

FUTURELIGHT RDM Director Touch Screen

RDM controller with TFT touchscreen

Art. No.: 51834850

GTIN: 4026397451481



The article is no longer in our assortment.

Description:

RDM stands for "Remote Device Management" and makes remote control of devices connected to the DMX-bus possible. ANSI E1.20-2006 by ESTA specifies the RDM standard as an extension of the DMX512 protocol.

Manual settings like adjusting the DMX starting address are no longer needed. This is especially useful when the device is installed in a remote area.

RDM is integrated in the DMX-protocol without influencing the connections. The RDM-data is transmitted via the standard XLR-line - new DMX-cables are not necessary. RDM ready and conventional DMX devices can be operated in one DMX line. The RDM protocol sends own packages in the DMX512 data feed and does not influence conventional devices.

If DMX splitters are used and RDM control is to be used, these splitters must support RDM.

Features:

- RDM controller for monitoring and remote control of DMX fixtures compliant with RDM (Remote Device Management)
- Quick analysis and configuration of fixture parameters, i.e. DMX start address, DMX mode, lamp hour count, fixture status
- TFT touchscreen for menu settings
- Various basic DMX control features integrated
- 1 DMX universe
- USB port for firmware updates
- 3-pin XLR connectors
- Power supply via included PSU
- Can transmit up to 512 DMX channels

Logistic

EAN / GTIN: 4026397451481

Weight: 1,42 kg

Length: 0.33 m

Width: 0.15 m

Height: 0.07 m

- Made in Europe

Technical specifications:

Power supply:	100-240 V AC, 50/60 Hz 12V DC 1000 mA
Power consumption:	12 W
Power connection:	Mains input via 4-pin screw plug connector (M) mounting version power supply cord with AC adapter (provided)
DMX channels:	Output 512
DMX input:	1 x 3-pin XLR (M) mounting version
DMX output:	1 x 3-pin XLR (F) mounting version
USB port:	USB 2.0, type B
Mounting depth:	60 mm
Dimensions:	Width: 23 cm Depth: 13.3 cm Height: 6 cm
Weight:	1.30 kg

Scope of delivery: