

Axion Lighting DMX Controller ELAN Driver

Overview

The Axion DMX Lighting Controller enables you to fully control a DMX512 system via IP without the complexity of traditional expensive counterparts. It also delivers a more reliable solution compared to standard consumer Wi-Fi enabled individual lighting options.

It is highly recommended you configure the DMX Controller with a static IP address, or DHCP reservation.

Features

- Compatible with all DMX512 lighting loads, including devices like lasers and smoke machines
- Individually addressable, reliable wired bus supports exact timing and dimming
- Two-way feedback from the device.
- Trigger any of the pre-programmed color effects

Quick Start Guide

- Add the controller driver in Configurator under the lighting category as a lighting interface.
- On the controller driver, first enter the system password if it differs from the factory default.
- Enter a value for the ramp rate for controlling the lighting devices.
- Finally, enter the IP Address and apply all settings.
- Next add light objects and follow the guidelines below to configure each light load.

Lighting Objects

- Dimmer
Dimmer that adjusts the level for a white channel. Enter the channel number [1-512] for each light object. If wanting to support multiple channels from one light object, you can use a comma delimited list such as 1,2,3,4,5,6,7,8. Requesting device on with a tag set to 1,2,3,4,5,6,7,8 where 1-4 and 5-8 are two RGBW strips, would set max level to all channels for both lights.
- Dimmer RGB
Dimmer that adjusts the level for a red, green, and blue channels. Enter the channel numbers [1-512] for each light object. If wanting to support multiple channels from one light object, you can use a comma delimited list such as 1,2,3,4,5,6,7,8. Requesting device on with a red tag set to 1,5 where 1 and 5 are the red channels of two RGBW strips, would set max level to those red channels for both lights.
- Dimmer Spectrum
Dimmer that adjusts the level for a red, green, blue, and white channels. Enter the channel numbers [1-512] for each light object. If wanting to support multiple channels from one light object, you can use a comma delimited list such as 1,2,3,4,5,6,7,8. Requesting device on with a

red tag set to 1,5 where 1 and 5 are the red channels of two RGBW strips , would set max level to those red channels for both lights.

- Scene
Scene Object that activates and deactivates effects on a given sets of channels. Enter the channel numbers [1-512] as a comma delimited list and effect name exactly as shown for each light objects. See supported effects for a full list.

Supported Effects

- Blink
Turns on and off a selected color on a given interval.
Example Device Tags for blink scene object on an RGBW strip with an interval of 5 seconds
 - Effect: Blink
 - Channels:1,2,3,4
 - Options:5
- Glow
Ramps up and down a selected color on a given interval.
Example Device Tags for Glow scene object on an RGBW strip with an ramp of 5 seconds
 - Effect: Glow
 - Channels:1,2,3,4
 - Options:5
- Rainbow
Ramps up and down a selected color on a given interval.
Example Device Tags for Glow scene object on an RGB strip with an ramp of 5 seconds
 - Effect: Rainbow
 - Channels:1,2,3
 - Options:5

Change Log

Version 9

- Added ability to have device tags with comma delimited channel lists.

Version 8

- Updated ramp rate default to 127

Version 7

- Resolve system password bug

- Only send command if level changed

Version 6

- Cache saturation value

Version 5

- Cached selected color
- Cached dim level
- Support saturation and kelvin

Version 4

- Fixed dim to level

Version 3

- Changed channels to 1 based index
- Stop any active effects

Version 2

- Refactored light objects for a better integration experience
- Added effects

Version 1

- Initial Release