

PRODUCT DATA SHEET

TOUCHÉ CONTROLS



DMX COMMUNICATION INTERFACE



DESCRIPTION

The DMX Communication Interface provides a simple means of controlling one universe of DMX device nodes. Multiple CI-DMX modules can be used for multi-universe applications. This interface supports both input and output DMX commands.

FEATURES

- DMX scenes that are generated from a console are captured and stored in the CI-DMX for future retrieval and replay. The stored scenes are triggered by commands from the Touché system.
- Creates seamless integration between DMX-based control consoles and Touché's architectural controls.
- Record and playback sequences of lighting scenes, each with their own adjustable fade rate and delay times.
- Console input is merged with the currently recalled scene in a "highest takes precedence" manner to allow simultaneous control of the output.
- Up to 96 consecutive DMX channels may be monitored to allow a control console to trigger events in the Touché system.
- Connection to Touché's network is accomplished using a standard CAT5 cable. This device can be daisy-chained with all other devices on the primary network. Control power for the module is derived from the same CAT5 cable.
- DIN rail mountable for easy installation (DIN rail included).

Touché Controls (a Product of ESI Ventures)

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T: 888-841-4356

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SPECIFICATIONS

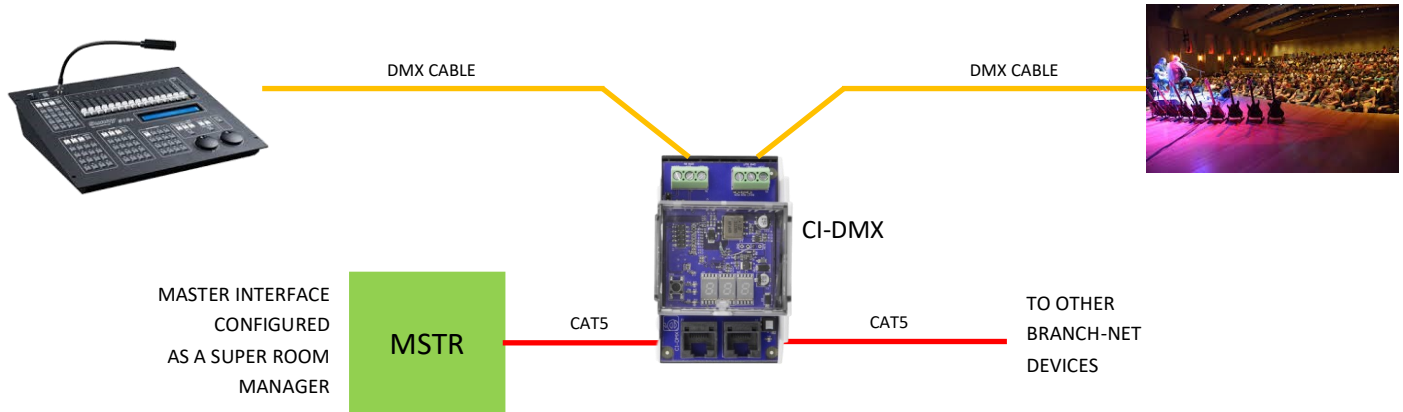
VOLTAGE	24VDC - SOURCED FROM BRANCH-NET (NO EXTERNAL POWER SUPPLY REQUIRED)
CONNECTIVITY	CAT5 (MINIMUM)
LISTINGS	UL916, cUL916
AMBIENT TEMPERATURE	50C (122F)
MAXIMUM HUMIDITY	10 - 90%, NON-CONDENSING

CATALOGUE NUMBER

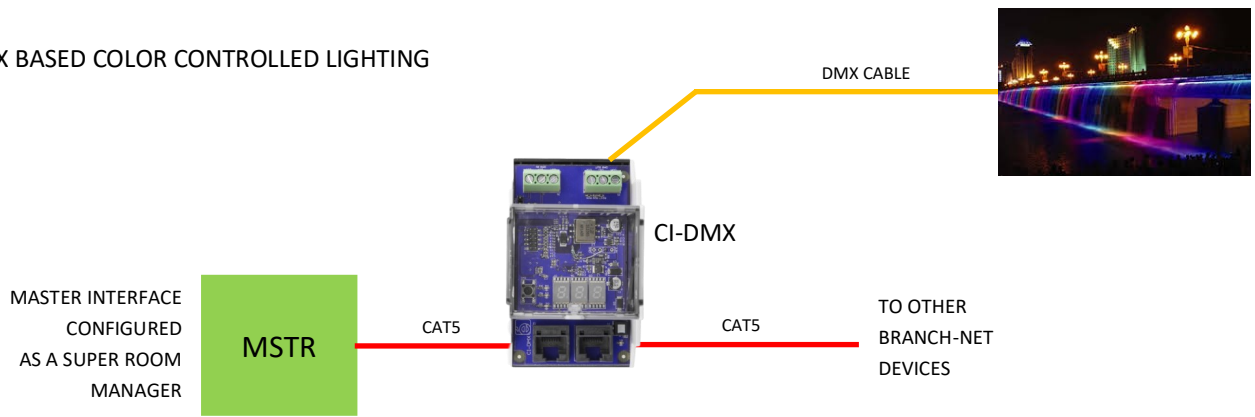
DEVICE TYPE		CONFIGURATION	
CI	Communication Interface	DMX	DMX Protocol

CONNECTIVITY

EXAMPLE: THEATRICAL SYSTEM INTEGRATION



EXAMPLE: DMX BASED COLOR CONTROLLED LIGHTING



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