

USER MANUAL

DP-NEX1&DP-NEX2

Ethernet to EDX/DMX-512 Interface



DP-NEX1



DP-NEX2

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0 Before Installation

The digital signal wiring is basically the same as RS-485 wiring. If you are not familiar with RS-485 wiring, please check EDX wiring guide on Lite-puter's website: http://www.liteputer.com.tw/tech_guide.asp

1. Introduction

1-1 Features

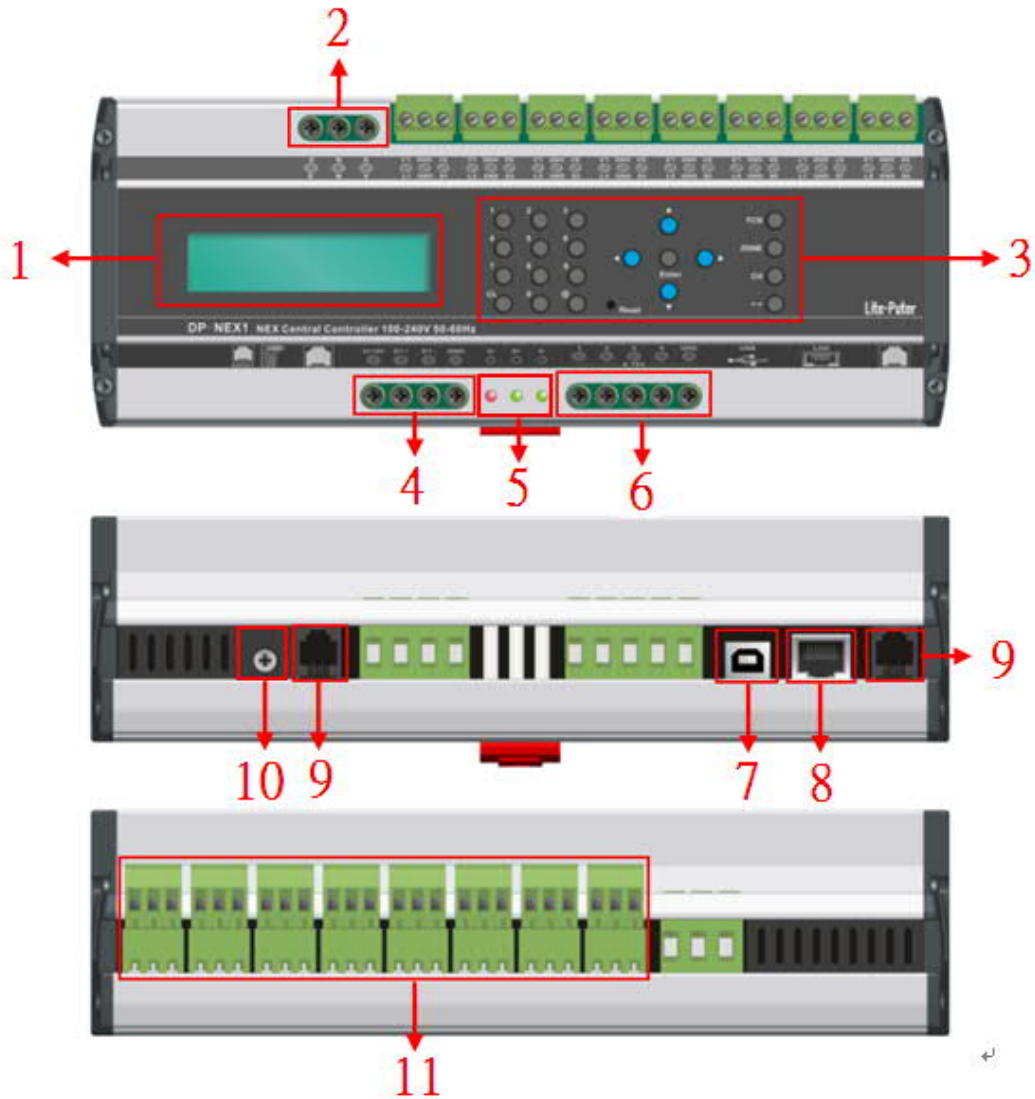
1. NEX system
2. DMX-512 output.
3. Up to 128 zones, 13 scenes can be stored in each zone.
4. ECP panels compatible.
5. Built-in timer and astronomical timer.
6. Programmable by NEX Lighting Control (GUI application).
8. 8 dry contact inputs.
8. DC 0 – 10V (analog) outputs x 4

1-2 Specifications

1. AC Input: 100 - 240V AC
2. Protocol: EDX (ECP panels); DMX-512 (dimmers packs, switch packs, or other DMX-512 modules)
3. DC 0-10V outputs x 4
4. Dry contact inputs x 8
5. Dimension: 234mm (W) x 62mm (H) x 90mm (D)
6. Weight: 620g



1-3 Introduction



1	LCD display	7	USB
2	AC Input	8	Ethernet (RJ-45)
3	Function buttons	9	DMX-512 ports
4	EDX Port	10	DC 0-10V voltage adjustment
5	LED Indicators	11	8 dry contact inputs
6	DC 0-10V output x 4		

The four set of DC 0-10V are controlled by channel 136 – channel 139.

