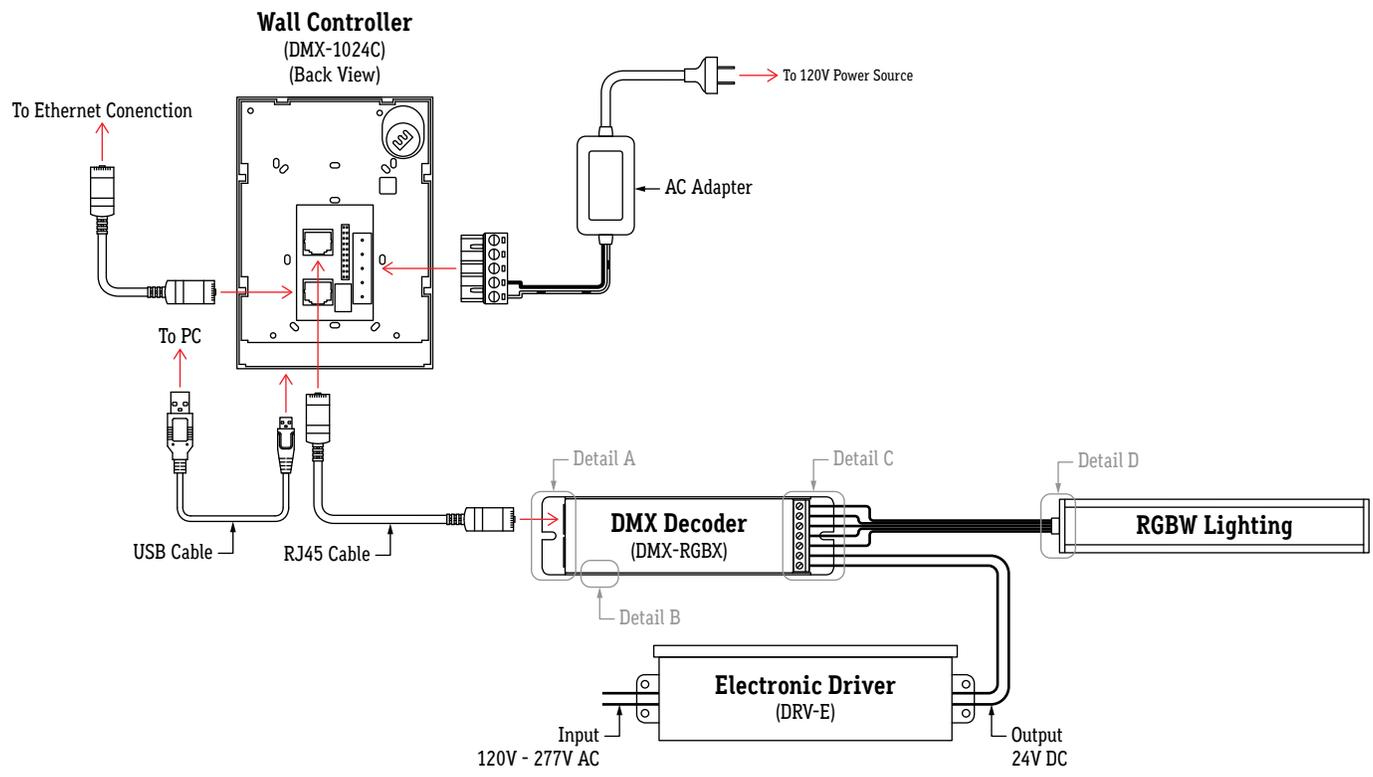


Detail D: LLED8500 Solder Connection

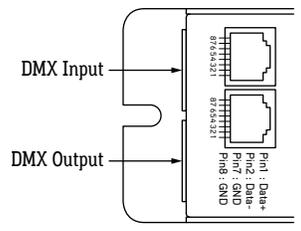


Detail D: LLED8550 Solder Connection

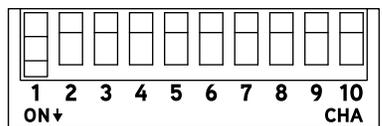




Detail A: Ethernet Ports

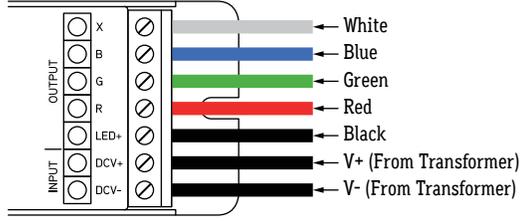


Detail B: DIP Switches



Set DMX address using DIP switches. Refer to DMX-RGBX for more information on DMX addressing.

Detail C: Wiring to Decoder



Detail D: LLED8600 Solder Connection



Detail D: LLED8650 Solder Connection



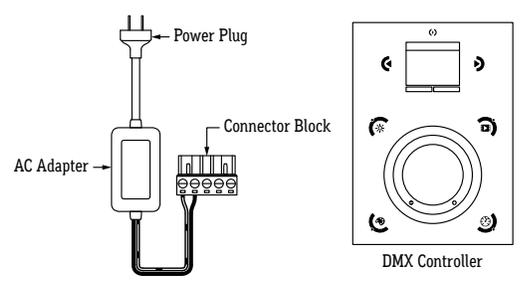


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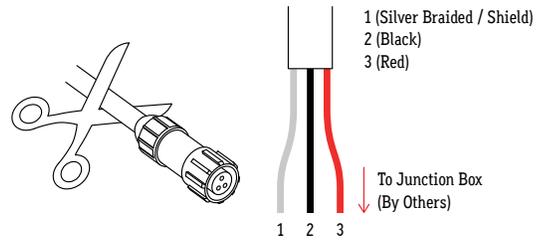
DMX-1024C | INSTALLATION

Setup of DMX Controller (ALS450T-CT, ALS450T-RGB, ALS450T-RGBW)

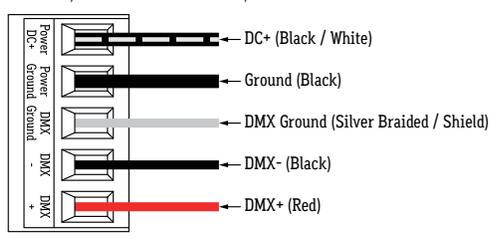
1. Unbox DMX controller components. You will need the DMX controller, power connector, software CD-ROM, and USB cable.



2. Cut the first female data cable near the connector and strip black jacket, exposing about 1" of internal wiring. The first data cable is located underneath the end of fixture with a digital interface on the end cap.

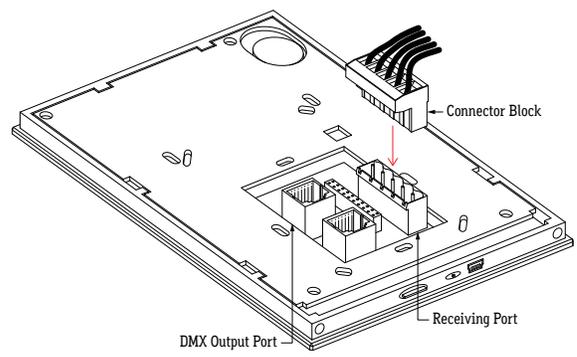


3. Connect 12VDC output wires from AC adapter to connector block. Connect the silver braided wire to DMX Ground, the black wire to DMX-, and the red wire to DMX+ in the connector block.

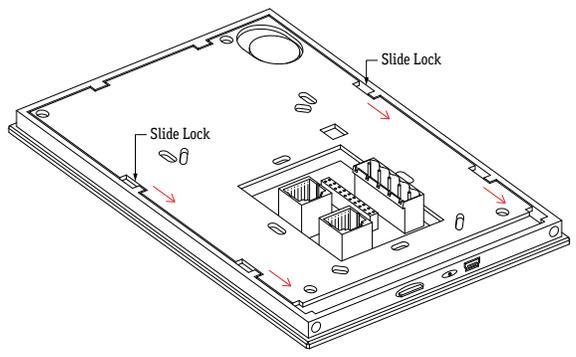


4. Connect power plug to standard 120V outlet.
5. Install Nicolaudie Easy Stand Alone software to your device.
Link: <https://www.nicolaudie.com/en/esa.htm>
6. Connect controller via USB cable to a computer with Nicolaudie software installed, then program scenes into controller as desired. Remove USB cable after programming is complete.
Note: See Operating ESA Software for a guide on creating and saving customized scenes.
7. Mount an electrical box (by others) into the wall where controller will be mounted.

