DMX REFERENCE

MELIA MEDIA

MELIA MEDIA Layer

Digital Lighting Solutions

Manufacturer	Digital Lighting Solutions
GDTF file	Digital_Lighting_Solutions_MELIA_MEDIA_170230.gdtf
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1 About this manual

This document describes the MELIA MEDIA Layer by Digital Lighting Solutions. It was compiled from the GDTF file Digital_Lighting_Solutions_MELIA_MEDIA_170230.gdtf from the GDTF-Share library.

File revision: “Standard, Extended and Full modes, Uploaded to GDTF Share.”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by Digital Lighting Solutions; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	16	32	1, 17, 33, 49, ...
Extended	18	28	1, 19, 37, 55, ...
Full	24	21	1, 25, 49, 73, ...

No light? Check these channels

- Standard: CH 1 Dimmer above 0; CH 2 Strobe at 0 “Open”
- Extended: CH 1 Dimmer above 0; CH 2 Strobe at 0 “Open”
- Full: CH 1 Dimmer above 0; CH 2 Strobe at 0 “Open”


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

4 Product description

Description in the GDTF file

“One media layer of MELIA MEDIA. Patch one fixture per layer, in the mode set in Settings → DMX & Patch.”

5 Installation

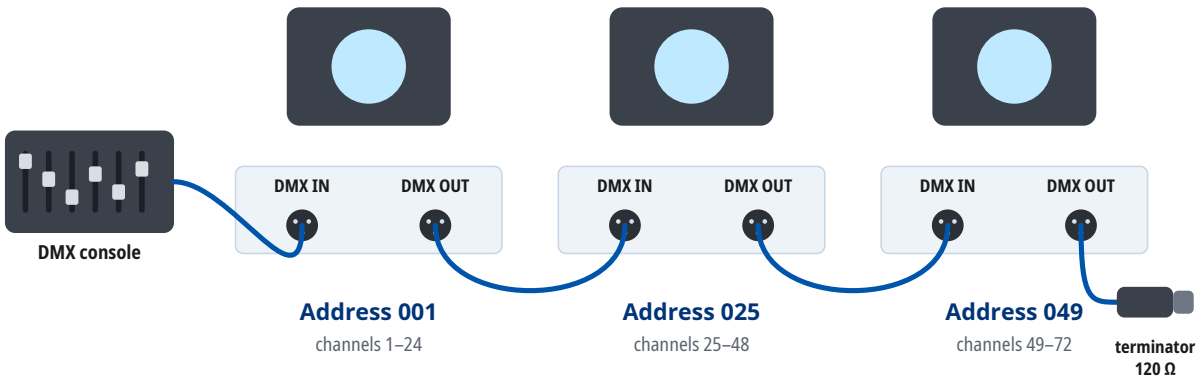
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Full: every unit occupies 24 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Full”: 24.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Full”, you can use, for example, the start addresses 1, 25, 49, 73.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

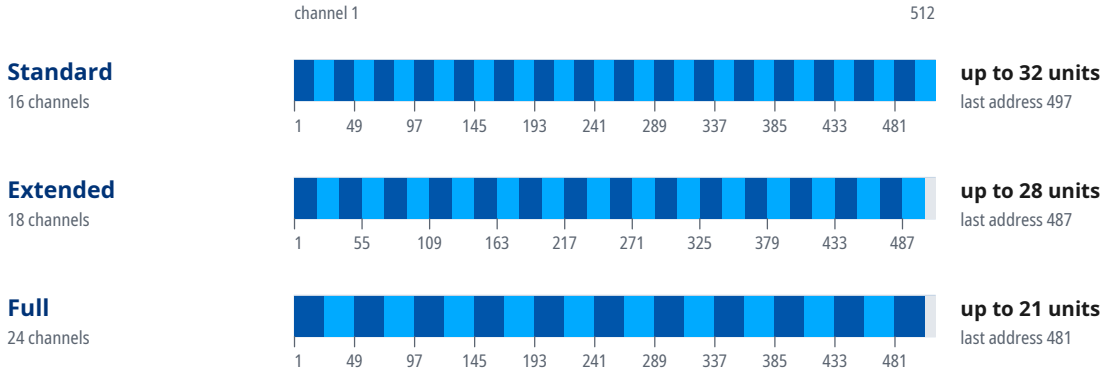
8 Functions at a glance

Functions in each DMX mode

	Standard 16 channels	Extended 18 channels	Full 24 channels
Dimmer	1	1	1
Shutter / strobe	2	2	2
Color mixing	4–6	4–6	4–6
Zoom	9	9	9

9 DMX channels

Units in one DMX universe



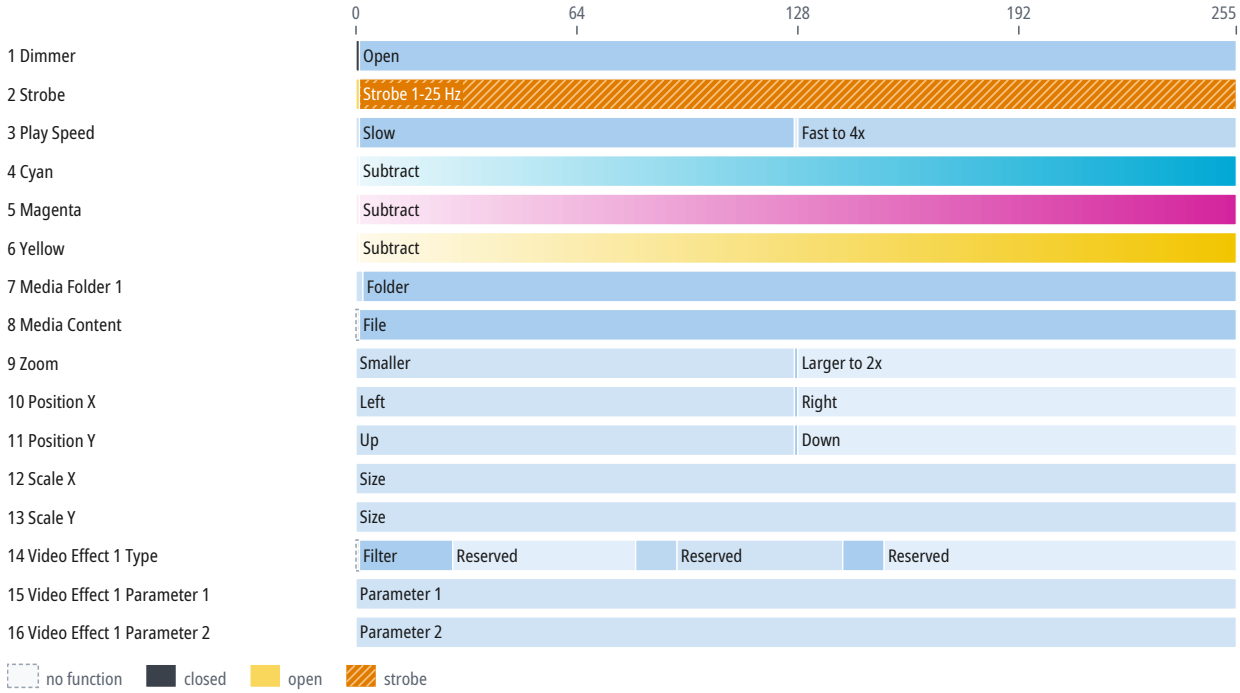
Start addresses of 20 units in the mode “Full”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	121	11	241	16	361
2	25	7	145	12	265	17	385
3	49	8	169	13	289	18	409
4	73	9	193	14	313	19	433
5	97	10	217	15	337	20	457

Mode Standard

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Strobe at 0 “Open”.

