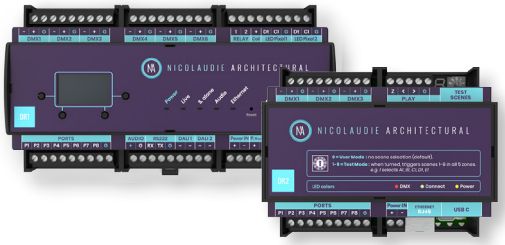
DMX-SERVER-DR1/LITE
DMX-SERVER-DR2/LITE

DIN rail advanced lighting DMX controller

Sistemi di controllo DMX-RDM, ArtNet ed SPI. Gestione di massimo 3.072 indirizzi DMX. Interfaccia Ethernet. Gestione di massimo 2.000 scene e 20 zone. Installazione a guida DIN.

DMX-RDM, ArtNet and SPI control systems. Management of up to 3.072 DMX addresses. Ethernet interface. Management of up to 2.000 scenes and 20 zones. DIN rail installation.



Modelli | *Models*

Model	Code	Description
DMX-SERVER-DR1	ZQ22-02R0	DIN rail DMX-RDM, ArtNet, SPI controller. 3.072 DMX addresses. 20 zone, 2.000 scenes.
DMX-SERVER-DR1-LITE	ZQ22-05R0	DIN rail DMX-RDM, ArtNet controller. 1.024 DMX addresses. 20 zone, 2.000 scenes.
DMX-SERVER-DR2	ZQ22-03R0	DIN rail DMX-RDM controller. 1.024 DMX addresses. 5 zone, 99 scenes.
DMX-SERVER-DR2-LITE	ZQ22-06R0	DIN rail DMX-RDM controller. 512 DMX addresses. 5 zone, 99 scenes.

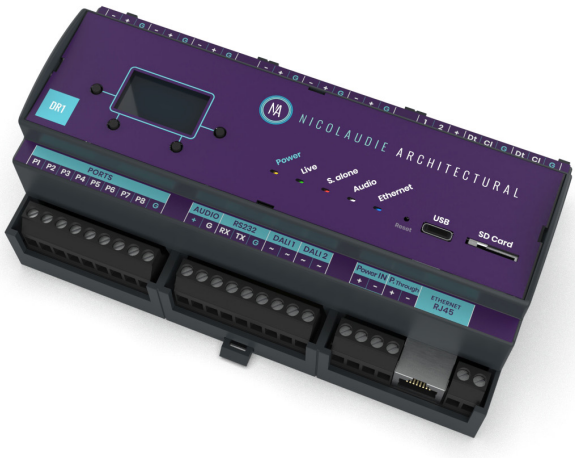
Specifiche tecniche | *Technical specifications*

	DMX-SERVER-DR1	DMX-SERVER-DR1-LITE	DMX-SERVER-DR2	DMX-SERVER-DR2-LITE
Input Power	8-15 Vdc	8-15 Vdc	8-15 Vdc	8-15 Vdc
DMX channels	3.072	1.024	1.024	512
Output Protocol	DMX-RDM, ArtNet, SPI	DMX-RDM, ArtNet	DMX-RDM	DMX-RDM
Ethernet	yes	yes	yes	yes
Number of zones	20	20	5	5
Number of scenes	2.000	2.000	99	99
Clock / calendar trigger	yes	yes	yes	yes
Digital inputs	8	8	8+3	8+3
DALI output	yes	yes	-	-
Housing	Plastico IP20, 160x91x62 mm		Plastico IP20, 106x91x59 mm	

Maggiori informazioni | *Further information*

DMX-SERVER-DR1, DMX-SERVER-DR1-LITE

DIN rail mounted - Advanced lighting controller



Overview

The DINA-DR1 is a lighting controller for the most ambitious of projects, outputting 6 DMX universes (3072 channels) in 20 zones. Trigger lighting scenes using calendar triggers and conditional rules with our New Stand Alone engine, using contact ports, RS232 or over Ethernet. In 2021 new features will be unlocked such as direct support for LED Pixel tape, DALI and remote management.

The lighting levels, color and effects can be programmed from a PC, Mac, Android, iPad or iPhone using software from our website.

Key Features

- DMX / eDMX / LED Pixel Stand Alone controller
- Up to 6 x DMX512 universes (3072 channels)
- RDM compatable
- USB & Ethernet connectivity for programming/ control
- Stand Alone mode with 2000 scenes
- Play scenes in 20 areas / zones
- 16MB flash memory & microSD slot
- 8 dry contact trigger ports
- Windows/Mac software to set dynamic colors/ effects
- iPhone/iPad/Android remote and programming apps
- SUT Technology allows the device to be used with other Nicolaudie Group software

Features coming soon

- Remote management via internet (beta test)
- Artnet/sACN (beta test)
- Connect relay via triggers
- Direct support for LED Pixel Tape
- DALI

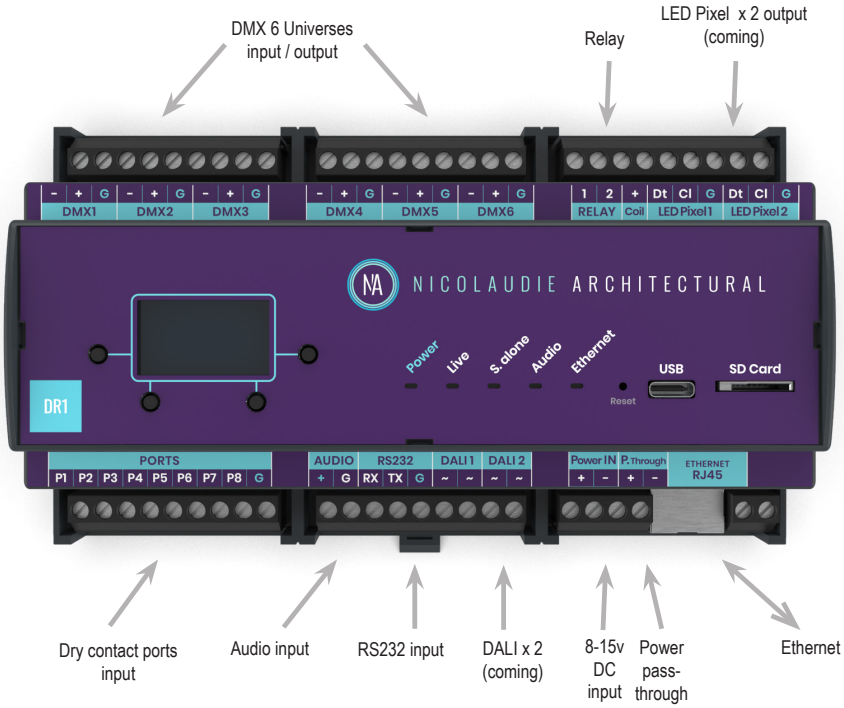
Optional Accessories

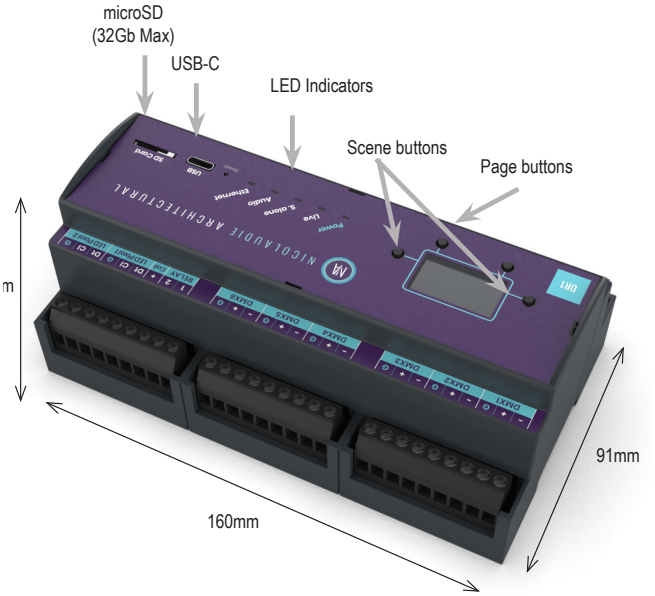
POWER	12V AC/DC power supply

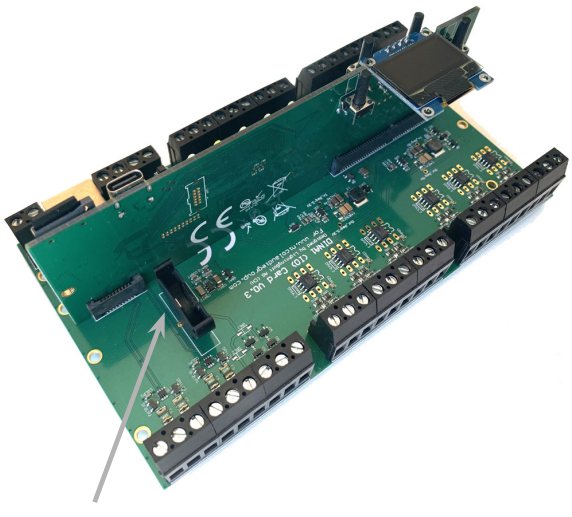
Technical Data

Input Power	12v DC (8-15V range)
Output Protocol	DMX512 (x6), eDMX, LED Pixel (SPIx2)
Programmability	PC, Mac, Android, iOS
Connections	USB-C Ethernet Scew terminals for - 6 DMX / RDM Universes - LED Pixel (coming) - 2 DALI loops (coming) - 8 Contact ports - Relay (coming) - 12v power-in & p.through - RS232 scene trigger - Audio in (sound to light) Battery holder (CR2032) microSD slot
Memory	16MB flash, SD Card
Environment	IP20
Buttons	2 scene, 2 page, 1 reset
Dim / Weight	160 x 91 x 62 mm 317g
OS Requirements	Mac OS X 10.8-10.14 Windows 7/8/10

Connections







EASY INSTALLATION

1. Mount a DIN Rail or DIN Rail Encloser against a wall

2. Connect the wires

POWER: Connect 12V DC ACDC supply. The DINA-DR1 can accept 8v-15v.
Be sure to not invert the + and the ground.

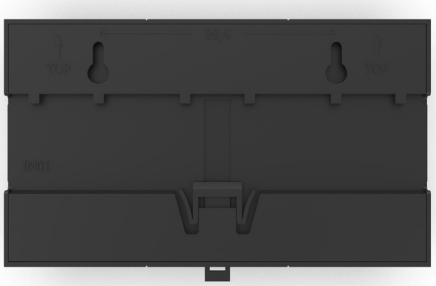
DMX: Connect the DMX cables from one of the 6 universes to the lighting receivers

3. Clip the DINA-DR1 onto the DIN RAIL

On the back of the interface housing is a channel designed to accept a DIN Rail with a black plastic clip which secures the interface.

To mount: Slide the mounting teeth behind the top of the rail and then rotate downwards to engage the clip.

To dismount: At the lower edge of the interface you will see a plastic clip. Pull this down to release interface from the rail.



SETTING UP THE CONTROLLER

Programming the DINA-DR1

The controller can be programmed from a PC, Mac, iOS (Apple) or Android device using the software listed below. Refer to the corresponding software manual for more information. Firmware and settings can be updated using Hardware Manager (installed with PC/Mac programming software) or with Hardware Tools (Android / iOS, compatibility coming soon).

Windows / Mac Programming Software

ESA Pro 2 (Windows/Mac) - Multizone
www.nicolaudie.com/esapro2.htm

ESA2 (Windows/Mac) - Single Zone
www.nicolaudie.com/esa2.htm

Hardware Manager (Windows/Mac) For Firmware, time/date..
Find this under Tools @ nicolaudie.com/download.htm

Apple iOS and Android Apps

Arcolis - Search for 'Arcolis' on the Google Play Store and iOS App Store

Hardware Tools (compatibility coming soon)
Search for 'Hardware Tools' on the iOS App Store. Android coming soon.

CONNECTIONS AND TRIGGERING

DMX512

Connect up to 6 DMX universes to the DINA SR1 using the 6 3pin DMX sockets at the back of the unit

LED INDICATORS

- POWER: orange LED is ON when the interface is powered on
- LIVE MODE: green LED flashes when software is connected
- STANDALONE MODE: red LED is ON when the controllers is running in standalone mode
- AUDIO: white LED flashes when the controller detects a beat or pulse from the microphone or Line In
- ETHERNET: blue LED flashes when the controller is connect to a local network

AUDIO / SOUND-TO-LIGHT

The DINA-SR1 has sound-to-light capability in standalone mode.

Audio beats can be detected using either the built-in microphone (with sensitively adjustment screw) or via the Line In port. The Line In input signal must be Line Level. When Line In is connected the microphone will be disabled.

When an audio beat or pulse is detected the white audio LED will flash white to show that an audio beat / pulse has been detected.

Programming/configuration of sound-to-light must be made with ESA Pro 2 as only this software has access to TCA triggers. Download the ESA Pro 2 manual and refer to the 'Audio Trigger' section.

PORTS

Use up to 8 external trigger ports (dry contacts)
Connect G and P1 to trigger port #1
Connect G and P2 to trigger port #2...
The ports can be programmed in your show file (TCA)

RS232

Make a cable using the 3 pins : TX, RX and G (GND)
Set the RS232 communication parameters to :
9600bds, 8 bits, no Parity, 2 Stop bits
Messages should be hexadecimal not decimal
(ie. 1 = 01, 255 = ff etc.)
- To play a scene, send 4 bytes : 1 x y 255
- To stop a scene, send 4 bytes : 2 x y 255
- To pause a scene, send 4 bytes : 3 x y 255
- To release a pause, send 4 bytes : 4 x y 255
- To reset a scene, send 4 bytes : 5 x y 255

When (y)=0, (x) can be set between 0 and 255 to trigger scenes 0-255
When (y)=1, (x) can be set between 0 and 255 to trigger scenes 256-511
... and so on, up to (y)=7) and (x) =208 for scene 2000.

A page can contain 1-2000 scenes as long as the total number on all pages does not exceed 2000.
The index of a scene can be found by looking in the file /show1/show_map.xml on the microSD or when using 'Write on Computer' (ESA Pro 2).
General examples:
0x01 0x02 0x00 0xFF to start scene 2
0x01 0x05 0x00 0xFF to start scene 5
0x01 0x10 0x05 0xFF to start scene 1296

HARDWARE SETTINGS DISPLAY

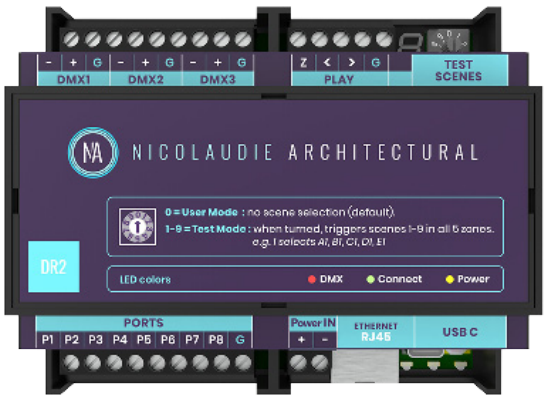
It is possible to display most of the controller settings from the device screen. Press and hold the 2 zone buttons (tick and cross) for 2 seconds to display the settings. You can then navigate with the scene buttons. Repeat the operation to leave the display mode. The most important settings can be seen from the device display: date/time, firmware version, serial number, network settings, etc. It is also possible to see the controller hardware performance (CPU, stack memory...).

LOG MANAGEMENT

The DINA-DR1 offers the possibility to store activity logs on the SD CARD or on a syslog server. This option can be activated from Hardware Manager on the Settings tab and could be very helpful in servicing an installation. We recommend using the 'Store on SD Card' option for debugging only. We recommend against leaving it on permanently as this will reduce the longevity of the SD card.

DMX-SERVER-DR2, DMX-SERVER-DR2-LITE

DIN rail mounted DMX lighting controller



Overview

The DINA-DR2 is built on the latest generation of lighting controllers from Nicolaudie Architectural and combines all our recent innovations. Designed for DIN rail mounting, the DINA-DR2 is the perfect solution for mid-range lighting installations. Delivered with 1024 DMX channels (512 for DINA-DR2 LITE), the controller can be upgraded to 1536 by adding a 3rd DMX universe.

The lighting levels, color and effects can be programmed from a PC, Mac, Android, iPad or iPhone using software from our website.

Key Features

- DMX Stand Alone controller
- Up to 3 x DMX512 universes (1536 channels)
- RDM compatible
- USB & Ethernet connectivity for programming/ control
- Stand Alone mode with 99 scenes
- Play scenes in 5 areas / zones
- microSD slot
- 8+3 dry contact trigger ports
- Test scenes rotary switch
- Windows/Mac software to set dynamic colors/ effects
- iPhone/iPad/Android remote and programming apps
- SUT Technology allows the device to be used with other Nicolaudie Group software via an online upgrade
- LS cloud compatibility (optional with DINA-DR2 LITE)

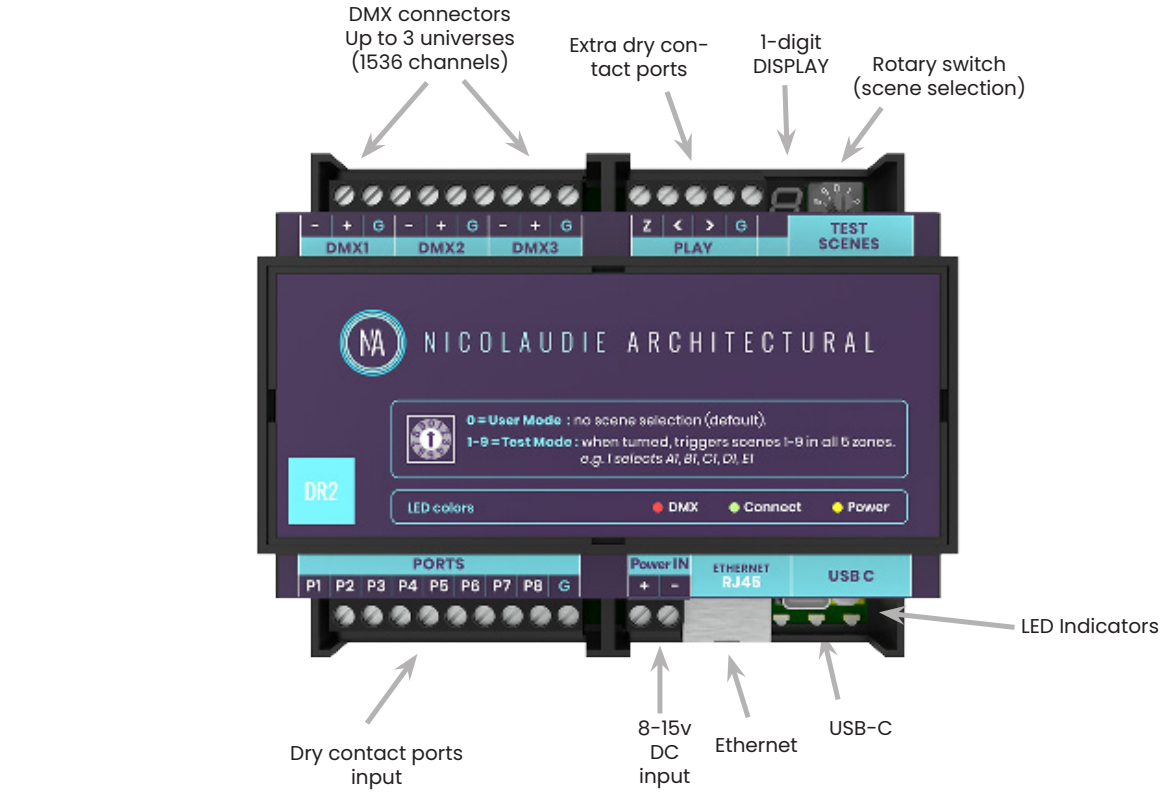
Optional Accessories

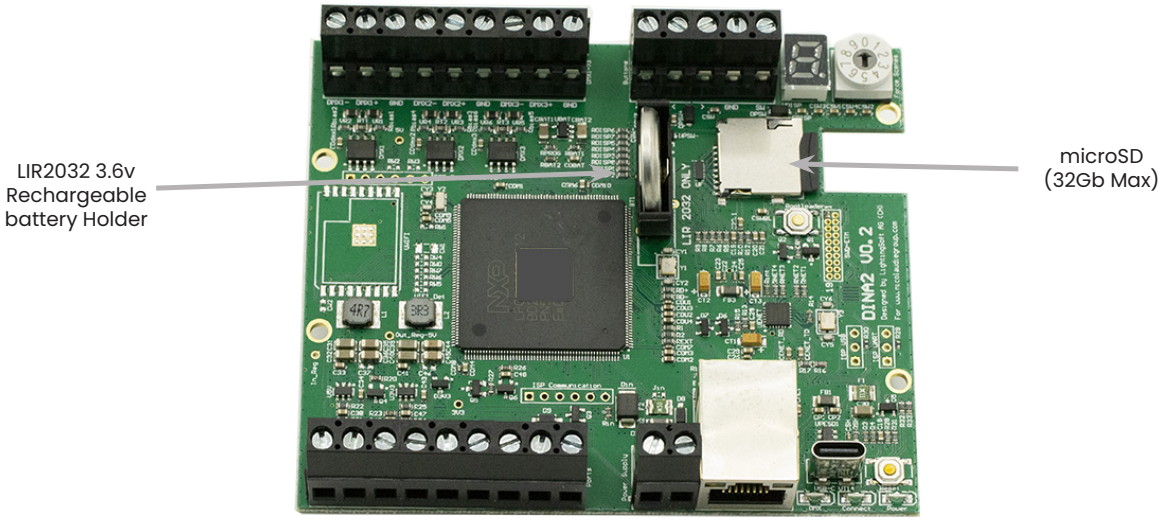
POWER	12V AC/DC power supply

Technical Data

Input Power	12v DC (8-15V range)
Output Protocol	DMX512 (x3)
Programmability	PC, Mac, Android, iOS
Connections	USB-C Ethernet Screw terminals for : - 3 DMX / RDM Universes - 8+3 Contact ports - 12v power-in Battery holder (CR2032) microSD slot
Memory	SD Card
Environment	IP20 / to 0 to +50°C
Buttons	Rotary switch
Dim / Weight	160 x 91 x 62 mm 317g
OS Requirements	Mac OS X 10.8-10.14 Windows 7/8/10
Standards	CE, ETL, Low voltage, EMC, and RoHS

Connections





EASY INSTALLATION

1. Mount a DIN Rail or DIN Rail Encloser against a wall

2. Connect the wires

POWER: Connect 12V DC ACDC supply. The DINA-DR2 can accept 8v-15v.
Be sure to not invert the + and the ground.

DMX: Connect the DMX cables from one of the 3 universes to the lighting receivers

3. Clip the DINA-DR2 onto the DIN RAIL

On the back of the interface housing is a channel designed to accept a DIN Rail with a black plastic clip which secures the interface.

To mount: Slide the mounting teeth behind the top of the rail and then rotate downwards to engage the clip.

To dismount: At the lower edge of the interface you will see a plastic clip. Pull this down to release interface from the rail.

SETTING UP THE CONTROLLER

Programming the DINA-DR2

The controller can be programmed from a PC, Mac, iOS (Apple) or Android device using the software listed below . Refer to the corresponding software manual for more information. Firmware and settings can be updated using Hardware Manager (installed with PC/Mac programming software) or with Hardware Tools (Android / iOS, compatibility coming soon).

Windows / Mac Programming Software

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ESA2 (Windows/Mac) - Single Zone
www.nicolaudie.com/esa2.htm

Hardware Manager (Windows/Mac)
For Firmware, time/date..
Find this under Tools @ nicolaudie.
com/download.htm

Apple iOS and Android Apps

Arcolis - Search for 'Arcolis' on the Google Play Store and iOS App Store

Hardware Tools (compatibility coming soon)
Search for 'Hardware Tools' on the iOS App Store. Android coming soon.

CONNECTIONS AND TRIGGERING

DMX512

Connect up to 3 DMX universes. By default the DINA-DR2 can output 2 universes (1 for DINA-DR2 LITE) but it is possible to buy extra DMX univeres.

PORTS

Use up to 8 external trigger ports (dry contacts)
Connect G and P1 to start the port #1
Connect G and P2 to start the port #2...
The ports can be programmed in your show file (TCA)

LED INDICATORS

Power (yellow) is ON when the interface is powered
Connect (green) is flashing when a soft/app communicates
Dmx (red) is flashing very fast when the interface is working fine

PLAY PORTS

These ports are only useful if you want a similar use as a SLESA box
You can connect 3 external push buttons (dry contacts)
Connect G and Z to change the current zone
Connect G and < to trigger previous scene
Connect G and > to trigger next scene

ROTARY SWITCH

This rotary switch is not for normal daily use, it is mainly useful during the installation.
For test purposes, to make sure the internal sdcard memory contains the lighting scenes you have programmed
When turned, triggers scenes 1-9 in all zones, e.g. 1 select A01, B01, C01, D01, E01
Make sure to return the rotary switch to position #0, otherwise the display is always Off

As the DR2 is a Din Rail mounted interface and has an ethernet connection, the easiest way to do manual triggering of any scene in any zone, is to use our mobile remote apps (lightpad and easy remote pro).

DISPLAY

Stand Alone mode :
A01 : means that scene #1 is playing in zone A
B03 : means that scene #3 is playing in zone B
C- : means no scene is playing in zone C
Connected mode (soft/app) :
U : Connected by USB
t : Connected by Ethernet
Errors :
E L : the Interface is not registered
E d : no microsd card is inserted
E S : the microsd card is empty
E C : the show file use too many channels
E R : Another error