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

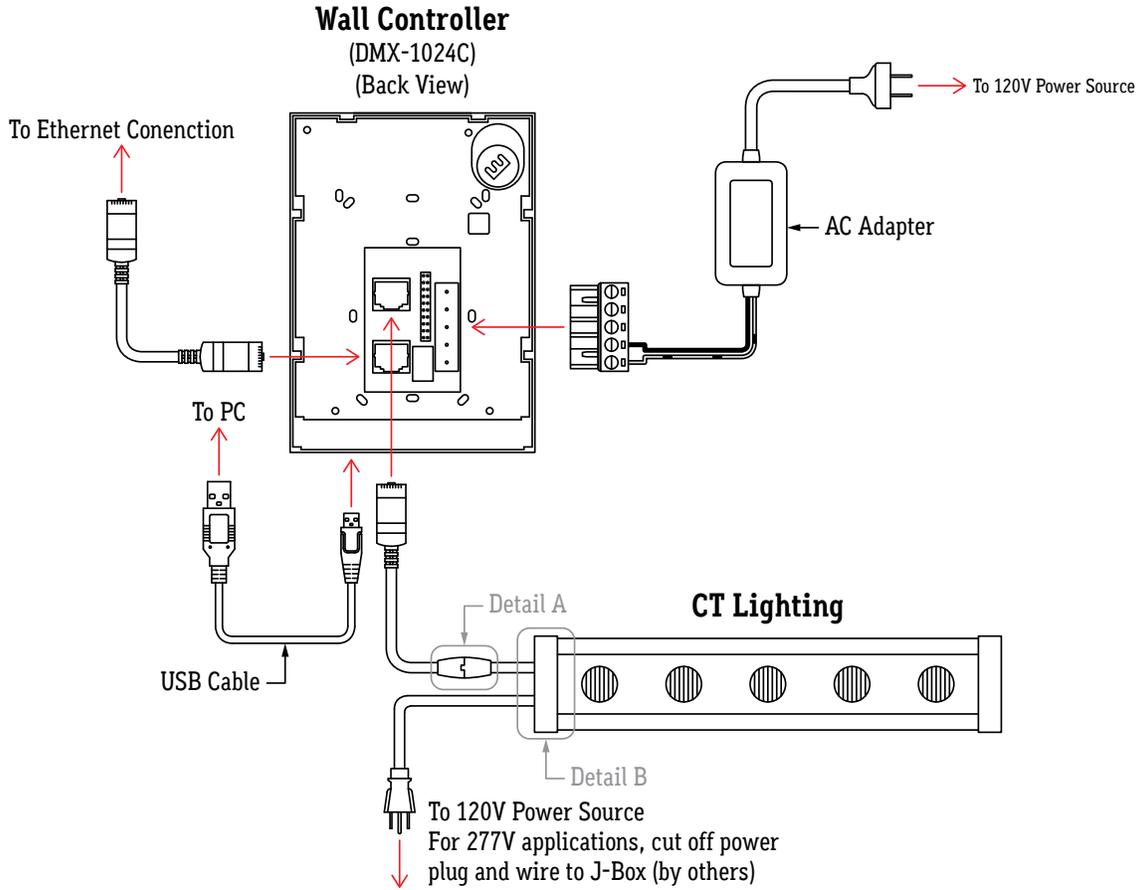


9. To connect controller to a network, connect one end of an RJ45 Ethernet cable to the Ethernet port on the controller (bottom port). Connect the other end of the cable to a router or switch. The controller should connect to the network automatically.
10. Confirm the controller is connected to the network 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.
11. 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.
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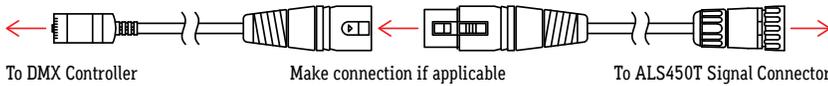


13. Mount controller interface onto the electrical box. Secure with at least two screws, then snap the front panel onto the back plate. Wait at least 30 seconds for the touch sensitivity to adjust.

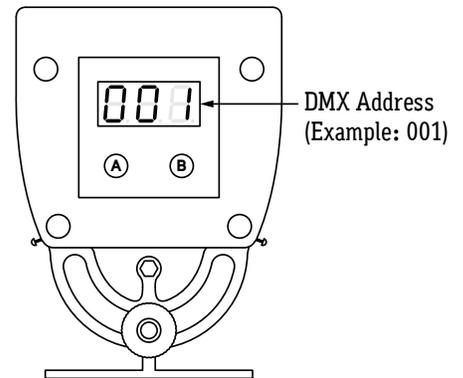


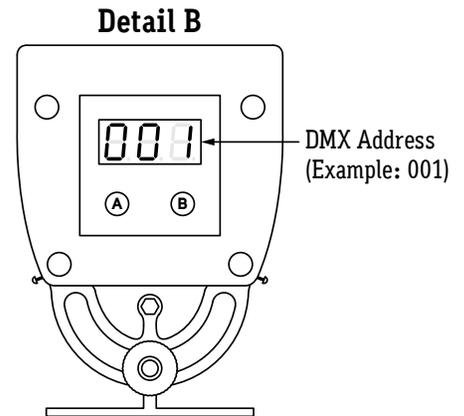
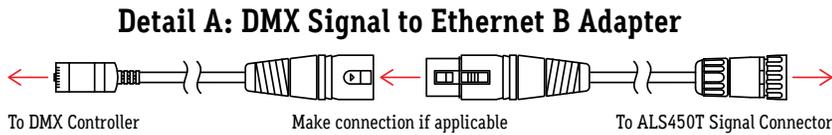
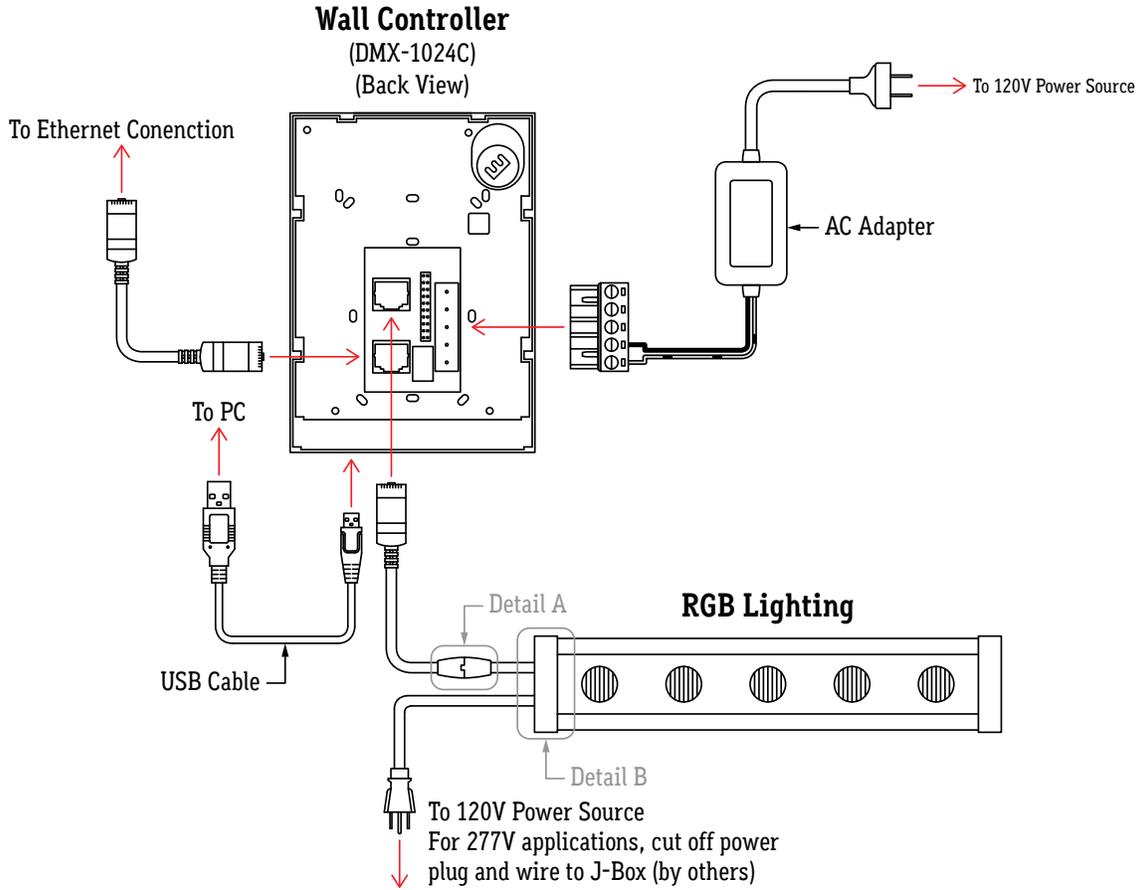


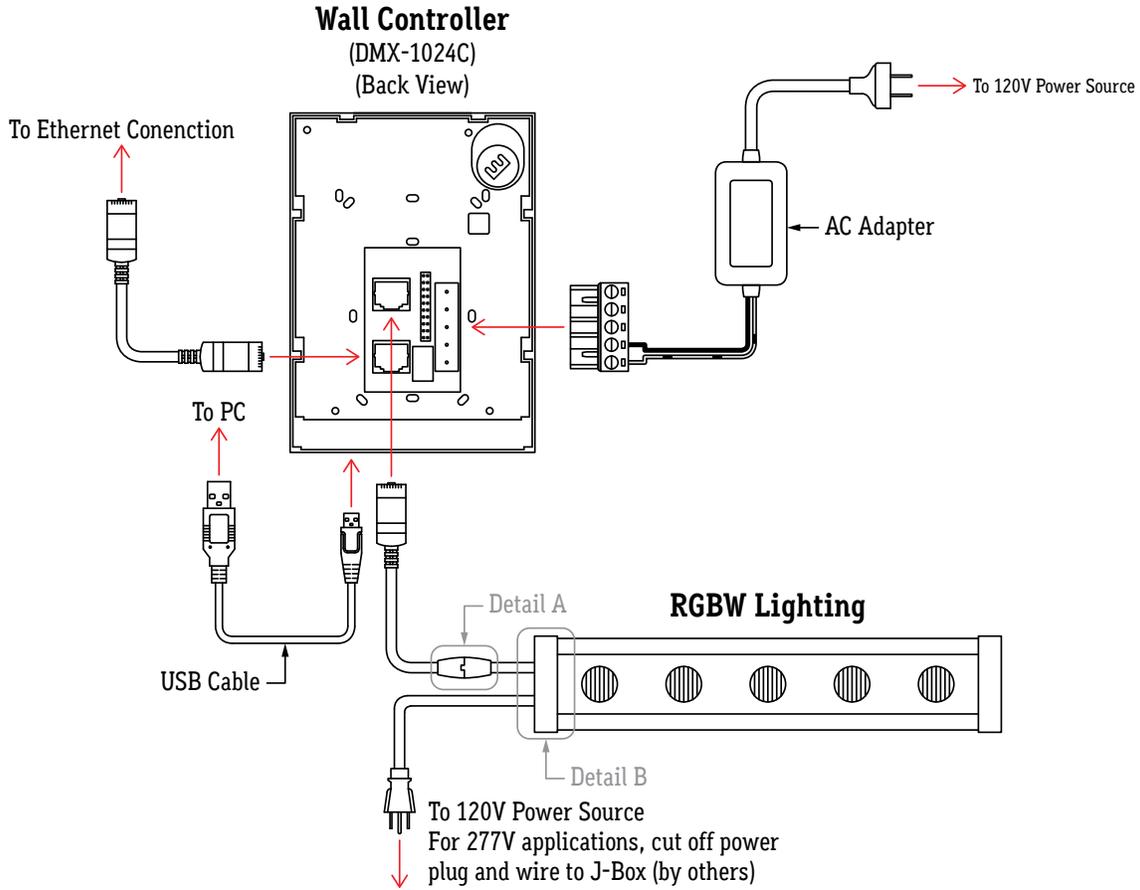
Detail A: DMX Signal to Ethernet B Adapter



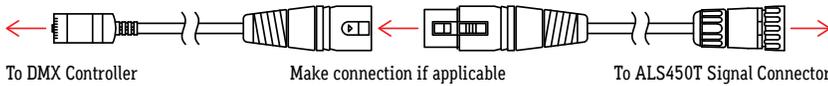
Detail B



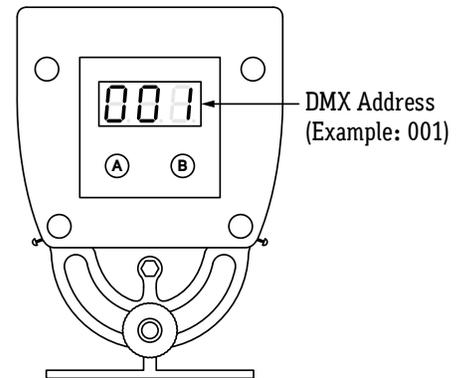




Detail A: DMX Signal to Ethernet B Adapter



Detail B



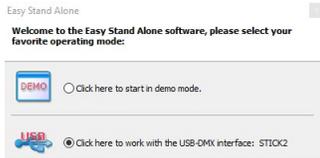


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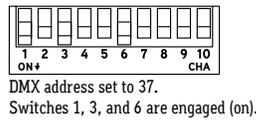
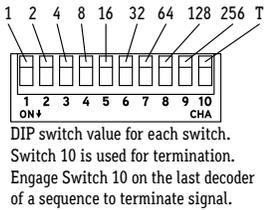
Operating ESA Software (LLED8300 & LLED8350) 1 of 2

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, then open software. It is recommended to create scenes while controller and lighting are connected to a computer. This provides instantaneous feedback while creating scenes.
3. The program will display a prompt to select your favorite operating mode. Select the STICK2 or STICK3A option and click OK.



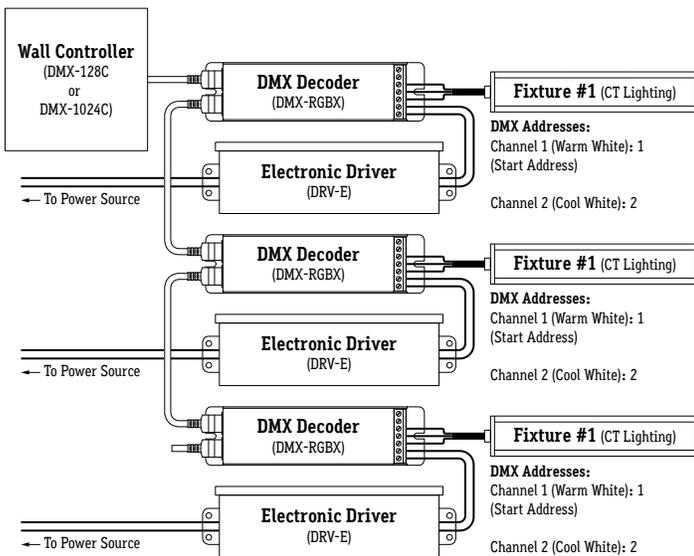
4. Set DMX address for each fixture connected to the controller. Set DMX address using DIP switches on the side of decoder. The sum of the value of each engaged DIP switch creates the DMX address.

Example: 1 + 4 + 32 = 37. DMX start address for this decoder is 37.



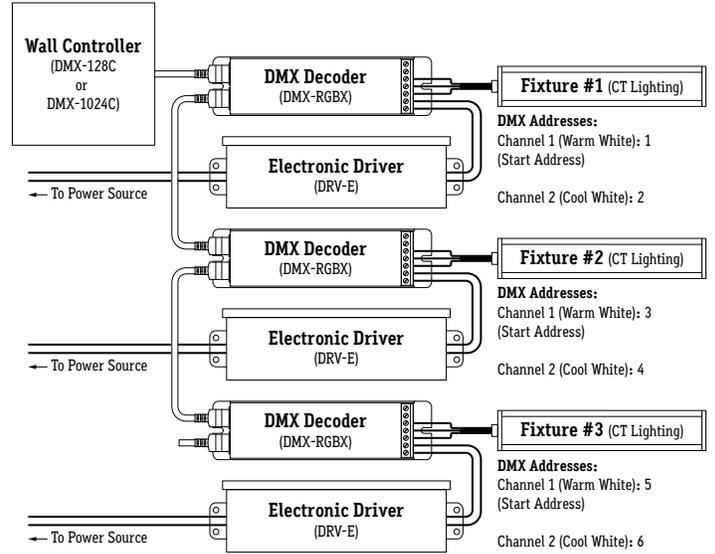
5. If all fixtures will be controlled together, continue to step 6a. If each fixture will be controlled independently, continue to step 6b.

- 6a. If all fixtures will be controlled together, set the DMX start address of each fixture to 1.

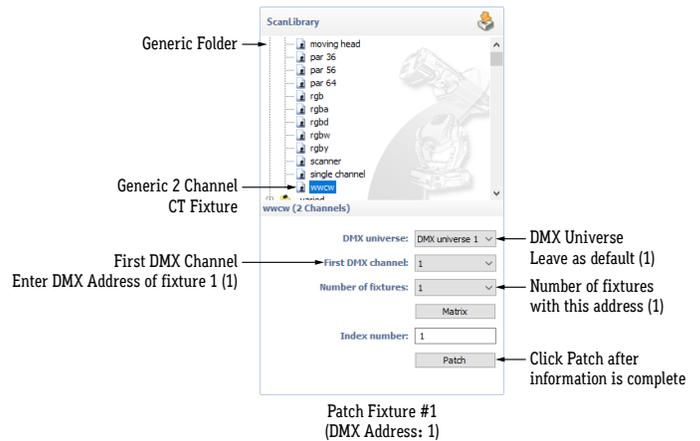


- 6b. If each fixture will be controlled independently, set the DMX start addresses in sequence. The start address controls the first channel (Warm White) of the CT fixture. The second channel (Cool White) will automatically be detected by the software and assigned DMX addresses within the DMX universe, which will be detailed later.

Example: Three fixtures with one decoder each. Set the DMX start address of the first fixture to 1. Set the DMX start address of the second fixture to 3. Set the DMX start address of the third fixture to 5, and so on. Refer to the below diagram.



- 7a. The program will open to a blank show file by default. Patch each fixture to the DMX universe using the previously set DMX addresses. Under the Scan Library menu, in the generic folder, select "wccw". This tells the software that a 2 channel CT fixture is connected to the controller. The below diagram illustrates how to patch fixture #1. If all fixtures will be controlled together, skip step 7b.



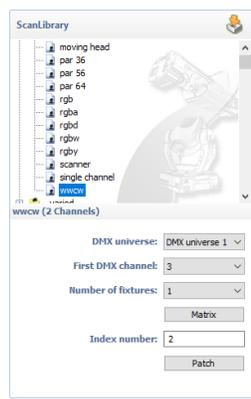


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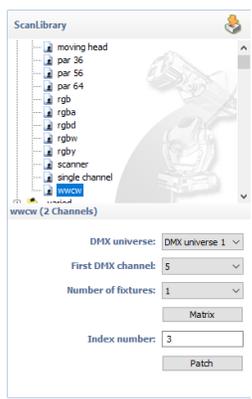
DMX-1024C | INSTALLATION

Operating ESA Software (LLED8300 & LLED8350) 2 of 2

7b. Patch fixture #2 and fixture #3.

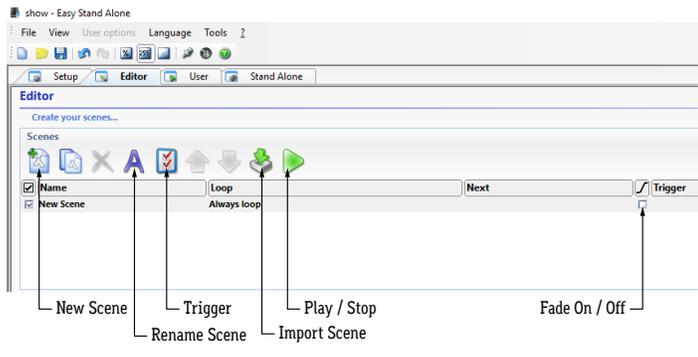


Patch Fixture #2
(DMX Address: 3)

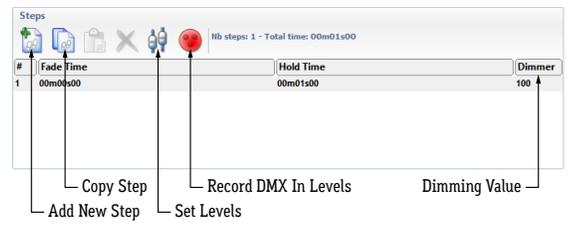


Patch Fixture #3
(DMX Address: 5)

8. 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 by default.

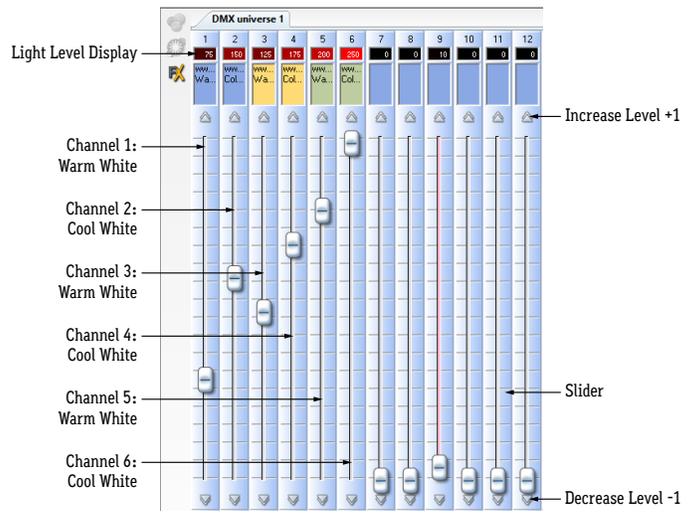


9. Each scene is made up of a series of steps. Create steps using the Steps menu on the upper right of the interface.



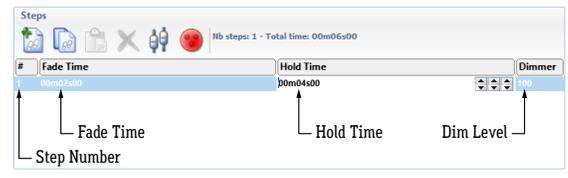
10. Set the color value of each channel for each step. Under the DMX Universe 1 tab, channel 1 - 2 controls the CT value of fixture #1. Channel 3 - 4 controls the CT value of fixture #2. Channel 5 - 6 controls the CT value of fixture #3. Use the slider to set each light level or enter light level in 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).



