WIFI-DMX Controller

WIFI-DMX controller transmits standard DMX512 data (with hotspot) through WIFI, supports stage par light, moving head light and other controls (all lamps with DMX interface are available), output 512 channels, 1 unit can control multiple lamps . Support direct connection mode with mobile phone, router mode, input and output mode, support mobile phone, tablet, computer control software, and provide Chinese version control app.

Appearance:



Product size: 88*98 mm

Product performance index

- 1. Product name: WIFI-DMX code writer
- 2. Small size, easy to carry and use
- 3. Mobile phone operation, high-end atmosphere
- 4. 512 channels of standard DMX512 console data transmission.
- 5. Support direct connection modes such as mobile phones, tablets, and computers.
- 6. Support multiple controllers connected to router mode
- 7. Input voltage: 5VDC
- 8. Working protocol: 802.11 b/g/n.
- 9. Wireless transmission distance: 50-100 M without wall blocking
- 10. Hotspot name: WIDI-DMX-xxxxx
- 11. Password: WIFI-DMX.COM
- 12. Signal interface: 3pin XLR head

DMX interface with lamps:

Standard 3-pin XLR output 1: GND 2: B- 3: A+, please connect in the correct order, please do not connect to a power supply higher than 5V.

Product Features:

- 1. Support as a small DMX console to control lamps.
- 2. Output standard DMX protocol 512 channels.
- 3. Support Art-Net protocol.
- 4. Support input and output mode.
- 5. Support mobile phones, tablets, computers and other devices with WIFI connection.

Instructions:

- 6. Connect the mobile phone to the controller WIFI hotspot and enter the password to connect.
- 7. Working status:
- LED flashing: receiving app data mode
- 8. The controller works in sending mode by default.
- 9. The controller IP address is 192.168.4.1
- 10. Some mobile phone control software needs to set the IP address 192.168.4.255, and then restart the APP.

Precautions:

The controller cannot be repaired privately. Return to the manufacturer when repairs are needed.

Shipping list:

