

Figure 1 WiDMX PCB layout and dimensions (units in mm) scale 2:1

J1 pin configuration is found below.

Pin no	Pin function
1	DMX link common (DMX GND)
2	DMX data -
3	DMX data +
4	Function switch
5	Signal LED pin
6	DC input 5±0,2V
7	GND
8	DC input 5±0,2V
9	No Connect
10	No Connect

Connector J1

DC-power and DMX are connected to a standard 2x5 2.54mm pin header Refer to Figure 2 for pin position

If you use switch and led of the pcb you need to connect only 4 pins > Pin 1. 2. 3. 6.

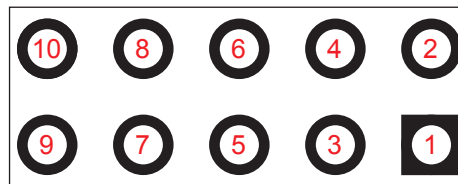


Figure 2

WiDMX OEM is easily controlled by a single function switch and the status of the receiver is indicated by a **RGB led**.

RGB PCB LED FUNCTION

Slow blinking:

Active radio, no DMX 512 signal.

Fast blinking:

Paired to a transmitter, no active radio.

Switched on, then blinking every 10 seconds:

Active radio, DMX 512 signal OK.

Red/green/blue alternate blinking:

Not paired to any transmitter.

USE OF PCB SWITCH

To turn on / off the led blinking every 10 seconds, press the switch 5 times.

To visualize the state of the receiver, press the switch once, the led visualizes the state for two seconds.

To delete Pairing, press the switch for more than two seconds, the led starts blinking red/green/blue.

USER INTERFACE

An user interface can be created using a normally open momentary switch for operation, and a LED for status indication.

For details about how to connect these, refer to Figure 3 Typical application circuit.

LED FUNCTION

Slow blinking:

Active radio, no DMX 512 signal.

Fast blinking:

Paired to a transmitter, no active radio.

Switched on:

Active radio, DMX 512 signal OK.

Switched off:

Not paired to any transmitter.

USE OF THE SWITCH

To delete Pairing, press the switch for more than two seconds,

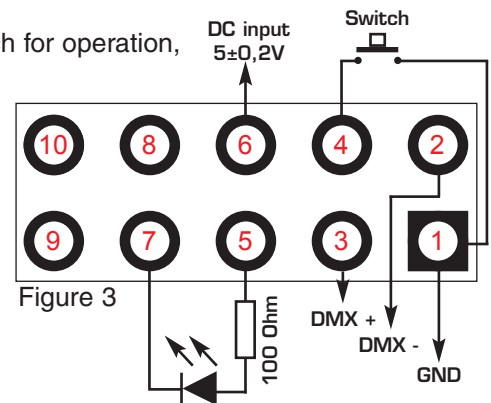


Figure 3

The Receiver will work only after the PAIRING operation is executed.

Refer to Wi DMX associated transmitter user's manual.