Connecting the DMX Data Link

This section describes how to operate the Touring Pixel Driver with a DMX controller.

Data Connection

The TLD-612 Touring Pixel Driver uses 2 DMX universes, each with 3 outputs that can support up to 168 DMX channels each.

The TLD-312 Touring Pixel Driver uses 1 DMX universe with 3 outputs that can support up to 168 DMX channels each.

Light Desk DMX source
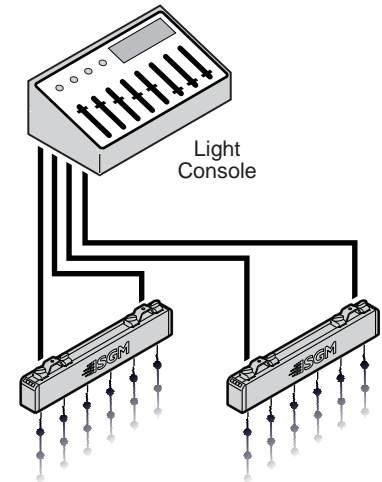Connect the Touring Pixel Driver directly to a light desk with DMX output (Fig. 10).

Light
Console

Fig. 10

Light Desk with ArtNet

Use a Light Desk or computer-based ArtNet controller via an Ethernet switch and an Artnet to DMX converter to control multible Touring Pixel Drivers. (Fig. 11)
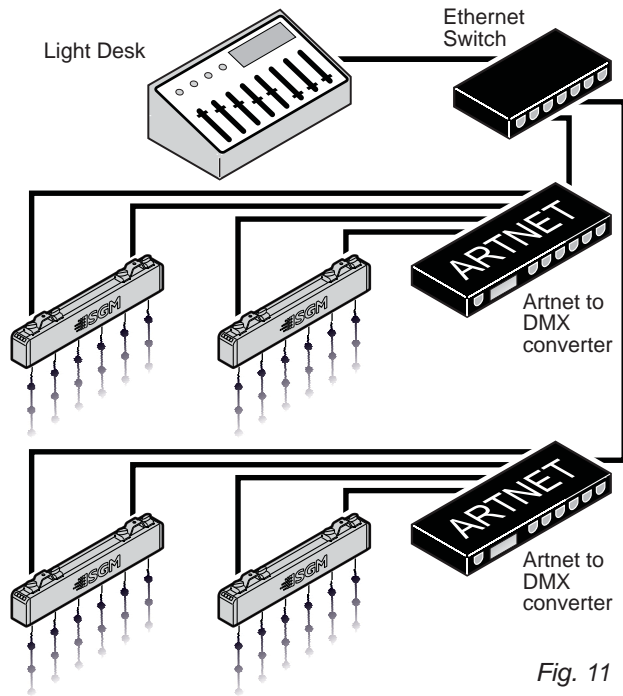
DVI source

The Touring Pixel Driver can also connect to any DVI source, e.g. media server or analog camcorders, via a DVI / VGA to DMX converter. (Fig. 12)
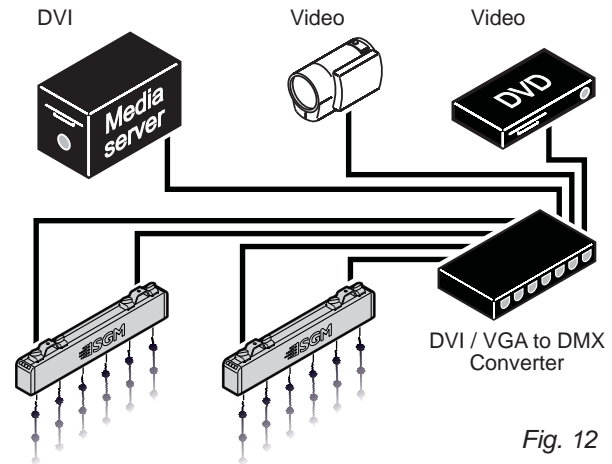

Fig. 11

Fig. 12

DMX address lay-out

Each LED pixel uses 3 DMX channels for RGB. The #1 pixel (1.1 DMX output) uses channel 1, 2 and 3, #2 pixel uses 4, 5 and 6, etc. (Fig. 14). These channels are assigned to their designated pixel in every situation. E.g. if row 1 consists of only 14 pixels, the #1 ball in the second row (1.2 DMX output) will still use DMX channels 169, 170 and 171.
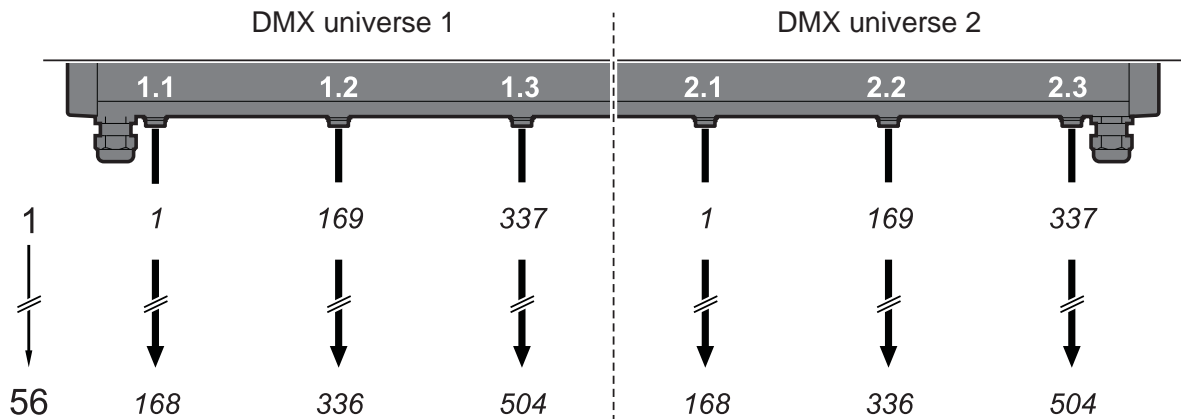

Fig. 14