

## RDMTESTER

**RDM** Compatible DMX Tester

# **USER MANUAL**



### For safety, please read this user manual carefully before initial use.

Event Lighting reserves the right to revise the manual at any time. Information and specifications within this manual are subject to change without notice. Event Lighting assumes no liability or responsibility for any errors or omissions. Please consult Event Lighting for any clarification or information regarding this item.

Version: 1 (1 September 2022)

## **Safety Instructions**

### Warning

- Do not open this device, there is no user-serviceable parts inside. Risk of electric shock.
- Do not operate this device in any location where excessive dust, heat, water or humidity may affect it.
- Do not operate this device if the housing or cables appear damaged.
- In case of a serious operating problem, stop using immediately.
- The maximum ambient temperature is 45° C. Do not operate this device at higher temperatures.

# **Power Supply**

#### **Power On**

- Under battery power, long press [Menu] to power on.
- Under USB power, connect the cable to power on.

#### **Power Off**

- Under battery power, long press [Menu] to reveal the power off message box, release [Menu] to power off.
- Under USB power, disconnect the cable to power off.

#### **Power Switchover**

- To switch from battery to USB, connect the USB cable with a voltage of 5V and minimum current of 200mA.
- To switch from USB to battery, hold [Menu] then disconnect the USB cable. When the power indicator no longer says 'USB', release [Menu].

# Keyboard

RDMTESTER has a full QWERTY keyboard, making it possible to input any test. The soft keyboard can be operated using both the touchscreen or the physical buttons.

	KeyBaord(Device Name)  RDM_TEST							
	2			5	6 '	7 8	9	0
Tab	q	w e	2	• t	y	u	i	o p
Caps	Caps a s d f g h j k l							
Shif	t	2)	c 0	: 0	b	n	m	Back
Exit	: e		\$	pa	ce		E	nter

#### Touchscreen

Press the relevant button to input the character.

### **Physical Buttons**

Use [Up], [Down], [Left] or [Right] to select a character. The currently selected character is indicated by the pink highlight. Press [Enter] to input the selected character. When the focus is on the input box, press [Left] or [Right] to select a character, then press [Enter] to delete that character.

To finish input, press [Enter] on the soft keyboard. To cancel input, press [Exit] on the soft keyboard. To input symbols, press [@] to switch to the symbol keyboard.

## **Functions**

Touch [Menu] on the top left of the display, or press [Menu] to open the functions menu. Touch the desired function or press [Up] or [Down] to select the desired function and press [Enter] to open.

MENU		12:07:23				
RECEIVE D	MX	MAX	VAL			
SEND DMX		000	000 🔺			
CABLE TES		000	000			
CHANNEL	TRACER	000	000			
TIMINGS FLICKER F	INDED	000	000			
SEQUENCE		000	000			
LIGHT SER		000	000			
MIDI TEST		000	000			
OPTIONS	63.3	A 000	000			
009	255	000	000			
010	255	000	000			
011	255	000	000			
012 255		000	000			
013	255	000	000 🖵			
CH :		NO DMX	OPTION			
on.			OPTION			

## **Receive DMX**

RDMTESTER will receive DMX signal and show the current DMX status, including every channel's current value, maximum value and minimum value.

Press [Up], [Down], [Left] or [Right] to select the channel you want to check then press [Enter] or touch [Option] to open the Options menu.

- Store scene: Store current received DMX data as a scene in the SD card.
- Show level as: Change data display style (percentage, decimal, hexadecimal).
- Addresses: Change the visible DMX address range (all addresses, valid addresses).
- Clear: Clear the current, maximum and minimum values and re-check the received DMX values.

## Send DMX

Touch each row to adjust the channel value and master value, or press [Up], [Down] to select channels and [Left], [Right] to change values then press [Enter] or touch [Option] to open the Options menu.

- Clear: Clear current output.
- Store scene: Store current output as a scene in the SD card.
- Load scene: Load the scenes in the SD card to the current output.
- Refresh rate: Set DMX refresh rate.

### **Cable Tester**

This function will test all 5 pins of the connected DMX cable.

3ENU 12:11:10 998	ENU 12:11:17	992)
INPUT         OUTPUT $1($ $)1$ $2($ $)2$ $3($ $)3$ $4($ $)4$ $5($ $)5$	INPUT     OUTPUT       1(     )1       2(     )2       3(     )3       4(     )4       5(     )5	
This Fig 1 shows that dmx cable pin5 is disconnected	This Fig 2 shows that dmx cat pin2 is connected	ble

### **Channel Tracer**

This function will test the real-time values of the DMX signal and show the result in curves. 6 channels can be shown at the same time in different colours.

The colours can be changed by using the menu at the bottom of the screen. Use the touch screen or [Left], [Right] to change the colours.

To disable the display of a particular curve, double tap it, or select it and press [Enter].

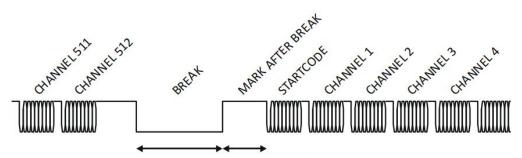
1
n

MENU	12:00:22 USB)						
Channel Tracer							
>:NULL <							
:NULL	:NULL						
:NULL	:MULL						
CH:	NO DMX						

### Timings

This function analyses the following DMX timings:

- DMX signal: Shows if the DMX signal is OK or faulty.
- Refresh rate: Shows the number of frames received per second.
- Break length: Shows the length of the break in microseconds.
- Mark after break (MAB): Shows the mark after break in microseconds.
- Channels received: Shows the number of channels received.



