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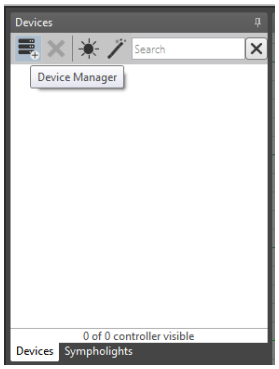
RDM Addressing Guide

This guide describes how to set the DMX start address of connected RDM devices.

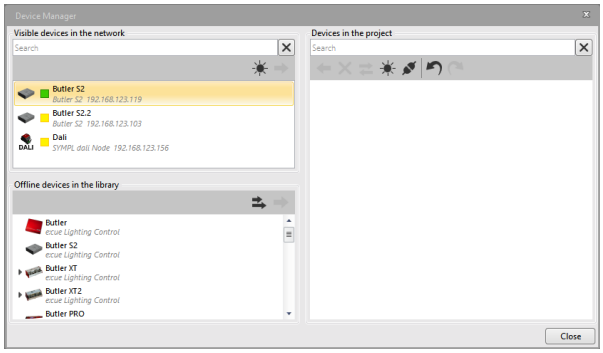
For this guide you will need to have the e:cue SYMPHOLIGHT (SL) or e:cue Lighting Application Suite (LAS) software installed. This guide will focus on SL but similar steps are required for the LAS.

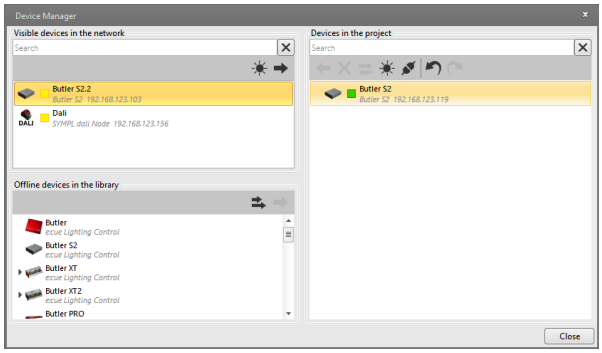
You also need to have the RDM devices connected to the network and running. This guide will use the Traxon Allegro luminaires but it also applies to other Traxon and non Traxon RDM devices.

1. Open SL and add your DMX node or Butler etc. by clicking on Devices tab (in Setup tab) and then select Device Manager.

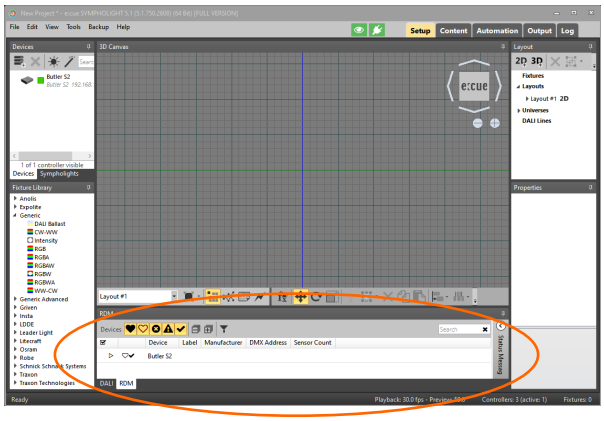


2. Add the output device to the project by double clicking the device in the left panel, it will then appear in the right panel. Once the output device is in the right panel you can close the device manager.

