

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
- Customization of On/Off values
- Supports Axion Pixel DMX Decoder

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.
- If a min or max other than 0 and 255 are desired for turning on and off the light object, adjust the on and off configuration string with a new <max>,<min> where the acceptable values are 0-255. Example would be 254,1.

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. If the green led needs corrected, append a semi-colon : with a 1-100

correction value. For example, a correct value of 50% causing the strip to only ever max out at 50% of it's brightness would be 2:50 in the property window.

- **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. If the green led needs corrected, append a semi-colon : with a 1-100 correction value. For example, a correct value of 50% causing the strip to only ever max out at 50% of it's brightness would be 2:50 in the property window.

- **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.

- **Virtual Keypad Press**

Virtual keypad press object that activates a dynamic lighting effect. Requires Axion Pixel DMX Decoder. Enter start channel number [1-512], effect id from supported effects, brightness value as a percentage (Increments of 10), and speed as a percentage (Increments of 10).

Name	Effect Test
Display Name	Effect Test
System ID	2613
Device Type	Virtual Keypad Press/Release Button
Device Class	Light (Holiday) ▼
Include in UI	<input checked="" type="checkbox"/>
Location	Lab ▼
Start Channel	11
Effect	15
Brightness	90%
Speed	80%

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
- **Multiple Lights**
If wanting to use multiple lights for one scene effect, separate each list of channels with a semi-colon.
 - Channels:1,2,3;4,5,6;

Supported Dynamic Effects [Requires Axion Pixel DMX Decoder]

- 01 – Red Race with White Base
- 02 – Green Race with White Base
- 03 – Blue Race with White Base
- 04 – Yellow Race with Blue Base
- 05 – Cyan Race with Blue Base
- 06 – Purple Race with Blue Base
- 07 – 7 Color Multi-Race
- 08 – 7 Color Race Close & Open
- 09 – 7 Color Multi-Race Close & Open

10 – 7 Color Scan Close & Open
11 – 7 Color Multi-Scan Close & Open
12 – Blue White Chase
13 – Green Cyan Chase
14 – RGB Chase
15 – 7 Color Chase
16 – Blue Meteor
17 – Purple Meteor
18 – White Meteor
19 – 7 Color Meteor
20 – Red Float
21 – Green Float
22 – Blue Float
23 – Purple Float
24 – RGBW Float
25 – Red Yellow Float
26 – Green Cyan Float
27 – Blue Purple Float
28 – Blue White Float
29 – 6 Color Float
30 – 6 Color Smooth Sections
31 – 7 Color Jump Sections
32 – 7 Color Strobe Sections

Change Log

Version 16

- Added support for virtual button press devices
- Added support for Axion Pixel DMX Decoder and Dynamic Light Effects

Version 15

- Added support for switch devices
- Added On/Off Value configuraton string

Version 14

- Moved green correction factor into the green channel property string.

Version 13

- Added Green Correction Factor property.

Version 12

- Added ability to have multiple lights in scene effects.

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