Multiple Zipp LEDs (DMX Control)

1. Fasten the effect light onto firm trussing Leave at least 1 meter on all sides for air circulation.
2. Always use a safety cable (ordercode 70140 / 70141).
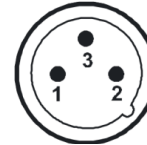**3.** Use a 3-p XLR cable to connect the Zipp LEDs and other devices.

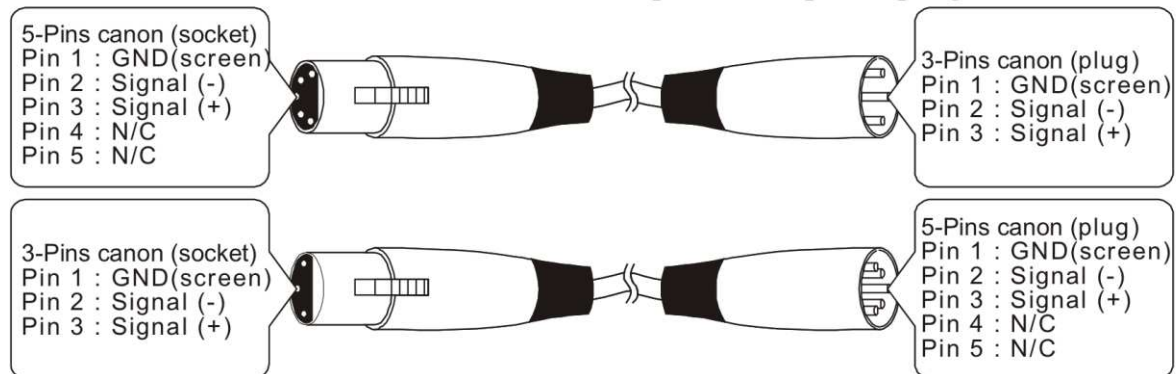### Occupation of the XLR-connection:

DMX-OUTPUT	DMX-input
XLR mounting-socket:	XLR mounting-plug

1 - Ground
2 - Signal (-)
3 - Signal (+)

1 - Ground
2 - Signal (-)
3 - Signal (+)

The transformation of the controller line of 3 pins and 5 pins (plug and socket)

5-Pins canon (socket)
Pin 1 : GND(screen)
Pin 2 : Signal (-)
Pin 3 : Signal (+)
Pin 4 : N/C
Pin 5 : N/C

3-Pins canon (plug)
Pin 1 : GND(screen)
Pin 2 : Signal (-)
Pin 3 : Signal (+)

3-Pins canon (socket)
Pin 1 : GND(screen)
Pin 2 : Signal (-)
Pin 3 : Signal (+)

5-Pins canon (plug)
Pin 1 : GND(screen)
Pin 2 : Signal (-)
Pin 3 : Signal (+)
Pin 4 : N/C
Pin 5 : N/C

4. Link the units as shown in (figure 5), Connect a DMX signal cable from the first unit's DMX "out" socket to the second unit's "in" socket. Repeat this process to link the second, third, and fourth units.
5. Supply electric power: Plug electric mains power cords into each unit's IEC socket, then plug the other end of the mains power cord into proper electric power supply sockets, starting with the first unit. Do not supply power before the whole system is set up and connected properly.
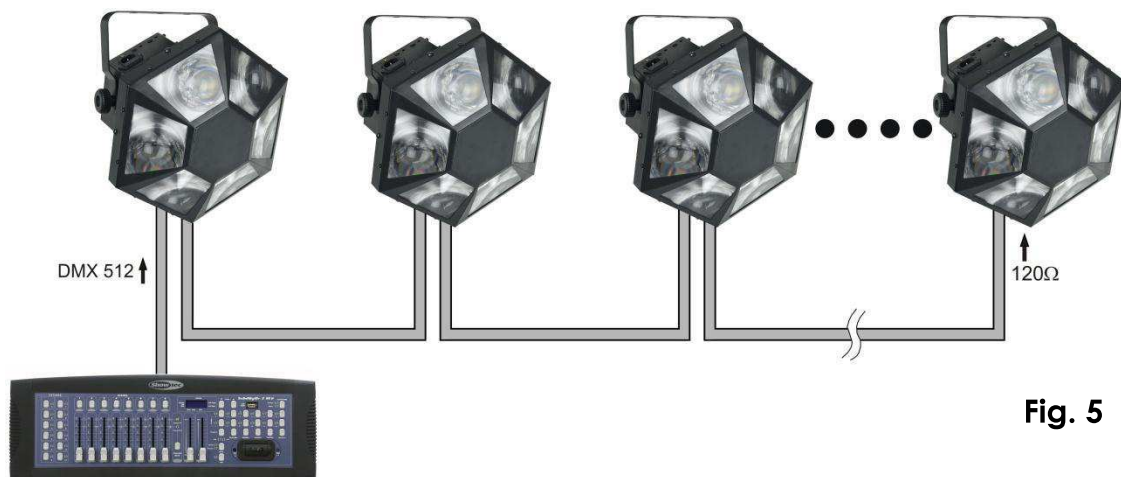
Multiple Zipp LEDs DMX Set Up

DMX 512   120Ω

Fig. 5

Note : Link all cables and set dip switches before connecting electric power

Note: After switching on, the Zipp LED will automatically detect whether DMX 512 data is received or not. If there is no data received at the DMX-input, the "**LED** " on the control panel will not flash.
The problem may be:
- The XLR cable from the controller is not connected with the input of the Zipp LED.
- The controller is switched off or defective, the cable or connector is detective, or the signal wires are swapped in the input connector.

Note: It's necessary to insert a XLR termination plug (with 120 Ohm) in the last fixture in order to ensure proper transmission on the DMX data link.

Dipswitch setting for DMX Mode

DMX products must have their own "address" to receive DMX signals.
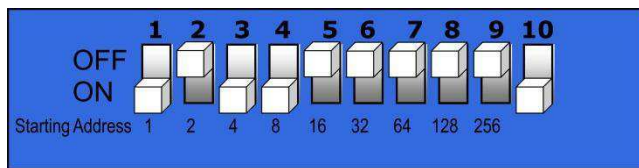Addresses on the controller are set by flipping the appropriate DMX dip switches #1 - #9.
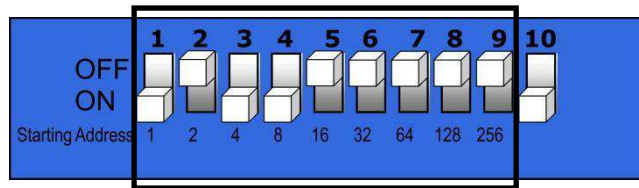
You need to know that DMX address settings are the sum of the dip switch values.
A standard DMX address for a Showtec Zipp LED, which has 3 channels is as follow:

Example

Zipp LED	Address Value	DMX Dip Switches "ON"
Unit 5	13	#1 , #3, #4

Switch	Value
#1	1
#3	4
#4	8 +
Total sum	13

Explanation: Since each unit has 3 channels, each address advances 3 values (See Address Value above).
Once address values are determined, add DMX dip switch values to obtain the appropriate address (DMX Dip Switches "ON") for each unit. Flip appropriate DMX dip switches on each unit.

Example:
1. If you want to give a Zipp LED DMX address 133, you first have to find the number 133 in the DMX Chart. (See page 11)
2. Then look at the left side (Dip Switches #1-#5) horizontally from 133.
   In the Table you'll see #1=ON, #2=OFF, #3=ON, #4=OFF, #5=OFF.
3. Finally look at the upper side of the table (Dip Switches #6-#9) vertically from 133.
   In the Table you'll see #6=OFF, #7=OFF, #8=ON, #9=OFF.