1-4 Wiring

1-4-1 Signal Wiring

DP-NEX1/DP-NEX2 runs NEX System, which combines EDX and DMX-512 protocol together.

A typical NEX system utilizes EDX port to connect to ECP (control panels) and DMX-512 output to control the dimmers, switch packs, curtain controllers. The lighting scenes and data are all stored in DP-NEX1/DP-NEX2.

Please refer the figure in next page.

Almost all Lite-puter's EDX dimmers and EPX switch packs are compatible both to EDX and DMX-512.

In NEX system, be sure that EDX dimmers and EPX switch packs are connected to DMX-512 port of DP-NEX1/DP-NEX2 and set proper DMX-512 addresses of the devices.

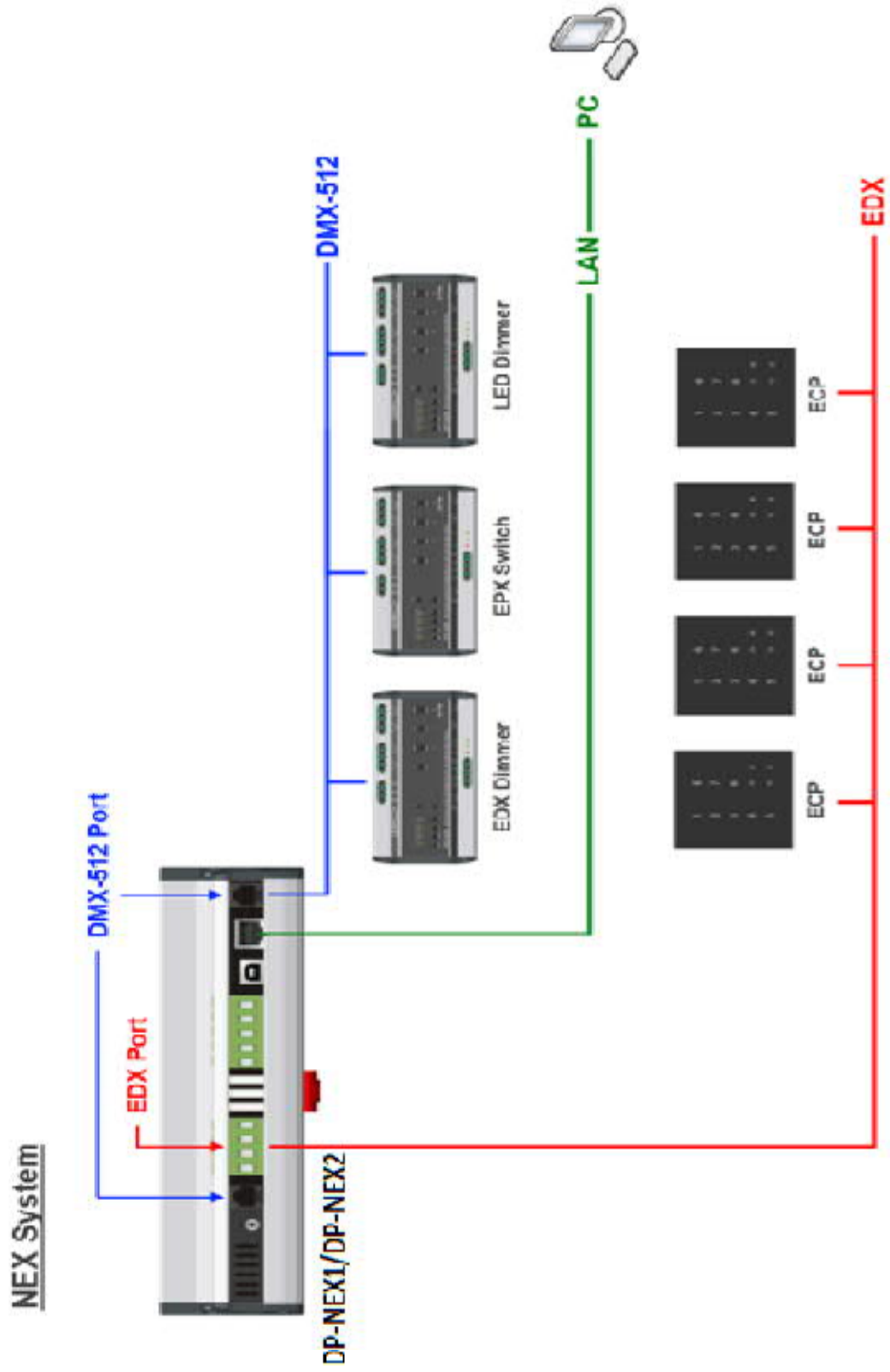
Mistakenly connecting ECP panels to DMX-512 port or connecting dimmer modules to EDX port will cause the system cannot work correctly.

The difference between NEX and EDX systems:

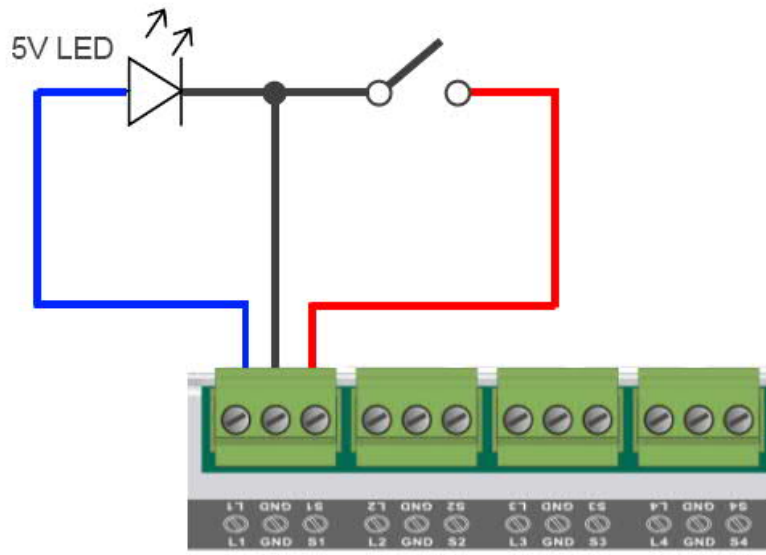
EDX system mixes ECP (control panels) and dimmers on the same bus. The lighting scenes stored in the dimmers. There is no master device in EDX system.

NEX system has two buses (ports). One bus is EDX, which connects to ECP control panels or some peripheral interfaces. The other bus is DMX-512, which connects to dimmers, switch packs, curtain controllers, and HVAC controllers.

The NEX central controller is the master device in NEX system.



1-4-2 Dry Contact Inputs Wiring



1-5 NEX System

Up to 128 zones can be controlled by DP-NEX1/DP-NEX2. In scene edit function, there are 13 scenes can be programmed for each zone. Each channel in a scene can be set from 0% to 100% or "No Control"(NC). By setting the level as NC, DP-NEX1/DP-NEX2 is able to make each zone independent from each other zones.

1-5-1 CP/Zone:

CP means ECP (control panel).

CP No. means the zone number of ECP control panel.

Each ECP control panel has a zone number (CP number). The zone number determines what zone can be controlled by the control panel. For example, if the zone number of an ECP is 003, the ECP can control zone 003.

1-5-2 What is NC?

NC means "no control" or "null". By default, the level of DMX-512 signal is between 0 and 100%. In order to divide 512 channels (DMX-512) to be controlled by zones, DP-NEX1/DP-NEX2 is capable to assign "NC" to a channel in a scene to make each scene or zone is independent from each other.

For example, there are two ECPs in two different zones, both of them connected to DP-NEX1/DP-NEX2:

If the favorable setting is: one ECP controls channel 1-6 (zone1), the other one controls channel 7-12 (zone2). You can set 7-512 channels as "NC" for all scenes in the first ECP (ECP 01), and set 1-6, 13-512 channels as "NC" for all scenes in the second ECP (ECP 02). Then ECP 01 only controls channel 1-6 (zone 1); ECP 02 only controls channel 7-12 (zone 2) (See Figure 1)

* We recommend using "NEX Lighting Control", a GUI application, to do the configuration and setting. Everything except IP address can be configured in "NEX Lighting Control".

1-5-3 SC Mode and SW Mode

SC Mode: If a scene is in SC mode, recalling the scene when the scene is enabled (recalled before) will not disable the scene.

SW Mode: If a scene is in SW mode, recalling the scene when the scene is enabled will disable the scene and make the channels controlled by the scene to 0%.

The scene set in SW Mode can be used as switch.

Figure 1: ECP 01 controls channel 1 – 6; ECP 02 controls channel 7 – 12.

			Channels												
	Scene	Mode	CH1	CH2	CH3	CH4	CH5	CH6	CH7	CH8	CH9	CH10	CH11	CH12	CH 13 - 512
ECP 01 (zone 1)	OFF	SC Mode	0	0	0	0	0	0	NC	NC	NC	NC	NC	NC	NC
	SC1	SC Mode	100	100	100	100	100	100	NC	NC	NC	NC	NC	NC	NC
	SC2	SC Mode	80	80	80	80	80	80	NC	NC	NC	NC	NC	NC	NC
	SC3	SC Mode	60	60	60	60	60	60	NC	NC	NC	NC	NC	NC	NC
	SC4	SC Mode	40	40	40	40	40	40	NC	NC	NC	NC	NC	NC	NC
	SC5	SC Mode	20	20	20	20	20	20	NC	NC	NC	NC	NC	NC	NC
	SC6	SC Mode	10	10	10	10	10	10	NC	NC	NC	NC	NC	NC	NC
ECP 02 (zone 2)	OFF	SC Mode	NC	NC	NC	NC	NC	NC	0	0	0	0	0	0	NC
	SC1	SC Mode	NC	NC	NC	NC	NC	NC	100	100	100	100	100	100	NC
	SC2	SC Mode	NC	NC	NC	NC	NC	NC	80	80	80	80	80	80	NC
	SC3	SC Mode	NC	NC	NC	NC	NC	NC	60	60	60	60	60	60	NC
	SC4	SC Mode	NC	NC	NC	NC	NC	NC	40	40	40	40	40	40	NC
	SC5	SC Mode	NC	NC	NC	NC	NC	NC	20	20	20	20	20	20	NC
	SC6	SC Mode	NC	NC	NC	NC	NC	NC	10	10	10	10	10	10	NC

1-6 Exclusive and Independent Scenes

To enhance the flexibilities of scene control, the scenes of DP-NEX1/DP-NEX2 in each zone are not necessarily exclusive. The scenes can be independent (overlapped on other scenes) in a zone if the channels controlled by the scenes are not totally the same.

For example, if the scene scenario is set as following figure:

	Scene	Mode	CH1	CH2	CH3	CH4	CH5	CH6
ECP 01 (zone 1)	OFF	SC Mode	0	0	0	0	0	0
	SC1	SC Mode	100	100	100	100	NC	NC
	SC2	SC Mode	80	80	80	80	NC	NC
	SC3	SC Mode	60	60	60	60	NC	NC
	SC4	SC Mode	40	40	40	40	NC	NC
	SC5	SW Mode	NC	NC	NC	NC	100	NC
	SC6	SW Mode	NC	NC	NC	NC	NC	100

Scene 1 – scene 4 are exclusive among each other because all of these scenes control channel 1 – channel 4. If scene 1 is recalled first then scene 4 is recalled later, the previous one scene status (e.g. indicator of scene 1 on ECP) will be cancelled.

Recalling scene off is able to cancel all other scenes because scene off includes all channels.

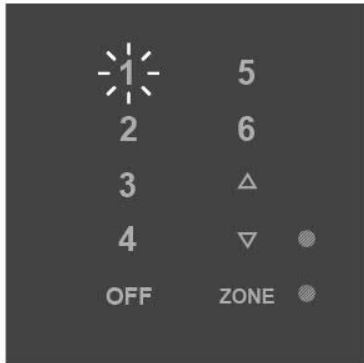
Example: Make all scenes work like switches.

	Scene	Mode	CH1	CH2	CH3	CH4	CH5	CH6
ECP 01 (zone 1)	OFF	SC Mode	0	0	0	0	0	0
	SC1	SW Mode	100	NC	NC	NC	NC	NC
	SC2	SW Mode	NC	100	NC	NC	NC	NC
	SC3	SW Mode	NC	NC	100	NC	NC	NC
	SC4	SW Mode	NC	NC	NC	100	NC	NC
	SC5	SW Mode	NC	NC	NC	NC	100	NC
	SC6	SW Mode	NC	NC	NC	NC	NC	100

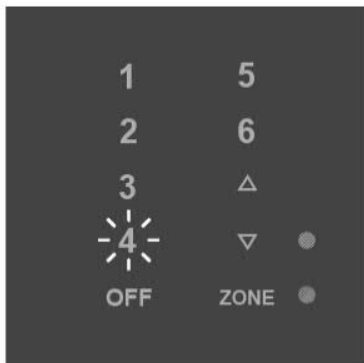
Scene 1 to scene 6 work independently. Each scene in scene 1 to scene 6 is able to turn itself on or off. Scene off is

able to turn off all scenes at once.

Illustrate exclusive scenes by a typical ECP panel.



Scene 1 is recalled. The LED indicator of scene 1 is on.

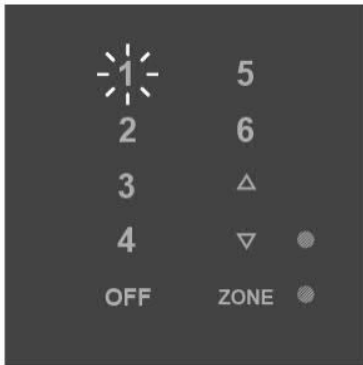


Scene 4 is recalled. The LED indicator of scene 1 is cancelled.

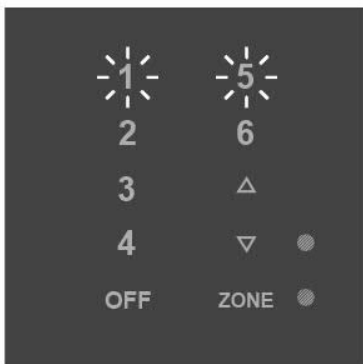
Scene 5 is an independent scene in this scenario because it only controls channel 5, which is not controlled by any other scene in this zone.

If you recall scene 1 and then recall scene 5 by ECP panel, you can see the backlight of scene 1 and scene 5 indicators on ECP are both illuminated.

Illustrate independent scenes by a typical ECP panel.



Scene 1 is recalled. The LED indicator of scene 1 is on.



Scene 5 is recalled. The LED indicator of scene 1 and scene 5 are both on.

(Select SC 5 in SW Mode, recalling it again, and then the indicator of SC 5 will be off and the channel 5 will be 0.)

Similarly, Scene 6 is an independent scene as well because it controls channel 6, which is not controlled by any other scene in this zone.

1-7 Curtain Control

You can assign a DMX-512 channel in a zone to be the curtain channel in “NEX Lighting Control”.

Once you assign the curtain channel, you can control the curtain by pressing “curtain up” or “curtain down” buttons.

1-8 HVAC Control

One EDX-A01R (HVAC module) takes two consecutive DMX-512 addresses. EDX-A01R is controlled by ECP-A01 (HVAC panel) through DP-NEX1/DP-NEX2.

* To prevent from using curtain or HVAC channels in lighting scenes, please assign curtain and HVAC channels before editing lighting scenes.

2 Operations

We recommend using "NEX Lighting Control", a GUI application, to do the configurations and settings. Everything except IP address can be configured in "NEX Lighting Control".

2-1 Main Screen

```

Lite-puter 00:00
CP:001     SC:NULL
    
```

The main screen shows current time and current executed scenes in control panel (zone).

In the main screen, press **【FUNC】** to enter the menu.

```

F1 SCENE EDIT
F2 VIEW DMXOUT
F3 ASTRO TIMER
F4 CAL.TIMER
F5 TIMER CTRL
F6 SYSTEM CLOCK
F7 PATCH SET
F8 IP ADDRESS
F9 MAC ADDRESS
F10 BACK LIGHT
F11 PASSWORD
F12 ID SET
F13 HOTEL SET
F14 SEV ZN SET
F15 SENSOR SET
F16 S.MUTEX SET
F17 AEO EDIT
F18 SEO PATCH
    
```

2-2 F1: SCENE EDIT

1. In main screen, press **【FUNC】** to enter the menu. Press **【ENTER】** to enter "F1: SCENE EDIT". It shows

```
SC EDIT SC:0F SC
CP:001 FD: 0.15
```

2. Press **【ENTER】** to enter editing mode, the LCD is blinking.

3. Press **【◀】** or **【▶】** to select among SC (scene), CP (control panel), FD (fader time), and CH (channels). Press **【▲】** or **【▼】** to edit scene, control panel, fader time, and channel level.

Example: Set 60% to channel 1 – 6 to scene 2 in control panel 2. Fader time as 1 second

1. In main screen, press **【FUNC】** to enter the menu. Press **【ENTER】** to enter "F1: SCENE EDIT".

2. Press **【ENTER】**, "SC: OFF" is blinking.

```
SC EDIT SC:OF SC
CP:001 FD: 0.1
```

3. Press **【▲】** twice to set scene number to scene 02 (SC:02).

4. Press **【◀】** once to select SC mode.

5. Press **【▲】** once to select CP number.

6. Press **【▲】** once to set CP number as CP:002.

7. Press **【▶】** once to select Fade time (FD)

8. Press **【▲】** several times to set FD as "FD: 01S".

```
SC EDIT SC:02 SC
CP:002 FD: 01S
```

9. Press **【▶】** to enter channel edit screen.

```
SC EDIT SC:02 SC
CH 001 --> NC%
```

It shows that channel 1 is "NC".

10. Press **【▶】** once to move cursor to % part. Hold **【▲】** to set the level to 60%.

```
SC EDIT SC:02 SC
CH 001 --> 60%
```

11. Press **【◀】** to move the cursor to channel part.

12. Press **【▲】** once to select channel 2.


```
SC EDIT SC:02 SC
CH 002 --> NC%
```

13. Repeat step 9 to step 11 to set 60% level of channel 2 to 6.

2-3 F2: VIEW DMXOUT

1. Enter the menu, and select "F2 VIEW DMXOUT".

```
F1 SCENE EDIT
F2 VIEW DMXOUT
```

2. The following screen shows that the level of DMX channel 1 – 5 are 10%, 20%, 30%, 40%, 50% respectively.

```
DMX OUT: D001-005
10 20 30 40 50%
```

3. Press **◀** or **▶** to view other channels.

2-4 F3: ASTRO TIMER (Astronomical Timer)

Before adding astronomical timers, it is required calculate sunrise and sunset time by longitude and latitude of local area. Please use "NEX Lighting Control" to edit the timer.

1. Enter the menu, and select "F3 ASTRO TIMER".
2. Press **【1】** , **【2】** , **【3】** to delete/add/edit the timer.

```
TIMER    001  ▶
1DEL  2ADD  3EDIT
```

EXAMPLE:

Set an astronomical timer which recall scene 1 in zone 6 one hour after sunrise every day.

1. Enter calendar timer through the menu.

```
TIMER    001  ▶
1DEL  2ADD  3EDIT
```

2. Press **【2】** to add the timer. It shows:

```
SUNRISE+ 00:00
0000 SCOF FD0.15
```

3. Press **【▲】** or **【▼】**

to select SUNRISE or SUNSET.

4. Press **【▶】** once to move cursor to +/- part. Press **【▲】** or **【▼】**

to select time.

"SUNRISE + 01:00" : one hour after sunrise.

"SUNSET - 02:00" : two hours before sunset.

5. Move the cursor to set the timer as following screen shows:

```
SUNRISE+ 01:00
0006 SC01 FD0.15
```

6. Press **【ENTER】** to save and press **【FUNC】** to exit.

2-5 F4: CAL. TIMER (Calendar Timer)

1. Enter the menu, and select "F4 CAL. TIMER"

```
F3 ASTRO TIMER
▶F4 CAL. TIMER
```

2. Press **[2]** to add the timer.

```
TIMER      001 ▶
1DEL  2ADD  3EDIT
```

Calendar timer has two modes:

1. Date On (DON): The timer only to be executed once in a specific day during a year.
2. Date OFF (DOF): The timer will be executed several times by the preset weekday during a year.

EXAMPLE1

Date ON timer: Set a one-time timer, which will recall scene 5 in zone 1 at 12:00 on Nov. 15.

1. Enter calendar timer through the menu.

```
TIMER      001 ▶
1DEL  2ADD  3EDIT
```

2. Press **[2]** to add a timer. The following screen shows.

```
JAN/01 00:00 DOF
CP:000 SC:0F  ▶▶
```

3. Press **[▲] [▼] [◀] [▶]** to set the timer as following screen.

```
NOV/15 12:00 DON
CP:001 SC:05  ▶▶
```

4. Press **[▶]** several times to switch the screen.

```
NOV/15 12:00 DOF
WK_____ FD0.15
```

5. Press **[▶]** several times to move the cursor to FD (fader time).
6. Press **[▲]** several times to set fader time.
7. Press **[ENTER]** to save and press **[FUNC]** to exit.

There is no need to set WK (Weekday) in this example because it is a one-time timer.

EXAMPLE 2

Date OFF timer: Set a recurrent timer, which will recall scene 4 in zone 1 at 12:00 on every Monday to Friday.

1. Enter calendar timer through the menu.

```
TIMER    001  ▶
1DEL  2ADD  3EDIT
```

2. Press **[2]** to add a timer. The following screen shows.

```
JAN/01  00:00  DOF
CP:000  SC:0F  ▶▶
```

3. Press **[◀][▶] [▲] [▼]** to set the timer as following screen.

```
FEB/15  12:00  DOF
CP:001  SC:04  ▶▶
```

* Make sure you set the mode as "DOF" (date off)

4. Press **[▶]** several times to switch the screen.

```
FEB/15  12:00  DOF
WK_____  FD0.15
```

5. Press **[▶]** to move the cursor to WK part.

6. Press **[◀][▶] [▲] [▼]**

to set weekdays as following screen shows

```
FEB/15  12:00  DOF
WK12345__  FD0.15
```

7. Press **[ENTER]** to save and press **[FUNC]** to exit.

2-6 F5: TIMER CTRL

1. In the menu, enter "F5 TIMER CTRL"
2. Move the cursor in the following screen to enable or disable the timer.

```
TIMER CTRL. SET:
ON/OFF
```

3. Press **【FUNC】** to save and exit.
4. If the timer is enabled, the Lite-Puter in main screen will be blinking.

```
Lite-Puter 01:05
CP:001 SC:NULL
```

Blink

2-7 F6: SYSTEM CLOCK

1. In the menu, enter "F6 SYSTEM CLOCK".

```
JAN/01/2000, SUN
00:00:00
```

2. Press **【◀】【▶】【▲】【▼】** to set the clock.
3. Press **【ENTER】** to save and press **【FUNC】** to exit.

2-8 F7: PATCH SET

1. In the menu, enter "F7 PATCH SET".

```
DMX PATCH SET:
D001-->C001
```

D001 – D512: DMX 001 – DMX 512

C001 – C512: channel 001 –channel 512

2. Press **【ENTER】** to enter edit mode.
3. Press **【◀】【▶】【▲】【▼】** to set the patch.
4. Press **【ENTER】** to save and press **【FUNC】** to exit.

2-9 F8: IP ADDRESS

1. In the menu, enter "F8 IP ADDRESS".



```
IP ADDRESS:
192.168.000.238
```

2. Press **【ENTER】** to enter edit mode.
3. Press **【◀】【▶】【▲】【▼】** to set the IP address.
4. Press **【ENTER】** to save and press **【FUNC】** to exit.

2-10 F9: MAC ADDRESS

1. In the menu, enter "F9 MAC ADDRESS".



```
MAC ADDRESS:
748B9E-D6-00-09
```

2. Press **【CL】** that a random number is produced or press **【ENTER】** to enter edit mode.
3. Press **【◀】【▶】【▲】【▼】** to set the MAC address.
4. Press **【ENTER】** to save and press **【FUNC】** to exit.

2-11 F10: BACK LIGHT

1. In the menu, enter "F10 BACK LIGHT".



```
BACK LIGHT SET:
OFF ON 20S
```

2. Press **【◀】【▶】** to select backlight modes.
- 20S means that the backlight will be turned off after idling for 20 seconds.

2-12 F11: PASSWORD

1. Enter "F11 PASSWORD"



Clear the password by clicking **【CL】** button on panel

2. Press **【◀】【▶】【▲】【▼】** to set password

3. Press **【ENTER】** to save.

Default password is "0000"

2-13 F12: ID SET

Enter "F12: ID SET"



2. Press **【▲】【▼】** to set ID

3. Press **【ENTER】** to save.

ID needs to be set when several NEX1 are connected.

2-14 F13: HOTEL SET

The function of hotel set is only used in some hotel applications.

If "HOTEL SET" is enabled, all operations on control panels (ECP) will be invalid unless Lite-puter's key card holder (ECP-K01T) is triggered or sensor 01 is triggered by 3rd party key card holder.

1. Enter "F13: HOTEL SET"



2. Press **【▲】【▼】** to set HOTEL SET (YES/NO)

3. Press **【ENTER】** to save.

2-15 F14: SEV ZN SET (Service Zone)

The function of service zone is only used in some hotel applications.

1. Enter "F14: SEV ZN SET "



```
SEV ZONE SET:
----, ----, ----, ----
```

Means the service command is not limited by zone (the service command of 1-128 zones can be passed)

2. Press **【ENTER】** to enter edit mode
3. Press **【▲】【▼】【◀】【▶】** to set the zone whose command can be passed (at most 4 zones can be set at the same time)
4. Press **【ENTER】** to save.

2-16 F15: SENSOR SET

1. Enter the menu, and select **"F15 SENSOR SET"**.

```

010N CP001 SW-NO
SC 01 E.SC 00
    
```

2. The following screen shows the contents of sensor set.

```

  a  b  c  d
  |  |  |  |
010N CP001 SW-NO
SC 01 E.SC 00
  |  |  |
  e  f  g
    
```

- a. Sensor number
 - b. Sensor on/off
 - c. CP (Zone) number
 - d. Trigger Mode
 - e. Scene/Service/Channel Modes
 - f. Starting scene/service or start level
 - g. Ending scene/service or end level
3. Press **【◀】** or **【▶】** to shift option. Press **【▲】** or **【▼】** or **【DEL】** to change the setting.

There are seven trigger types can be selected in each input.

2-16-1 KEY MODE

KEY

We recommend using non-lock switch in this mode. When the switch is pressed, the starting scene/service/channel level will be recalled. When the switch is pressed again, the ending scene/service/channel level will be recalled after delay time.

a. The non-lock switch is opened



b. Close the switch, the starting scene/service/channel level is recalled.



c. The non-lock switch is opened.



d. Close the switch again, the ending scene/service/channel level is recalled after delay time.



e. The non-lock switch is opened.



f. Repeat from a.

2-16-2 SW NO MODE

SW-NO

We recommend using normally open (NO) switch in this mode. When the switch is closed, the start scene/service/channel level will be recalled. When the switch is opened, the ending scene/service/channel level will be recalled after delay time.

a. The NO switch is opened



b. Close the switch, the starting scene/service/channel level is recalled.



c. Open the NO switch. the ending scene/service/channel level is recalled after delay time.



d . Repeat from a.

2-16-3 SW NC MODE

SW-NC

We recommend using normally close (NC) switch in this mode. When the switch is opened, the start scene/service/channel level will be recalled. When the switch is closed, the ending scene/service/channel level will be recalled after delay time.

a. The NC switch is closed.



b. Open the switch, the starting scene/service/channel level is recalled.



c. Close the NC switch. the ending scene/service/channel level is recalled after delay time.



d . Repeat from a.

2-16-4 EDGE MODE

Edge

Either the switch is opened or closed, it will recall the starting scene/service/channel level. After delay time, the ending scene/service/channel level will be recalled.

a. The NO switch is opened



b. Close the switch, the starting scene/service/channel level is recalled. And after delay time, the ending scene/service/channel level is recalled.



c. Open the NO switch, the starting scene/service/channel level is recalled. And after delay time, the ending scene/service/channel level is recalled.



d . Repeat from a.

2-16-5 DIM MODE (Single button dimming)

DIM

We recommend using non-lock switch in this mode. When the switch is closed, the selected channel will be dimming up and down repeatedly. Once the switch is released (opened), the channel is stop dimming.

a. The no-lock switch is opened



b. Close the switch, the level of selected channel is dimming up and down from 0% to 100% repeatedly.



c. Open the NO switch, the channel is stopped dimming.



d. Repeat from a.

2-16-6 SW-KEY MODE (Single button switching)

SWKEY

It similar to KEY mode, but it can only control a channel changing between 0% and 100%.

a. The non-lock switch is opened



b. Close the switch, the selected channel is changing from 0% to 100%.



c. The non-lock switch is opened.



d. Close the switch again, the selected channel is changing from 100% to 0%.



e. The non-lock switch is opened.



f. Repeat from a.

2-16-7 SW-EDGE MODE (Single button switching)

SwEDG

It similar to EDGE mode, but it can only control a channel changing between 0% and 100%.

If "NC" is set to the end scene/service/level, it means doing nothing in the end.

Press **[DEL]** to set the ending SC/SEV as NC.

SERVICE 00: Cancel the starting service.

SC00: SC OFF

SC13/14/15: control the curtain

SC13: curtain up SC14: curtain down SC15: curtain stops

If "HOTEL SET" is as "YES", all sensors are not available unless key card is inserted (Key card inserted is service 01.)1st sensor is the only exception.

Therefore, 1st sensor can be the input point for 3rd party key card holder.

In non-hotel mode, every sensor is the same except sensor 04 which cannot be triggered.

Example 1: To recall scene 1 when the input 01 is turned on and to recall scene 0 when the input 01 is turned off.

```
010N CP001 SW-NO
SC 01 E.SC 00
```

Example 2: To recall service 5 when input 02 is triggered and to recall service 6 when input 02 is triggered again.

(Use non-lock switch to connect to input 02)

```
020N CP001 KEY
SEV 05 E.SEV 06
```


2-17 F16: S.MUTEX SET (Service Mutex)

1. Enter "F16: S.MUTEX SET"

```
SEV MUTEX SET:
02SEV NC <-> NC
```

2. Press **▲** or **▼** to check respective mutual service and press **ENT** to enter edit mode. Press **▲** or **▼** to set.

```
SEV MUTEX SET:
02SEV NO <-> NC
```



3. Press **◀** or **▶** to shift option. Press **▲** **▼** to change the setting.

4. Press **ENTER** to save.

```
SEV MUTEX SET:
02SEV 03 <-> 05
```

2-18 F17: SEQ EDIT (Sequence)

A sequence (SEQ) is a series of scene.

DP-NEX1/DP-NEX2 is able to run a sequence at the same time.

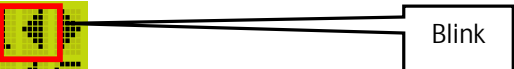
1. Enter "F17: SEQ EDIT "

```
SEQ:01# STEP014#
CP001,SC01,F0.15
```

2. Press **▲** or **▼** to check SEQUENCE (01-16) , press **◀** **▶** to check SEQ (STEP01-12) (16 SEQ can be set at the same time and 12 steps can be set for each SEQ)

3. Select SEQUENCE to be edited and press **ENTER**

```
SEQ:01# STEP014#
```



```
CP001,SC01,F0.15
```

4. Press **◀** or **▶** to shift option, Press **▲** **▼** to change ZN, SC and FADE of each step

5. Press **ENTER** to save.

2-19 F18: SEQ PATCH (Sequence Patch)

Sequence patch (SEQ PATCH) is the trigger to recall or stop the sequence.

If the sequence is patch to zone 99, scene 1, it means the sequence will be triggered by scene 1 in zone 99.

The sequence has two modes:

- a. STOP (Cancel to stop): By pressing patched sequence button again to cancel the sequence, the channels controlled by the sequence will be stopped (keep the same as you cancel the sequence)
- b. ZERO (Cancel to zero): By pressing patched sequence button again to cancel the sequence, the channels controlled by the sequence will be all 0%. (when you cancel the sequence, all lights controlled by the sequence are turned off)

1. Enter "F18 SEQ PATCH".

```
SEQ 01 MODE: STOP
CP001 SC 01
```

2. Press **▲** or **▼** to check PATCH, select SEQUENCE which need PATCH, and press **ENTER** to enter edit mode.

```
SEQ 01 MODE: STOP
CP001 SC 01
```

Blink

3. Press **▲** **▼** to set SEQUENCE mode (STOP or ZERO)
4. Press **◀** or **▶** to shift option, Press **▲** or **▼** to change ZN and SC
5. Press **ENTER** to save.

2-20 Quick Scene Saving

1. In the main screen, press **【CH】** to enter channel edit mode.

```
Channel edit:
CH 001 --> NC%
```

2. Press **【◀】【▶】【▲】【▼】** to edit the output of each channel. (**【@】** can be used as **【▶】**)

3. Press **【-】** to select a series of channels.

```
Channel edit:
CH001->002= NC%
```

4. Press **【REC】** to enter the following screen to save the scene to specific control panel number and scene number.

```
REC TO SC:OF SC
CP:001 FD:0.15
```

2-21 Recall Scenes

1. In the main menu, hold **【ZONE】** and then press **【▲】** or **【▼】** to switch control panels (CP).

2. Press **【1】** - **【15】** to recall scene 1 – scene 15. Press **【0】** to recall scene off.

2-22 Initialization

Hold **【▲】** or **【▼】** and press **【RESET】** to initialize DP-NEX1/DP-NEX2.

2-23 Lock/Unlock

Hold **【ENT】** + **【@】** + **【CL】** simultaneously for 3 seconds to unlock/lock DP-NEX1/DP-NEX2.

If DP-NEX1/DP-NEX2 is locked, its LCD display will show a small lock icon:

```
LITEPUTER 17:27
CP:001 SC:01 
```

Limited Warranty

1. Lite-Puter is only responsible for the product itself.
2. Lite-Puter warrants to repair any manufacturing defects within one year of distribution date.
3. Lite-Puter does not offer on-site service. Should a defect appear in Lite-Puter' s product, please deliver the product to local distributors or Taiwan Headquarters.
4. This Limited Warranty does not cover:
 - a. Any fault caused by false usage or imprudence (collision, inadequate installation or adjustment, insufficient ventilation, or improper repairs)
 - b. Force majeure factors (flooding, earthquake, volcanic eruption, or other factors beyond Lite-Puter' s control).
 - c. Labor costs incurred in diagnosis of defects; installation, reinstallation, wiring, rewiring, repairing, adjustment, or reprogramming of a product; or any other consequential expenses.
 - d. Other Lite-Puter or non-Lite-Puter products or devices offered, packaged, or sold with the product.
5. Lite-Puter does not warrant that the product will operate without interruption or free of error.

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