

# DMX512

## Decoder Series



CE RoHS

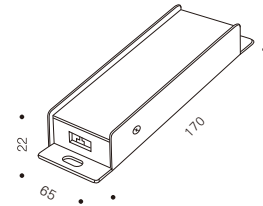
### Specifications

Model:	DE8236		
Input:	DC12-24V	Max output Power:	240W(12V)/480W(24V)
Max current Load:	5A*4CH Max 20A	Signal Input:	DMX512/1990
Control channels:	4CH	The light gray level:	256
Protection Grade:	IP20	DMX512/PWM Socket:	RJ45/Pluggable terminal
Gross Weight:	300g	Work Temp.:	-30°C~70°C

### Basic Features

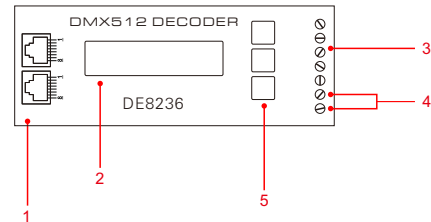
- Follow DMX 512 / 1990 protocol.
- 256-levels brightness,full-color with driver controls.
- Can achieve asynchronous color changes effect under working with controller.
- With the LCD1602 screen to show the menu.
- Modularizing and can be matched with different LED module neatly.

### Dimensions



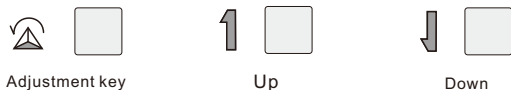
Unit: mm

### Component Diagram



- 1.DMX Signal IN/OUT(RJ45)
2. LCD1602 Screen
- 3.LED lamps Connection Socket
- 4.Power Input Socket
- 5.Adjust key

## Product Operation



Press "Adjustment key", switch entries.  
 Press "Up" or "Down" key, parameter adjustment.  
 Long press "Adjustment" key, back to main page.

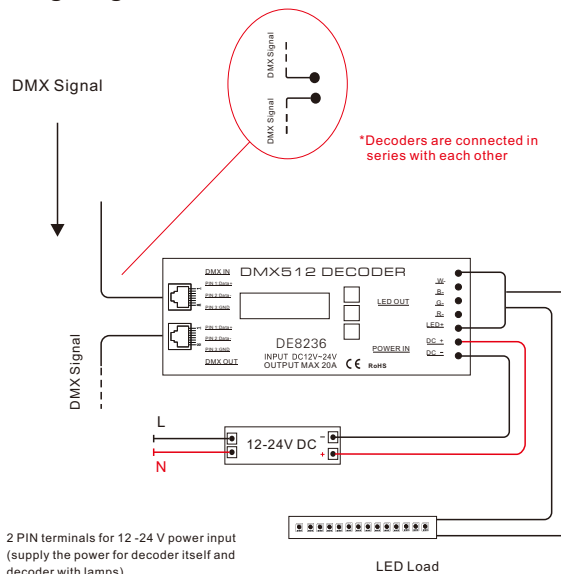
product panel can display content through the LCD display, through the mechanical switch menu options, adjust the internal procedures and address code. As the key, call up the DMX512 external control and internal dimming program menu, set address code and adjust the brightness can be adjusted separately.

5 PIN driver output interface (of anode output driver, with a LED +, output interface)

## Self - test program

DMX address value is set to the address of 000,  
 RGB is fully lit and output in 3 seconds after the RGB jump cycle.

## Wiring diagram



\*DMX5000 output and DE8236's transmission lines can't be over 300 meters.  
 \*DMX5000 each interface can with not more than 170 pieces of DE8236. Eight output interface. Through the JBLEED FLASH light making software and can with computer on line control. Realize infinite contact the DMX lights.  
 \*When connected 32 pieces of DE8236, DMX signal must add a signal amplifier RE2000 cascade can't more than 4 PCS.

## Suitable lamps and lanterns