11. After setting CT 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.

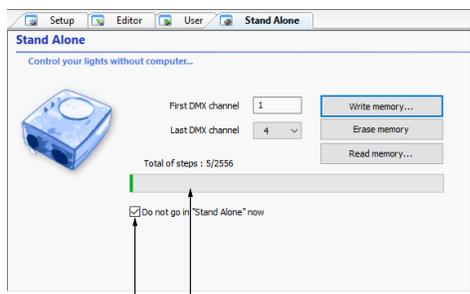
Example: Fade Time: 00m02s00 (2 seconds). Hold Time: 00m04s00 (4 seconds). Dimmer: 100 (100% brightness).



12. Create additional steps as needed by repeating steps 9 - 11. 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.

13. 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.



Uncheck if controller will be used exclusively while connected to a PC. Total memory usage. Create up to 2556 steps across 24 scenes.

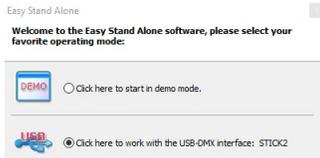


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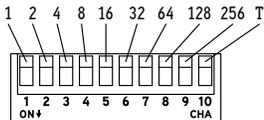
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3. The program will display a prompt to select your favorite operating mode. Select the STICK2 or STICK3A option and click OK.

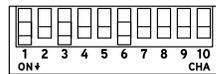


4. Set DMX address for each fixture connected to the controller. Set DMX address using DIP switches on the side of decoder. The sum of the value of each engaged DIP switch creates the DMX address.

Example: 1 + 4 + 32 = 37. DMX start address for this decoder is 37.



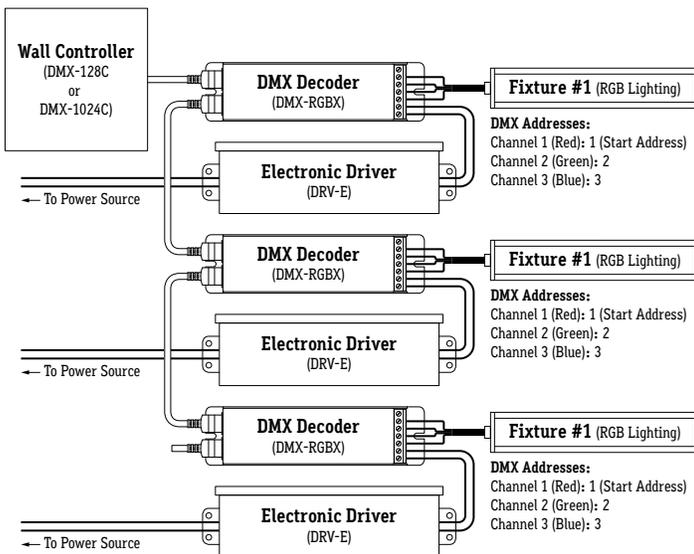
DIP switch value for each switch.
Switch 10 is used for termination.
Engage Switch 10 on the last decoder of a sequence to terminate signal.



DMX address set to 37.
Switches 1, 3, and 6 are engaged (on).

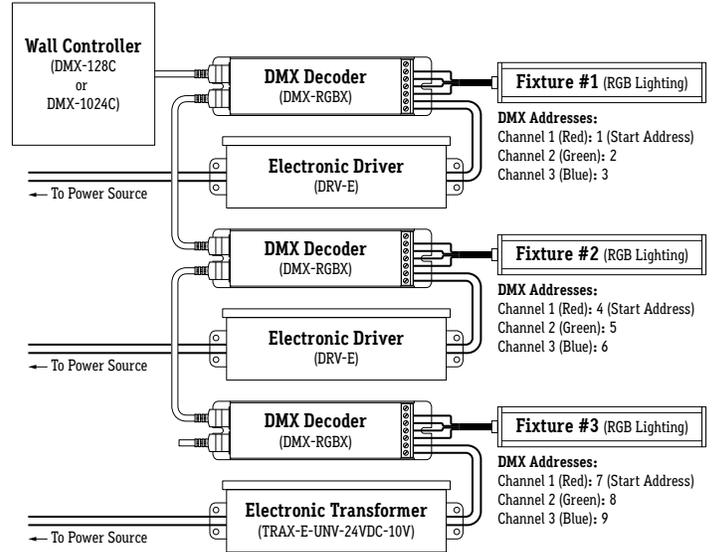
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6a. If all fixtures will be controlled together, set the DMX start address of each fixture to 1.

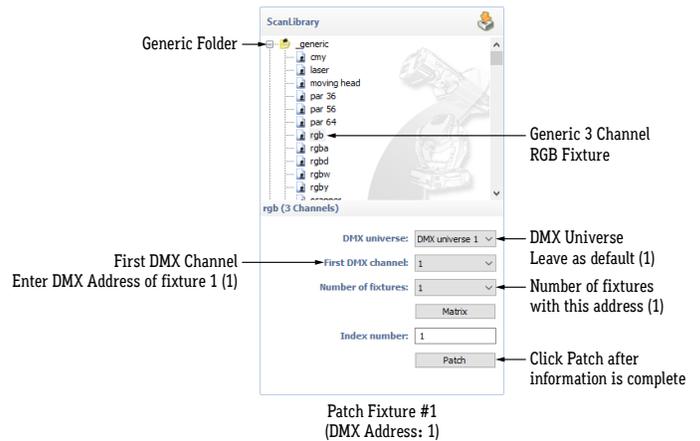


6b. If each fixture will be controlled independently, set the DMX start addresses in sequence. The start address controls the first channel (Red) of the RGB fixture. The second and third channels (Green, Blue) will automatically be detected by the software and assigned DMX addresses within the DMX universe, which will be detailed later.

Example: Three fixtures with one decoder each. Set the DMX start address of the first fixture to 1. Set the DMX start address of the second fixture to 4. Set the DMX start address of the third fixture to 7, and so on. Refer to the below diagram.



7a. The program will open to a blank show file by default. Patch each fixture to the DMX universe using the previously set DMX addresses. Under the Scan Library menu, in the generic folder, select "rgb". This tells the software that a 3 channel RGB fixture is connected to the controller. The below diagram illustrates how to patch fixture #1. If all fixtures will be controlled together, skip step 7b.



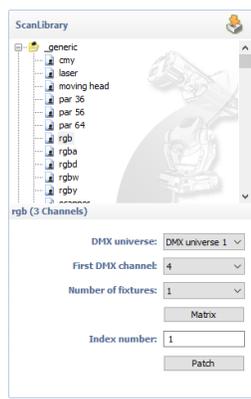


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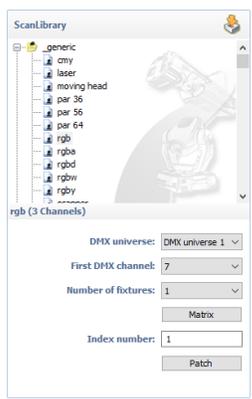
DMX-1024C | INSTALLATION

Operating ESA Software (LLED8500 & LLED8550) 2 of 2

7b. Patch fixture #2 and fixture #3.

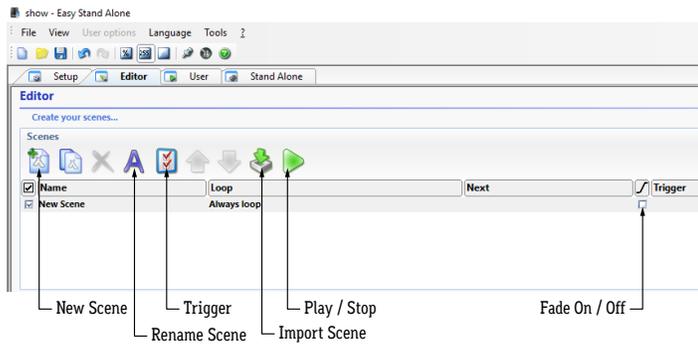


Patch Fixture #2
(DMX Address: 4)

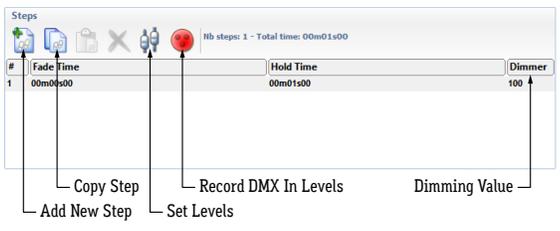


Patch Fixture #3
(DMX Address: 7)

8. 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 by default.

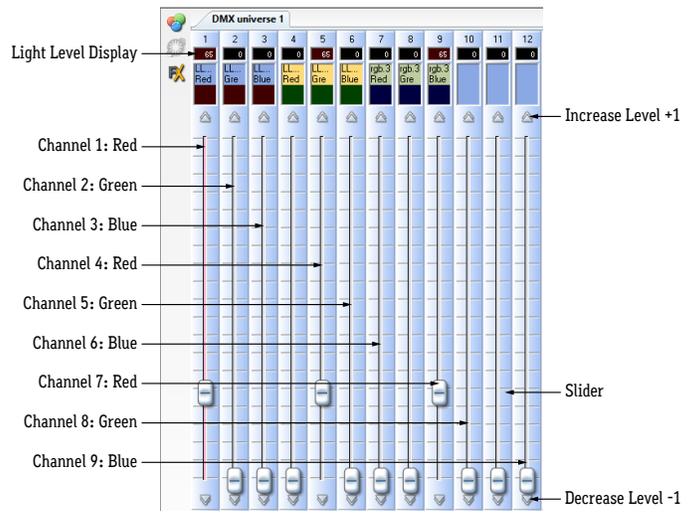


9. Each scene is made up of a series of steps. Create steps using the Steps menu on the upper right of the interface.



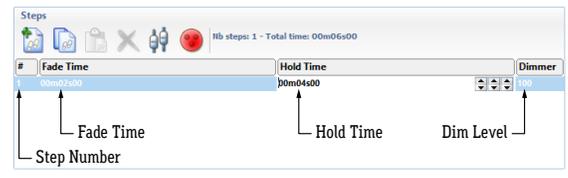
10. Set the color value of each channel for each step. Under the DMX Universe 1 tab, channel 1 - 3 controls the RGB value of fixture #1. Channel 4 - 6 controls the RGB value of fixture #2. Channel 7 - 9 controls the RGB value of fixture #3. Use the slider to set each light level or enter light level 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 Blue value (65). Channel 8 controls fixture #3 Green value (65).