 BREAK LENGTH
 MAB LENGTH

 USITT DMX-512/1986
 ≥ 88us
 ≥ 4 us

 USITT DMX-512/1990
 ≥ 88us
 ≥ 8 us

 ANSI E1.11-2004
 ≥ 92us
 ≥ 12us

### Flicker Finder

This function tests DMX signal stability. Use [Left], [Right] to select the function, press [Enter] to activate the function.

- START/STOP: start or stop the test.
- CLEAR ERR: clear any error data.
- COMPARE LIMIT: set the allowable limit of signal jump.
- TIME: the total time elapsed in the test.
- TIME NO SIGNAL: time in the test in which there was no signal.
- FRAMING ERRORS: count of framing errors.
- CHANGES OF #CHS: count of channel value errors.
- CHANNELS WITH ERR: count of channels with errors.
- CHANNELS RECEIVED: count of total channel received.

JENI	J		12:37:30	64%
		HANGELES	S DMX LO	OK
		Scan		
ΤI	ME:		.00:00:23	3.7
TI	ME NO	SIGNAL:		
	AMING	ERRORS :	00000	107
	ANGES			100
	ANNELS			12
	STOP	CLEAR ERR	COMPARE DO	1
li	2101	CELHIN EINN	LIMII OC	-
	CH	REFERENC	E ERROR	
D	001	000	00230	
e	002	000	00230	
t	005	000	00230	
a i	014	000	00230	
1	017	000	00230	
S	018	000	00230	-
	CH:5	12 DM)	( ОК	

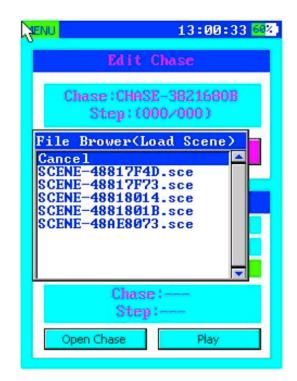
### Sequence

This function is used to play or edit chases.

- New Chase: create a new chase.
- Add step: Add a step into the chase. When selected, a file picker will appear, select one scene file to add to the chase.
- Open Chase: load a chase.
- Play: play the chase.
- Master-xx: master control the chases.
- Speed-xx'xx"x: set the chase time in min:sec:ms.

• Fade: set the chase fade time.

JENU .	12:53:13 💷
Edit Cha	se
Chase: Step:	
New Chase	Add Step
Play Cha	se
Master-0	00
Speed-00'0	1''00
Fade-100	0%
Chase: Step:	
Open Chase	Play



### **Light Sensor**

This function is used to check the PWM frequency and duty ratio of a fixture.

Press and hold [Enter], then point the light sensor at the fixture to test. When the data stabilises, release [Enter]. The result will be displayed on screen.



### Midi Test

This function is used to send or receive MIDI signals.

The information to send is listed on the bottom of the screen. Press [Send] to send the information.

MENU 13:12:55 56%						
TIME	ST	<b>D1</b>	DZ	CH	E	JENT
00223C8E	90	7D	00	01	Note	e Off
00223CF4	90	7D	7F	01	Note	e Off
00223CF5	90	7D	00	01	Note	e Off
00223DC3	90	7D	7F	01	Note	e Off
00223DC4	90	7D	00	01	Note	e Off
00223E2A	90	7D	7F	01	Note	e Off
00223E2B	90	7D	00	01	Note	e Off
00223E92	90	7D	7F	01	Note	e Off
002_3E93	90	7D	00	01	Note	e Off
00223EF9	90	7D	7F	01	Note	e Off
00223EFA	90	7D	00	01	Note	e Off
00223F60	90	7D	7F	01	Note	e Off
00223F61	90	7D	00	01	Note	e Off
SEND	80		00	Ø	0	

## **System Settings**

- Device name: rename the device.
- Backlight brightness: adjust the display brightness in intervals of 10%.
- Turn off if idle: Time until the device turns off automatically when on battery. Possible values: NO (stays on), 1 min, 2 min, 3 min, 5 min, 10 min. The time is reset when the screen is interacted with, or a button is pressed. The device will not turn off if it is powered by USB.
- Date: set the date.
- Time: set the time.
- IP address: set the IP address.
- NetMask: set the net mask.
- Network Universe: set the universe.
- Network Protocol: set the network protocol.
- Default Settings: reset to factory settings.
- Firmware version: display current firmware version.
- Touch screen calibration: use to calibrate the touchscreen. If there is a large discrepancy, this step may be needed twice.

Network functions are only available in DMX out. When network functions are used in [Send DMX] or [Sequence], the device will use the network (Art-Net/sACN) to send DMX data at the same time.

# **Technical Specifications**

#### Hardware

- Display type: full colour LCD
- Display resolution: 240x320
- Memory: SD card
- DMX in port: 5-pin male
- DMX out port: 5-pin female
- DMX port electrical standard: ANSI E1.11/ANSI E1.20
- USB port: Micro USB type B
- Battery: 9V block battery
- USB power consumption: 300mA max
- Cable tester: 5-pin, open circuit, short circuit, wrong wiring
- Operating temperature: 0°C-45°C
- Dimensions: 67x115x45 mm
- Weight: 343g (without battery)

#### Firmware

- Received DMX channels: 512
- Transmitted DMX channels: 512
- Refresh rate: 10,15,20,25,30,35,40 frames per second
- Transmitter break length: 160-180 microseconds (not configurable)
- Transmitter MAB length: 28-32 microseconds (not configurable)
- Timing measurement: Frames per second/break/MAB
- Display format: Percentage, decimal, hexadecimal
- DMX scene storage: SD card, 512 channels each
- Number of sequences: varies based on SD card capacity
- Steps in each sequence: 99

## Warranty

Please refer to your local dealer or please contact Event Lighting Pty Ltd.