

# **5 Piece**

## **RGB LED light controller quick reference**

# DMX Settings

DMX control provides full control from lighting software or hardware for all of the **5 Piece** channels.

**RGB Strike level:** Sets the color for each output when the drum is struck and for the duration of the fade if enabled.

**Trigger Enable:** Allows the triggers to be turned on or off remotely allowing the drummer to have the LED's trigger only during the parts of the show they want them to. When the DMX channel is set above 128 the trigger is enabled. Fade timing settings must be configured either through RDM or the serial port.

**Fade Enable:** Turns the LED fade option on or off for each LED output. When the DMX channel is set above 128 the fade is enabled.

**RGB Constant Level:** Sets the output color for each drum when idle (no hit detected on the triggers)

The **5 Piece** uses 40 DMX channels. The channel map is below:

Description	DMX ch	Description	DMX Ch
CH1 R Strike Level	1	Ch1 Fade enable (>128 = ON)	21
CH1 G Strike Level	2	Ch2 Fade enable (>128 = ON)	22
CH1 B Strike Level	3	Ch3 Fade enable (>128 = ON)	23
CH2 R Strike Level	4	Ch4 Fade enable (>128 = ON)	24
CH2 G Strike Level	5	Ch5 Fade enable (>128 = ON)	25
CH2 B Strike Level	6	Ch1 R Constant Level	26
CH3 R Strike Level	7	Ch1 G Constant Level	27
CH3 G Strike Level	8	Ch1 B Constant Level	28
CH3 B Strike Level	9	Ch2 R Constant Level	29
CH4 R Strike Level	10	Ch2 G Constant Level	30
CH4 G Strike Level	11	Ch2 B Constant Level	31
CH4 B Strike Level	12	Ch3 R Constant Level	32
CH5 R Strike Level	13	Ch3 G Constant Level	33
CH5 G Strike Level	14	Ch3 B Constant Level	34
CH5 B Strike Level	15	Ch4 R Constant Level	35
Ch1 trig enable (>128 = ON)	16	Ch4 G Constant Level	36
Ch2 trig enable (>128 = ON)	17	Ch4 B Constant Level	37
Ch3 trig enable (>128 = ON)	18	Ch5 R Constant Level	38
Ch4 trig enable (>128 = ON)	19	Ch5 G Constant Level	39
Ch5 trig enable (>128 = ON)	20	Ch5 B Constant Level	40