Channel functions at a glance



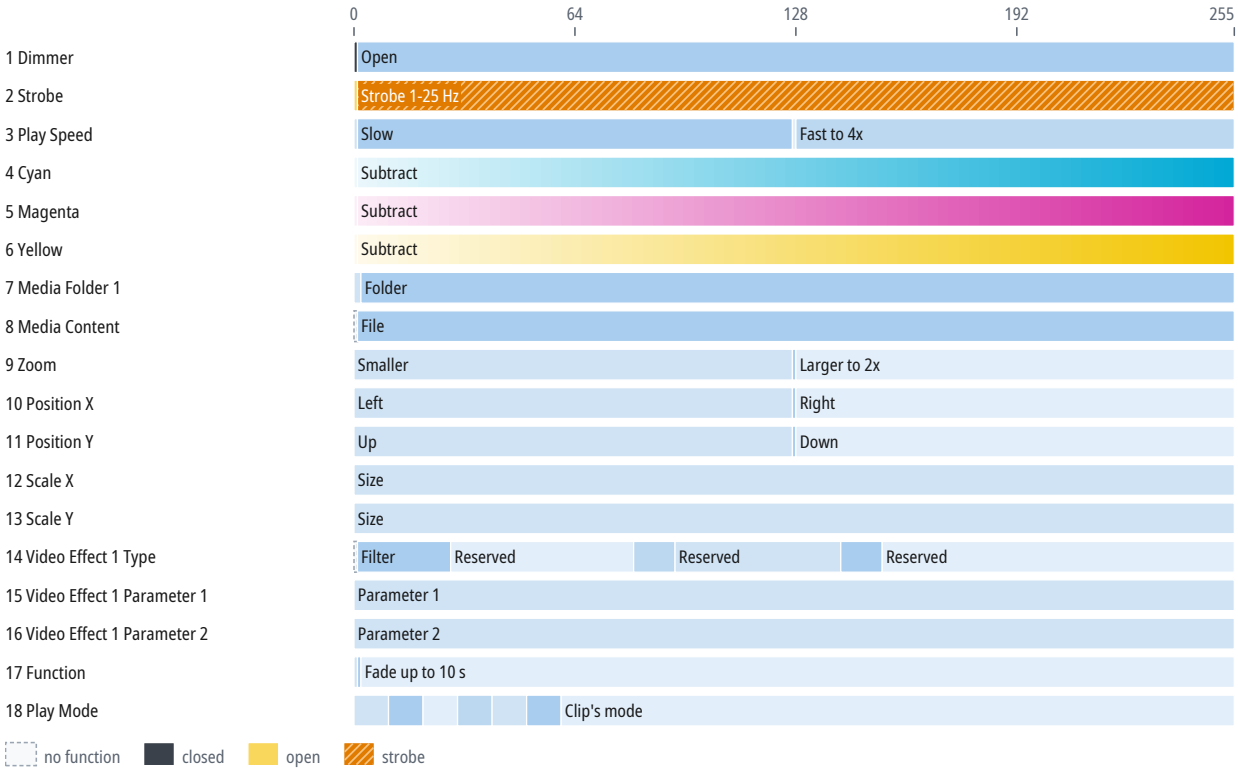
CH	Function	DMX	Description
1	Dimmer		Dim 1
		0	Closed
		1–255	Open
2	Strobe		Strobe 1
		0	Open
		1–255	Strobe 1-25 Hz
3	Play Speed		Speed 1
		0	Paused
		1–126	Slow
		127	Normal
		128–255	Fast to 4x
4	Cyan		Red Sub 1
		0	Untouched
		1–255	Subtract
5	Magenta		Green Sub 1
		0	Untouched
		1–255	Subtract
6	Yellow		Blue Sub 1
		0	Untouched
		1–255	Subtract
7	Media Folder 1		Folder 1
		0–1	Folder 1
		2–255	Folder
8	Media Content		File 1
		0	None
		1–255	File
9	Zoom	0–126	Smaller
		127	1x
		128–255	Larger to 2x
10	Position X		X Pos 1
		0–126	Left
		127	Centre
		128–255	Right
11	Position Y		Y Pos 1
		0–126	Up
		127	Centre
		128–255	Down
12	Scale X		X Size 1
		0–255	Size
13	Scale Y		Y Size 1
		0–255	Size

CH	Function	DMX	Description
14	Video Effect 1 Type		FX 1
		0	None
		1–27	Filter
		28–80	Reserved
		81–92	Geometric
		93–140	Reserved
		141–152	Chase
		153–255	Reserved
15	Video Effect 1 Parameter 1		FX P1 1
		0–255	Parameter 1
16	Video Effect 1 Parameter 2		FX P2 1
		0–255	Parameter 2

Mode Extended

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Strobe at 0 “Open”.