11. After setting RGB 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.

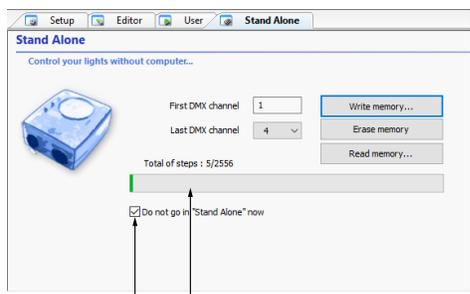
Example: Fade Time: 00m02s00 (2 seconds). Hold Time: 00m04s00 (4 seconds). Dimmer: 100 (100% brightness).



12. Create additional steps as needed by repeating steps 9 - 11. 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.

13. 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.



Uncheck if controller will be used exclusively while connected to a PC. Total memory usage. Create up to 2556 steps across 24 scenes.





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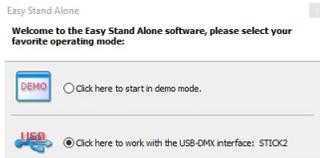
DMX-1024C | INSTALLATION

Operating ESA Software (LLED8600 & LLED8650) 1 of 2

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

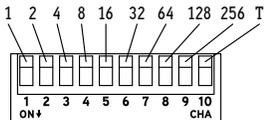
2. Connect controller via USB cable to a computer with Nicolaudie software installed, then open software. It is recommended to create scenes while controller and lighting are connected to a computer. This provides instantaneous feedback while creating scenes.

3. The program will display a prompt to select your favorite operating mode. Select the STICK2 or STICK3A option and click OK.

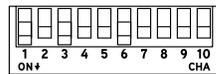


4. Set DMX address for each fixture connected to the controller. Set DMX address using DIP switches on the side of decoder. The sum of the value of each engaged DIP switch creates the DMX address.

Example: 1 + 4 + 32 = 37. DMX start address for this decoder is 37.



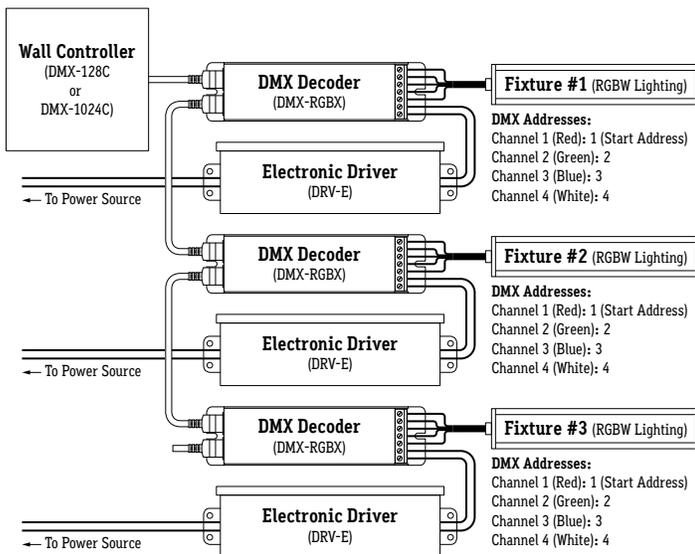
DIP switch value for each switch. Switch 10 is used for termination. Engage Switch 10 on the last decoder of a sequence to terminate signal.



DMX address set to 37. Switches 1, 3, and 6 are engaged (on).

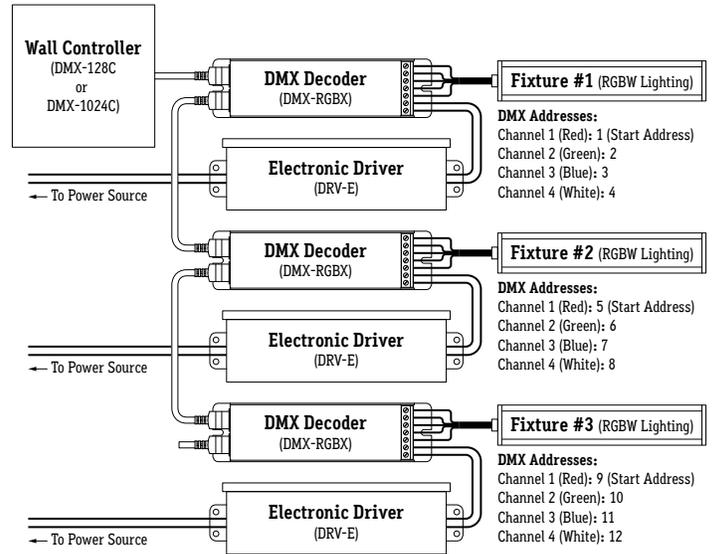
5. If all fixtures will be controlled together, continue to step 6a. If each fixture will be controlled independently, continue to step 6b.

6a. If all fixtures will be controlled together, set the DMX start address of each fixture to 1.

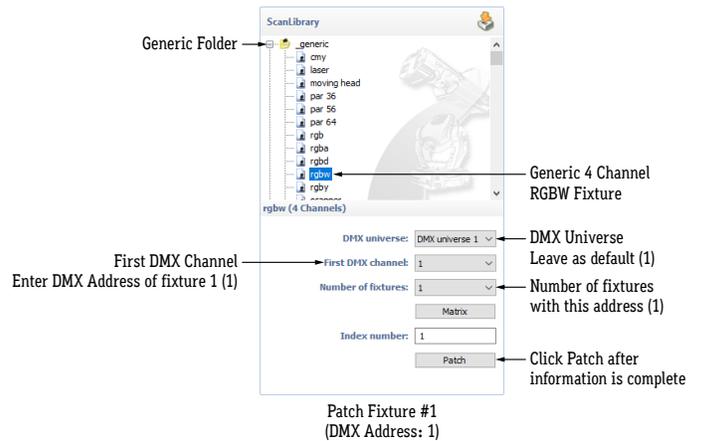


6b. If each fixture will be controlled independently, set the DMX start addresses in sequence. The start address controls the first channel (Red) of the RGBW fixture. The second, third, and fourth channels (Green, Blue, White) will automatically be detected by the software and assigned DMX addresses within the DMX universe, which will be detailed later.

Example: Three fixtures with one decoder each. Set the DMX start address of the first fixture to 1. Set the DMX start address of the second fixture to 5. Set the DMX start address of the third fixture to 9, and so on. Refer to the below diagram.



7a. The program will open to a blank show file by default. Patch each fixture to the DMX universe using the previously set DMX addresses. Under the Scan Library menu, in the generic folder, select "rgbw". This tells the software that a 4 channel RGBW fixture is connected to the controller. The below diagram illustrates how to patch fixture #1. If all fixtures will be controlled together, skip step 7b.



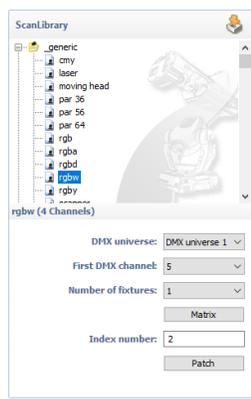


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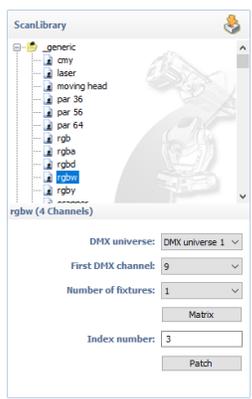
DMX-1024C | INSTALLATION

Operating ESA Software (LLED8600 & LLED8650) 2 of 2

7b. Patch fixture #2 and fixture #3.

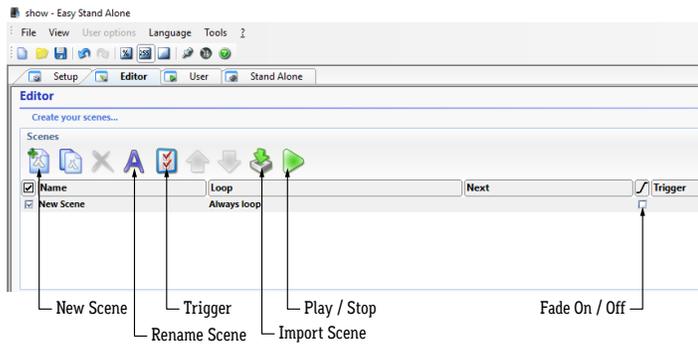


Patch Fixture #2
(DMX Address: 5)

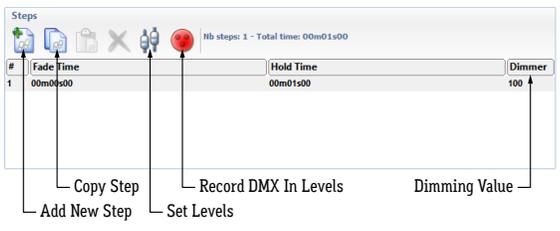


Patch Fixture #3
(DMX Address: 9)

8. 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 by default.

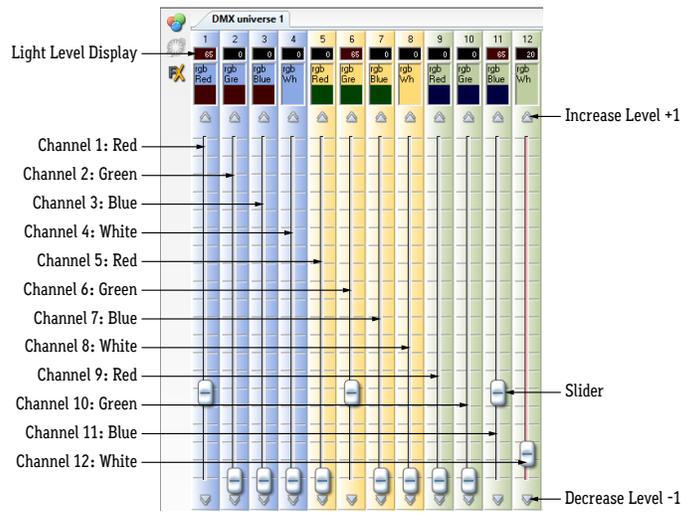


9. Each scene is made up of a series of steps. Create steps using the Steps menu on the upper right of the interface.



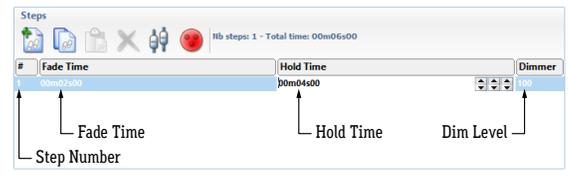
10. Set the color value of each channel for each step. Under the DMX Universe 1 tab, channel 1 - 4 controls the RGBW value of fixture #1. Channel 5 - 8 controls the RGBW value of fixture #2. Channel 9 - 12 controls the RGBW value of fixture #3. Use the slider to set each light level or enter light level 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).



11. 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.

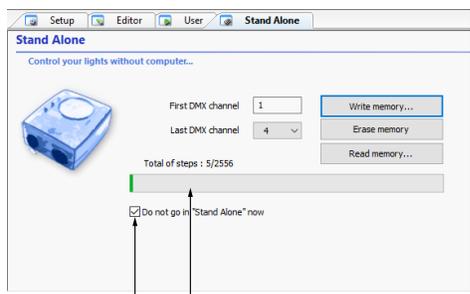
Example: Fade Time: 00m02s00 (2 seconds). Hold Time: 00m04s00 (4 seconds). Dimmer: 100 (100% brightness).



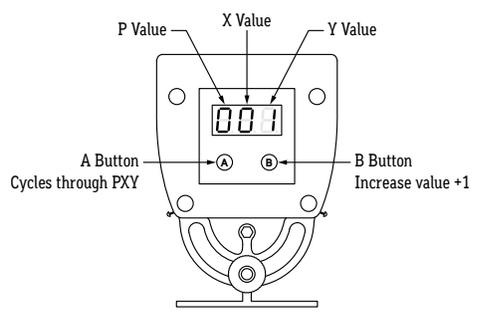
12. Create additional steps as needed by repeating steps 9 - 11. Play your scene and make adjustments to the parameters as desired. When a scene is complete, save as a Show File (.dlm) as a backup on your computer. Create up to 24 scenes using the Editor tab.

13. 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.

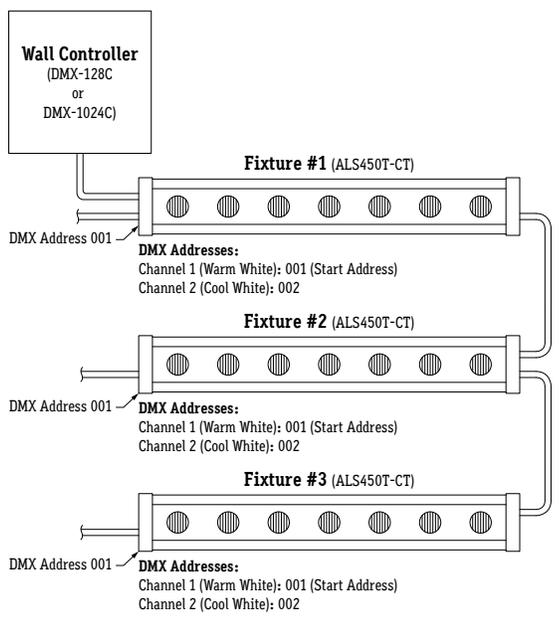
Note: Writing the memory will erase all factory-programmed scenes from the controller.



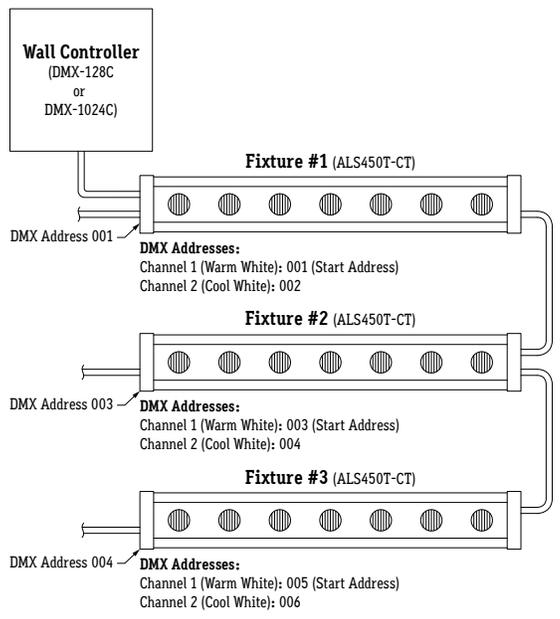
1. Install Nicolaudie Easy Stand Alone software to your device.
Link: <https://www.nicolaudie.com/en/esa.htm>
2. Connect controller via USB cable to a computer with Nicolaudie software installed, then open software. The controller does not need to be powered to be programmed; however it is recommended to create scenes while controller and lighting are connected to a computer. This provides instantaneous feedback while creating scenes.
3. The program will display a prompt to select your favorite operating mode. Select the STICK2 or STICK3A option and click OK.
4. Set DMX address for each fixture connected to the controller. Set DMX address using digital interface on end cap of fixture.
Example: PXY value is 001. DMX address is 1.



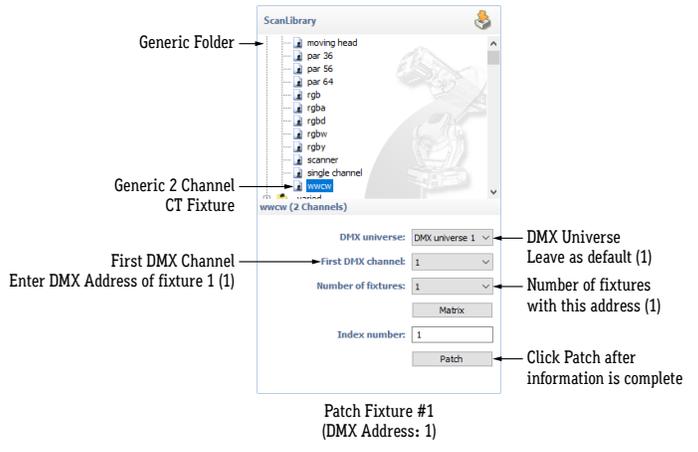
5. If all fixtures will be controlled together, continue to step 6a. If each fixture will be controlled independently, continue to step 6b.
- 6a. If all fixtures will be controlled together, set the DMX start address of each fixture to 001.



- 6b. If each fixture will be controlled independently, set the DMX start addresses in sequence. The start address controls the first channel (Warm White) of the CT fixture. The second channel (Cool White) will automatically be detected by the software and assigned DMX addresses within the DMX universe, which will be detailed later.
Example: Three ALS450T-CT fixtures. Set the DMX start address of the first fixture to 001. Set the DMX start address of the second fixture to 003. Set the DMX start address of the third fixture to 005, and so on. Refer to the below diagram.



- 7a. The program will open to a blank show file by default. Patch each fixture to the DMX universe using the previously set DMX addresses. Under the Scan Library menu, in the generic folder, select "wvcw". This tells the software that a 2 channel CT fixture is connected to the controller. The below diagram illustrates how to patch fixture #1. If all fixtures will be controlled together, skip step 7b.



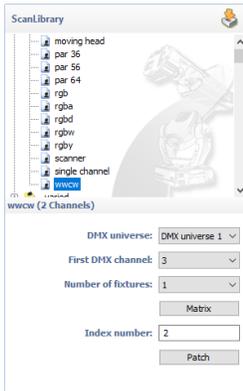


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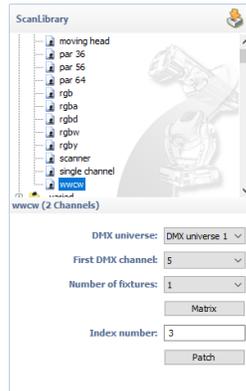
DMX-1024C | INSTALLATION

Operating ESA Software (ALS450T-CT) 2 of 2

7b. Patch fixture #2 and fixture #3.

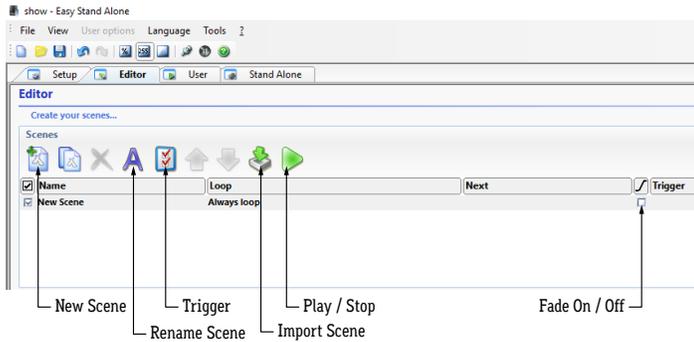


Patch Fixture #2
(DMX Address: 3)

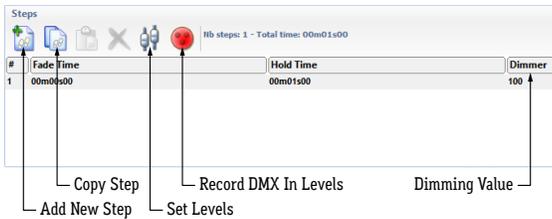


Patch Fixture #3
(DMX Address: 5)

8. 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 by default.

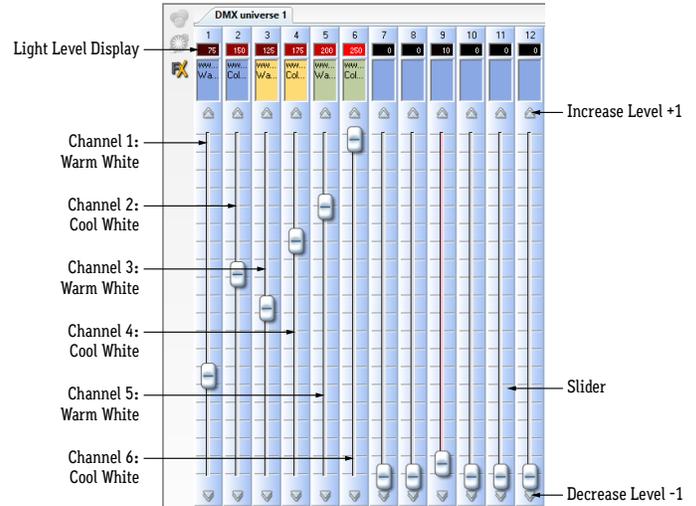


9. Each scene is made up of a series of steps. Create steps using the Steps menu on the upper right of the interface.



10. Set the color value of each channel for each step. Under the DMX Universe 1 tab, channel 1 - 2 controls the CT value of fixture #1. Channel 3 - 4 controls the CT value of fixture #2. Channel 5 - 6 controls the CT 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 6 controls fixture #2 Cool White value (65). Channel 11 controls fixture #3 Warm White value (65).



11. After setting CT 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.

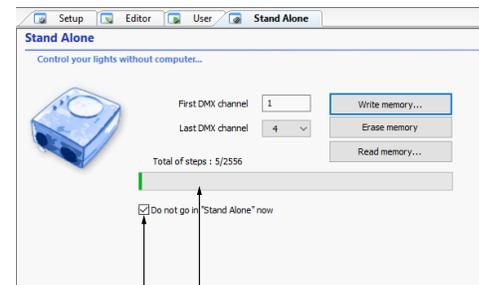
Example: Fade Time: 00m02s00 (2 seconds). Hold Time: 00m04s00 (4 seconds). Dimmer: 100 (100% brightness).



12. Create additional steps as needed by repeating steps 9 - 11. 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.

13. 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.

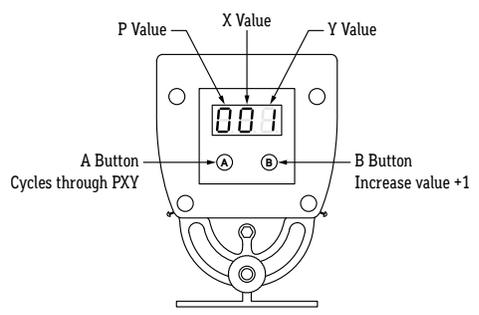
Note: Writing the memory will erase all factory-programmed scenes from the controller.



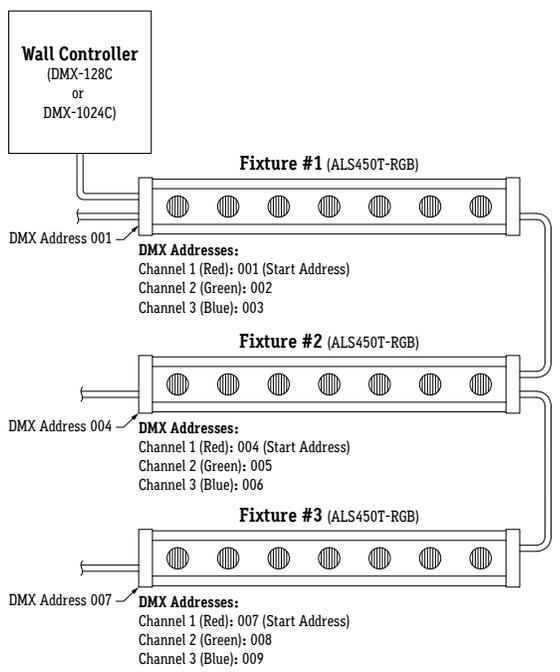
Uncheck if controller will be used exclusively while connected to a PC. Total memory usage. Create up to 2556 steps across 24 scenes.



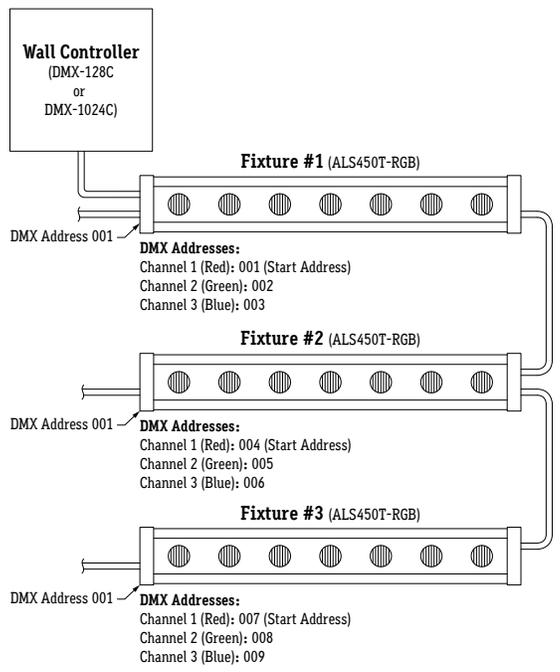
1. Install Nicolaudie Easy Stand Alone software to your device.
Link: <https://www.nicolaudie.com/en/esa.htm>
2. Connect controller via USB cable to a computer with Nicolaudie software installed, then open software. The controller does not need to be powered to be programmed; however it is recommended to create scenes while controller and lighting are connected to a computer. This provides instantaneous feedback while creating scenes.
3. The program will display a prompt to select your favorite operating mode. Select the STICK2 or STICK3A option and click OK.
4. Set DMX address for each fixture connected to the controller. Set DMX address using digital interface on end cap of fixture.
Example: PXY value is 001. DMX address is 1.



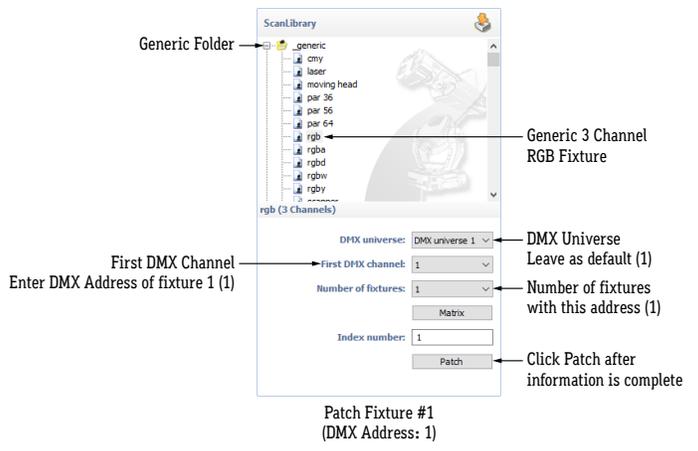
5. If all fixtures will be controlled together, continue to step 6a. If each fixture will be controlled independently, continue to step 6b.
- 6a. If all fixtures will be controlled together, set the DMX start address of each fixture to 001.



- 6b. If each fixture will be controlled independently, set the DMX start addresses in sequence. The start address controls the first channel (Red) of the RGB fixture. The second and third channels (Green, Blue) will automatically be detected by the software and assigned DMX addresses within the DMX universe, which will be detailed later.
Example: Three ALS450T-RGB fixtures. Set the DMX start address of the first fixture to 001. Set the DMX start address of the second fixture to 004. Set the DMX start address of the third fixture to 007, and so on. Refer to the below diagram.



- 7a. The program will open to a blank show file by default. Patch each fixture to the DMX universe using the previously set DMX addresses. Under the Scan Library menu, in the generic folder, select "rgb". This tells the software that a 3 channel RGB fixture is connected to the controller. The below diagram illustrates how to patch fixture #1. If all fixtures will be controlled together, skip step 7b.



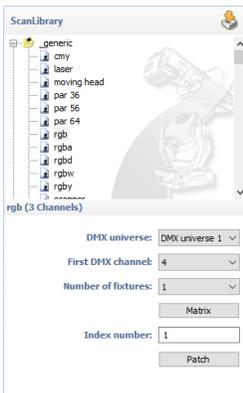


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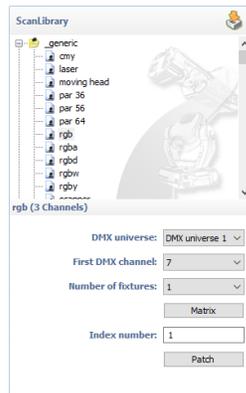
DMX-1024C | INSTALLATION

Operating ESA Software (ALS450T-RGB) 2 of 2

7b. Patch fixture #2 and fixture #3.

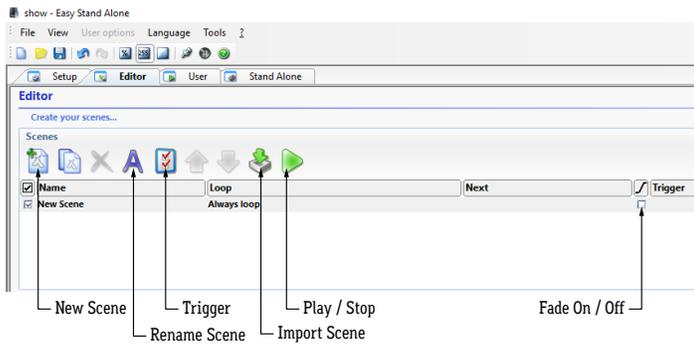


Patch Fixture #2
(DMX Address: 4)

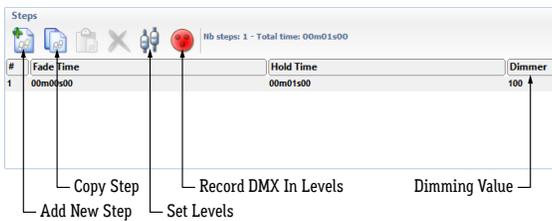


Patch Fixture #3
(DMX Address: 7)

8. 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 by default.

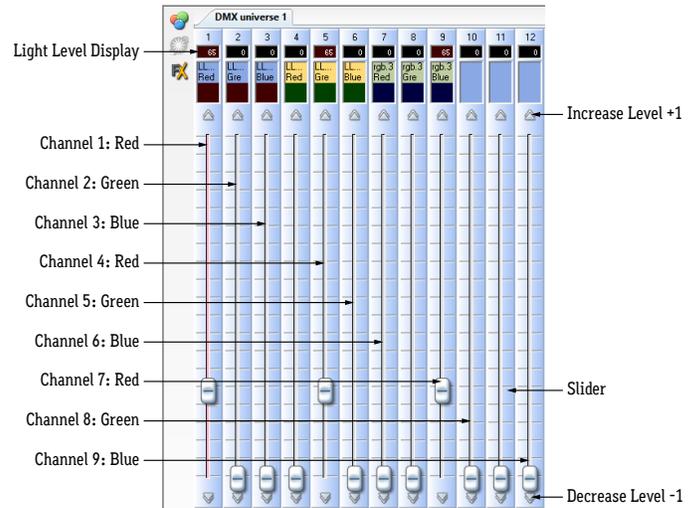


9. Each scene is made up of a series of steps. Create steps using the Steps menu on the upper right of the interface.



10. Set the color value of each channel for each step. Under the DMX Universe 1 tab, channel 1 - 3 controls the RGB value of fixture #1. Channel 4 - 6 controls the RGB value of fixture #2. Channel 7 - 9 controls the RGB 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 Blue value (65). Channel 9 controls fixture #3 Green value (65).



