

Charge your STATE DMX Tester using the supplied mini USB 'B' cable and 5V power supply. It can be charged from a computer's USB port or from a phone charger. The red LED below the USB socket will light when charging. The LED will extinguish when the charge cycle is complete (about 1-2 hours).

Hardware.

The level wheel on the left hand side sets all levels. The \square key can be used to toggle between 0, 50 and 100% in some modes.

Use then *Menu* key to change mode. Use \uparrow and \downarrow and \square to select an option. The unit will restart in the last mode you used. User entered levels are not stored between power cycles.

Mode 1) State

In this mode each channel level is output, and remains active when altering other channels. In this mode a 512 channel lighting state can be created. Useful for testing moving lights etc or setting up a scene on some LED fixtures.

Holding down \uparrow and \downarrow together will toggle 'ALL' mode on or off, this mode sets all 512 DMX channels to the same level.

Holding down \square will allow the selection of a 'Channel Offset', hold the key and turn the encoder to set an offset. This allows advancing through channels in groups, for example bringing the RED channel to full on a RGB fixture, set the offset to 3, set the level to full and press

\uparrow to skip between fixtures.
Pressing *Menu* will reset all levels to 0, and return the *Channel Offset* to 0.

Mode 2) Ch.Check

In this Channel Check mode the channel active in the display is output, and all other channels are at 0. The selected level is carried with you as you change channel, to allow flashing out a rig of dimmers at a low level.

Think of it as a RemDim function.

Channel Offset also applies to this function (see above).

Pressing *Menu* will reset all levels to 0.

Mode 3) Fade

In this mode the selected channel will output a sine wave pattern. All other channels will be at 0.

Holding down \square will allow the selection of a speed via the level wheel.

Mode 4) AF Range

In this Auto Fade mode use the \uparrow \downarrow keys to select a start channel, and the level wheel to select and end channel. Press \square to start and stop a sine wave chase across each channel in turn. The \square key starts and stops the chase action. Holding down \square will allow the selection of a speed via the level wheel.

P.T.O for more modes

Designed and manufactured in the UK
www.daniellarge.co.uk

Mode 5) DMX In

This mode displays incoming DMX data, 12 channels at a time. Use the \uparrow \downarrow keys to change the range displayed.

Mode 6) DMX Stat

DMX Stat mode displays timing data about the incoming DMX stream.
MAB = Mark After Break time (in μ S)
Pkt = Break to Break time (in μ S)
FR = Frame repeat time (in μ S)

Mode 7) MIDI

Using the DIN to 5pin XLR, connect a MIDI source.

In MIDI mode valid incoming messages are displayed on the screen, including Note On/Off, Control Change, Program Change and Pitch Bend.

MSC Messages are also supported, STATE will decode the message into cue number, GO/STOP etc and the device ID that is being sent. Command Format indicates the class of device that the MSC message is attempting to contact.

Mode 8) LTC

Using the LTC XLR to 5pin XLR connect a SMPTE Source.

In LTC mode the device displays the incoming time code in the format HH:MM:SS:FF

The frame rate format being received is also display eg:

DF 30 = Drop Frame 30fps.
ND = Non Drop Frame.

Care of your STATE

The unit is not waterproof, don't get it wet.

Wipe it with down with a damp cloth to clean it.

This document is your 1 year warranty.

Date of sale:

Made and tested by:

PINOUT

- 1- Ground (all signals)
- 2- DMX data -ve
- 3- DMX data +ve & MIDI data.
- 4-TimeCode HOT
- 5- N/C

STATE: Mini DMX Tester
with MIDI and LTC