Channel functions at a glance



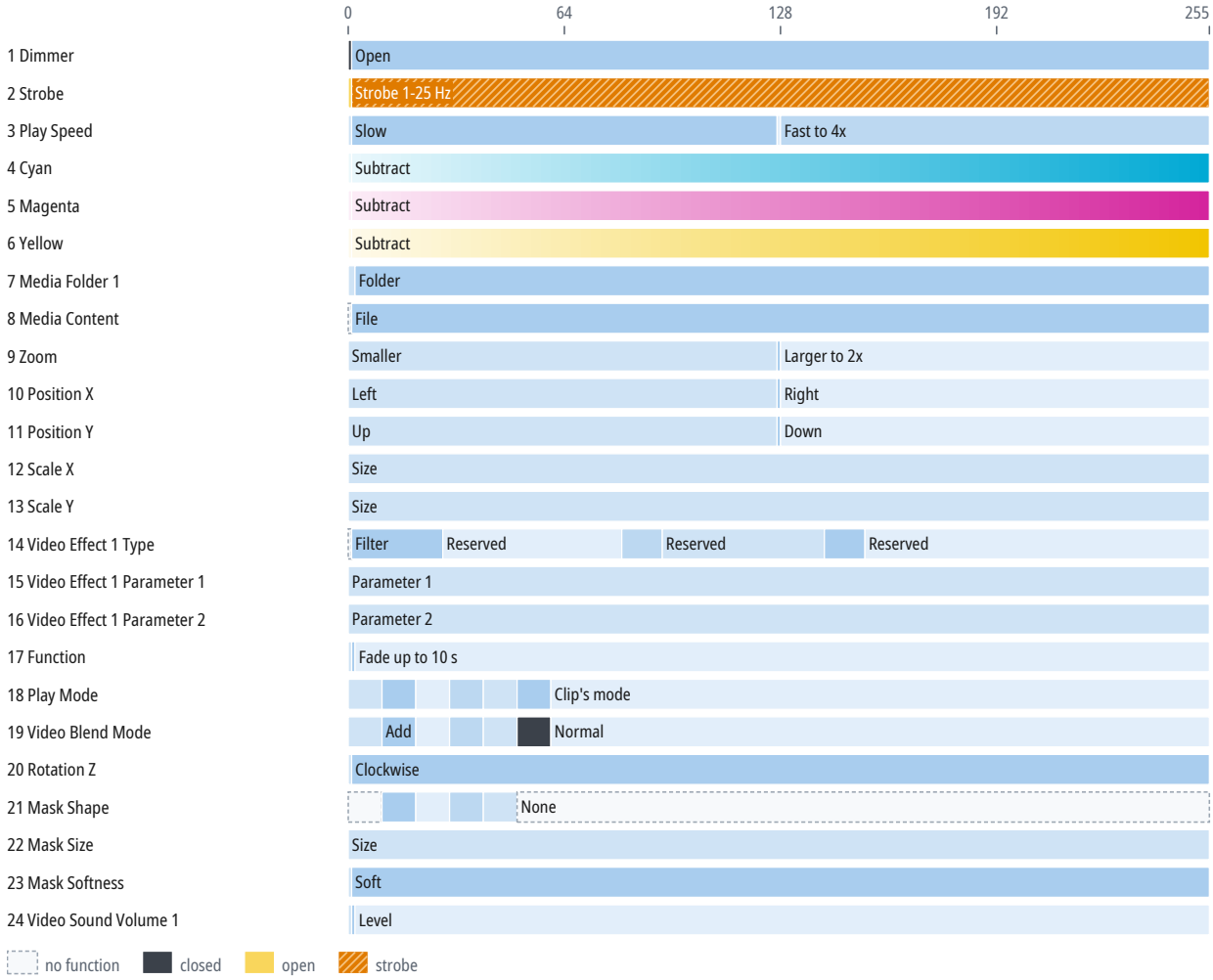
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Standard” (p. 8)
2	Strobe		Same as CH 2 in the mode “Standard” (p. 8)
3	Play Speed		Same as CH 3 in the mode “Standard” (p. 8)
4	Cyan		Same as CH 4 in the mode “Standard” (p. 8)
5	Magenta		Same as CH 5 in the mode “Standard” (p. 8)

