PD2DMX v1.0

PyroDigital -to- DMX Converter

Thank you for purchasing the PD2DMX by Innovative Tech, LLC. You now have the convenience of firing your pyrotechnics and operating your DMX controlled special effects from the PyroDigital field controller. The PD2DMX converter uses a PyroDigital Field module address and seamlessly integrates into a network of other PyroDigital field modules.

The PD2DMX unit has several connections: a 3 Pin Male XLR Input connector labeled “PD Input” and a 3 Pin Female XLR connector labeled “PD Output”.

When the PD2DMX is powered on, the module address display and DMX Status LEDs will go through a quick self test. After the self test, the PD2DMX module address will be set to the last used address and all DMX channels will be set to OFF (0%). The PD2DMX is ready to accept commands from the PyroDigital field controller. At this time you can also change the module address by pressing the “Change Address” button. The “Change Address” button may also be held down to quickly step through the possible addresses

After a few seconds of inactivity, the PD2DMX will enter a sleep mode to conserve power. All LEDs and the address display will turn off. Also before entering sleep mode, all DMX channels will be set OFF (0%). While the PD2DMX is in the sleep state, DMX data will no longer be transmitted. This is equivalent to having the DMX Output cable disconnected.

The PD2DMX can be woken up by either pressing the “Change Address” button or by arming the Pyrodigital field controller. When the PD2DMX is woken up by the “Change Address” button, it will continue re-enter sleep state after a few seconds of inactivity. When the PyroDigital field controller is armed, the PD2DMX will exit its sleep mode and will remain awake for as long as the Pyrodigital is armed.

As a safety feature, the PD2DMX automatically brings all DMX Channels back to OFF (0%) when the Pyrodigital field controller is disarmed or if the PD2DMX loses its physical connection to the PyroDigital field controller.

When the PD2DMX receives a “cue” to “fire” from the Pyrodigital controller, the PD2DMX will toggle the state of the corresponding DMX Channel.The table below illustrates the Pyrodigital cue to DMX channel mapping:

|  |  |
| --- | --- |
| PyroDigital Cue | DMX Channel |
| 0 | 1 |
| 1 | 2 |
| 2 | 3 |
| 3 | 4 |
| 4 | 5 |
| 5 | 6 |
| 6 | 7 |
| 7 | 8 |
| 8 | 9 |
| 9 | 10 |
| A | 11 |
| B | 12 |
| C | 13 |
| D | 14 |
| E | 15 |
| F | 16 |

For example, while DMX Channel 1 is OFF (0%) and cue 0 is fired, DMX Channel 1 will be toggled to ON (100%).

When cue 0 is fired again, DMX Channel 1 will be toggled back to OFF (0%).