

# 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

## **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.

## **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.
- 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.

- 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.

## **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;

## **Change Log**

### **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