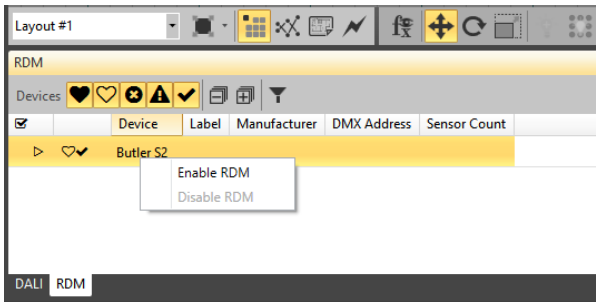




3. Select the RDM tab at the bottom of the screen.



4. Enable RDM mode for the output device by right clicking on the output device and select Enable RDM.



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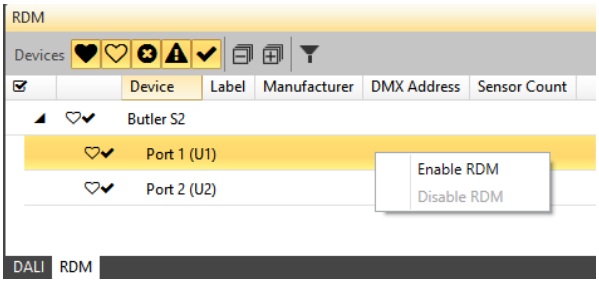
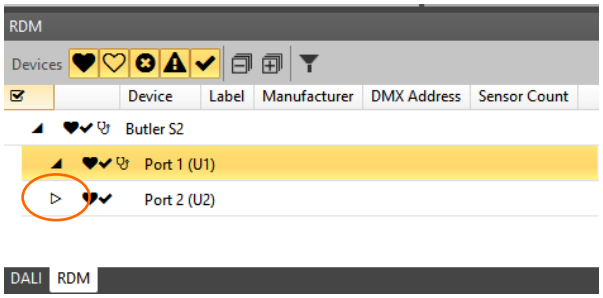
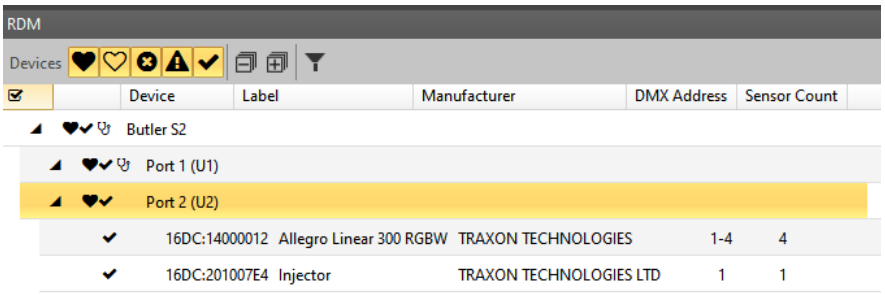
5. Repeat step 4 for each output port of the output device that the RDM devices are connected to.



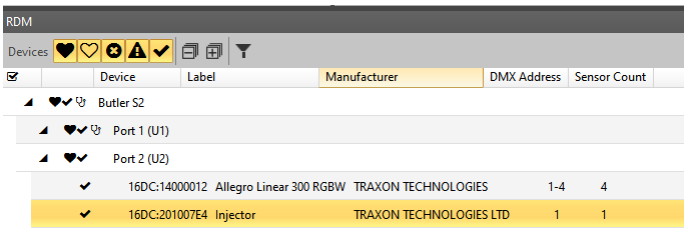
6. If there are any RDM devices on the output device line then a triangle arrow will appear to the left, in this case port 2.

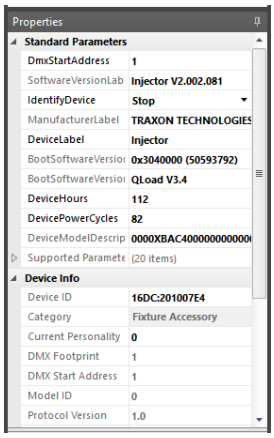


7. Click the triangle arrow and the list will expand revealing all of the detected devices on the output port of the output device.



8. Click on an RDM device, here the Injector. Now its properties are displayed in the Properties tab on the right hand side of the screen.





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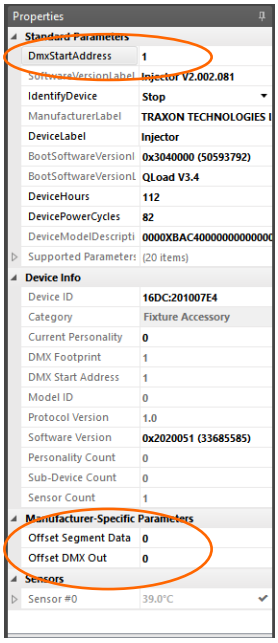
9. Configure the properties that effect the addressing. The settings are immediately effective.

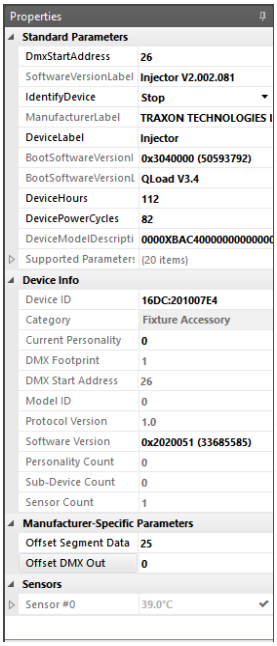
   DMX Start Address: To affect this property, you must change the value of Offset Segment Data.
   Example: required DMX Start Address value = 26.

   Offset Segment Data: This will offset the DMX Start Address of the device by the value you specify plus 1, that is: Offset Segment Data value = DMX Start Address value -1.
   Example: 26 -1 = 25.

   Offset DMX Out: This value will offset the DMX data output of the current device to the next device on the circuit.



Example:



Herewith, the addressing is completed.