CH	Function	DMX	Description
6	Yellow		Same as CH 6 in the mode “Standard” (p. 8)
7	Media Folder 1		Same as CH 7 in the mode “Standard” (p. 8)
8	Media Content		Same as CH 8 in the mode “Standard” (p. 8)
9	Zoom		Same as CH 9 in the mode “Standard” (p. 8)
10	Position X		Same as CH 10 in the mode “Standard” (p. 8)
11	Position Y		Same as CH 11 in the mode “Standard” (p. 8)
12	Scale X		Same as CH 12 in the mode “Standard” (p. 8)
13	Scale Y		Same as CH 13 in the mode “Standard” (p. 8)
14	Video Effect 1 Type		Same as CH 14 in the mode “Standard” (p. 9)
15	Video Effect 1 Parameter 1		Same as CH 15 in the mode “Standard” (p. 9)
16	Video Effect 1 Parameter 2		Same as CH 16 in the mode “Standard” (p. 9)
17	Function		Fade Time 1
		0	Global crossfade
		1	Cut
		2–255	Fade up to 10 s
18	Play Mode		Play Mode 1
		0–9	Clip's mode
		10–19	Loop
		20–29	Play Once Hold
		30–39	Play Once Then Black
		40–49	Bounce
		50–59	Reverse Loop
		60–255	Clip's mode

Mode Full

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Strobe at 0 “Open”.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Standard” (p. 8)
2	Strobe		Same as CH 2 in the mode “Standard” (p. 8)
3	Play Speed		Same as CH 3 in the mode “Standard” (p. 8)
4	Cyan		Same as CH 4 in the mode “Standard” (p. 8)
5	Magenta		Same as CH 5 in the mode “Standard” (p. 8)
6	Yellow		Same as CH 6 in the mode “Standard” (p. 8)
7	Media Folder 1		Same as CH 7 in the mode “Standard” (p. 8)
8	Media Content		Same as CH 8 in the mode “Standard” (p. 8)
9	Zoom		Same as CH 9 in the mode “Standard” (p. 8)
10	Position X		Same as CH 10 in the mode “Standard” (p. 8)
11	Position Y		Same as CH 11 in the mode “Standard” (p. 8)
12	Scale X		Same as CH 12 in the mode “Standard” (p. 8)
13	Scale Y		Same as CH 13 in the mode “Standard” (p. 8)

CH	Function	DMX	Description
14	Video Effect 1 Type		Same as CH 14 in the mode “Standard” (p. 9)
15	Video Effect 1 Parameter 1		Same as CH 15 in the mode “Standard” (p. 9)
16	Video Effect 1 Parameter 2		Same as CH 16 in the mode “Standard” (p. 9)
17	Function		Same as CH 17 in the mode “Extended” (p. 10)
18	Play Mode		Same as CH 18 in the mode “Extended” (p. 10)
19	Video Blend Mode		Blend 1
		0–9	Normal
		10–19	Add
		20–29	Screen
		30–39	Multiply
		40–49	Lighten
		50–59	Darken
		60–255	Normal
20	Rotation Z		Rotate 1
		0	Upright
		1–255	Clockwise
21	Mask Shape		Mask 1
		0–9	None
		10–19	Rectangle
		20–29	Ellipse
		30–39	Rectangle Inverted
		40–49	Ellipse Inverted
		50–255	None
22	Mask Size		Mask Size 1
		0–255	Size
23	Mask Softness		Mask Soft 1
		0	Hard
		1–255	Soft
24	Video Sound Volume 1		Volume 1
		0	Layer setting
		1	Silent
		2–255	Level

10 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much

faster.

11 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.

12 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.