11. 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.

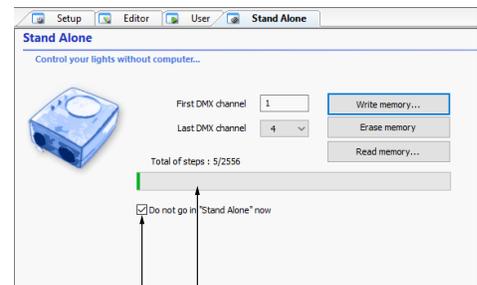
Example: Fade Time: 00m02s00 (2 seconds). Hold Time: 00m04s00 (4 seconds). Dimmer: 100 (100% brightness).



12. Create additional steps as needed by repeating steps 9 - 11. 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.

13. 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.

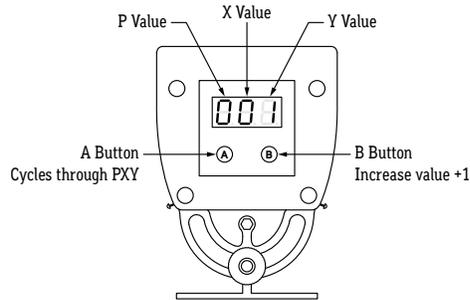
Note: Writing the memory will erase all factory-programmed scenes from the controller.



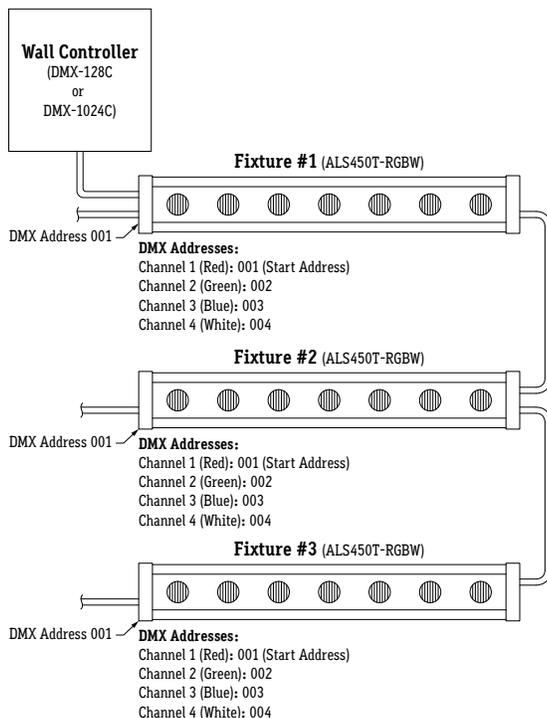
Uncheck if controller will be used exclusively while connected to a PC
Total memory usage. Create up to 2556 steps across 24 scenes.



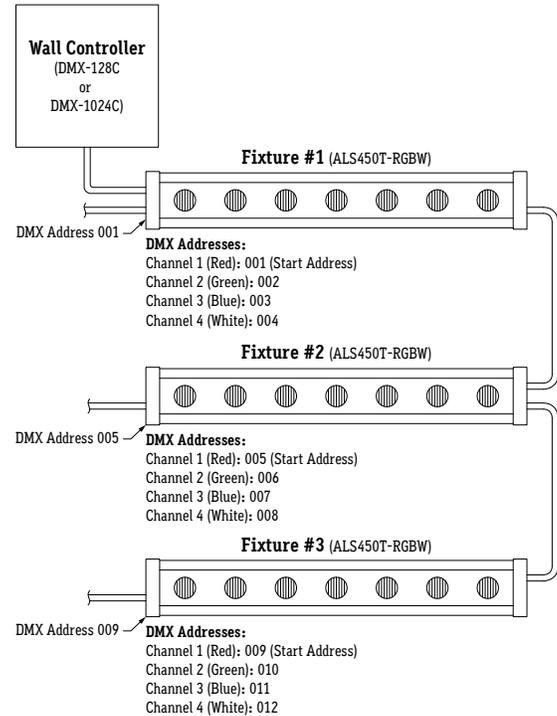
1. Install Nicolaudie Easy Stand Alone software to your device.
Link: <https://www.nicolaudie.com/en/esa.htm>
2. Connect controller via USB cable to a computer with Nicolaudie software installed, then open software. The controller does not need to be powered to be programmed; however it is recommended to create scenes while controller and lighting are connected to a computer. This provides instantaneous feedback while creating scenes.
3. The program will display a prompt to select your favorite operating mode. Select the STICK2 or STICK3A option and click OK.
4. Set DMX address for each fixture connected to the controller. Set DMX address using digital interface on end cap of fixture.
Example: PXY value is 001. DMX address is 1.



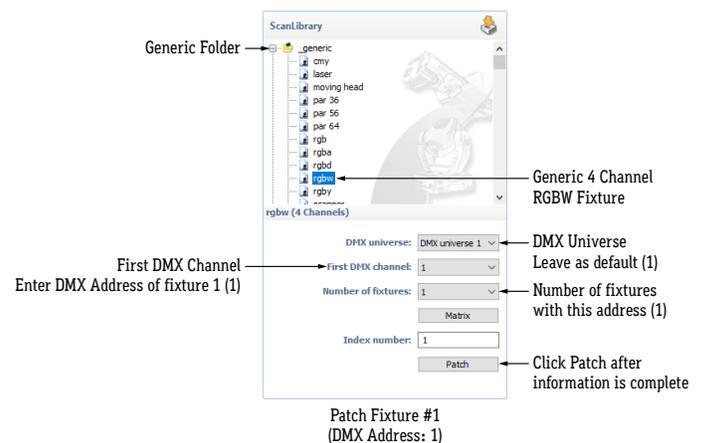
5. If all fixtures will be controlled together, continue to step 6a. If each fixture will be controlled independently, continue to step 6b.
- 6a. If all fixtures will be controlled together, set the DMX start address of each fixture to 001.



- 6b. If each fixture will be controlled independently, set the DMX start addresses in sequence. The start address controls the first channel (Red) of the RGBW fixture. The second, third, and fourth channels (Green, Blue, White) will automatically be detected by the software and assigned DMX addresses within the DMX universe, which will be detailed later.
Example: Three ALS450T-RGBW fixtures. Set the DMX start address of the first fixture to 001. Set the DMX start address of the second fixture to 005. Set the DMX start address of the third fixture to 009, and so on. Refer to the below diagram.



- 7a. The program will open to a blank show file by default. Patch each fixture to the DMX universe using the previously set DMX addresses. Under the Scan Library menu, in the generic folder, select "rgbw". This tells the software that a 4 channel RGBW fixture is connected to the controller. The below diagram illustrates how to patch fixture #1. If all fixtures will be controlled together, skip step 7b.



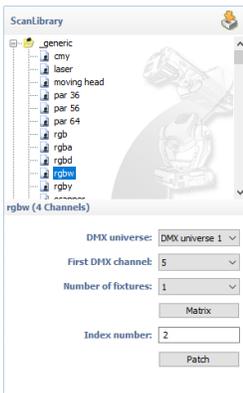


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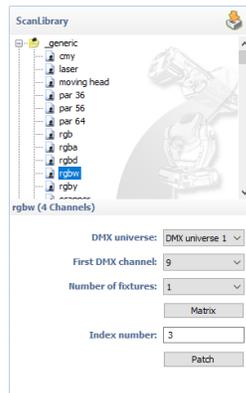
DMX-1024C | INSTALLATION

Operating ESA Software (ALS450T-RGBW) 2 of 2

7b. Patch fixture #2 and fixture #3.

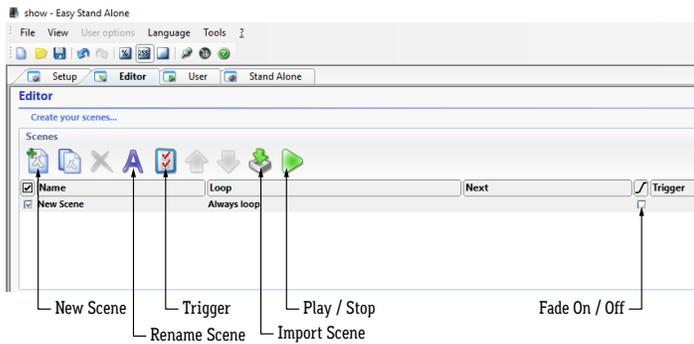


Patch Fixture #2
(DMX Address: 5)

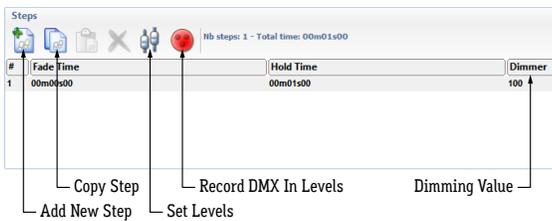


Patch Fixture #3
(DMX Address: 9)

8. 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 by default.

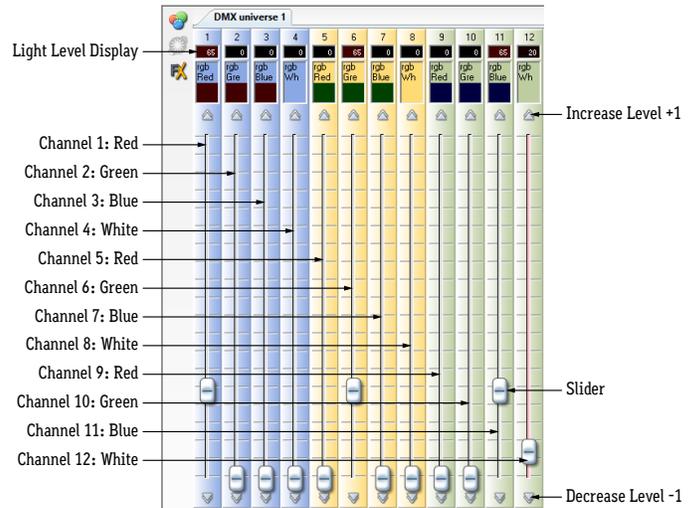


9. Each scene is made up of a series of steps. Create steps using the Steps menu on the upper right of the interface.



10. 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).



11. 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).



12. Create additional steps as needed by repeating steps 9 - 11. 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.

13. 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.

