

MADRIX setting direction -----

LM501 and slave controller

1. LM501 setting:

- 1). IP setting, must be different from PC;
- 2). ART-NET setting;
 - Universe:** choose 1;
 - Output:** setting according to your application;
 - 1- Univ. Per output can drive MAX 170 pixels(RGB)(recommend);
 - 2- Univ. Per output can drive MAX 341 pixels(RGB);
 - 3- Univ. Per output can drive MAX 512 pixels(RGB);

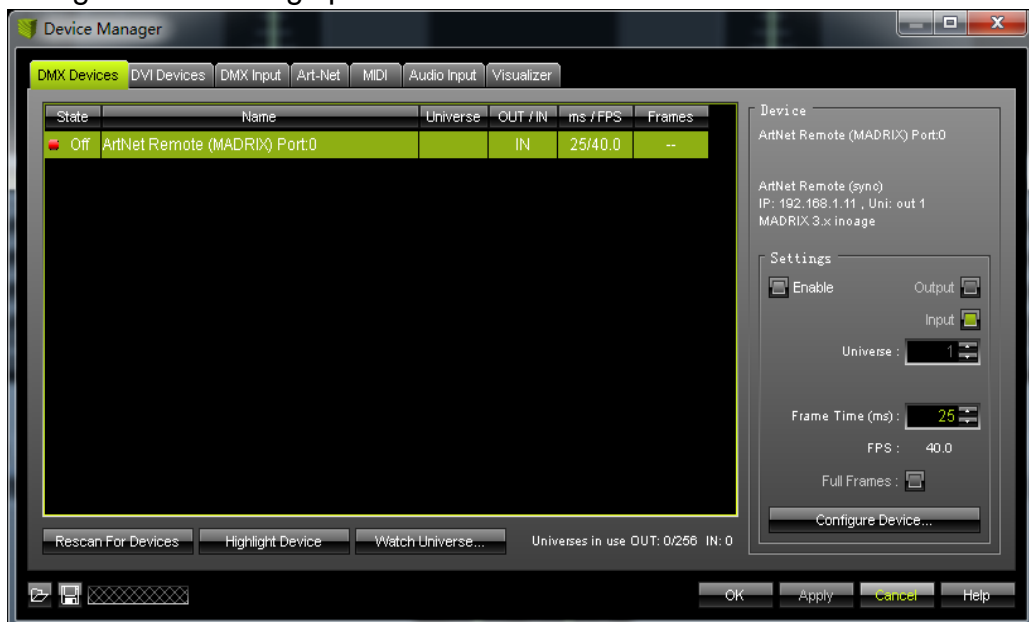
3)Slaves:

- 1-univ: under this mode, it support MAX 11 slave controllers;
 - 2-univ: under this mode, it support MAX 5 slave controllers;
 - 3-univ: under this mode, it support MAX 3 slave controllers;
- Driver:** choose IC type;
Lamp: color sequence adjust.

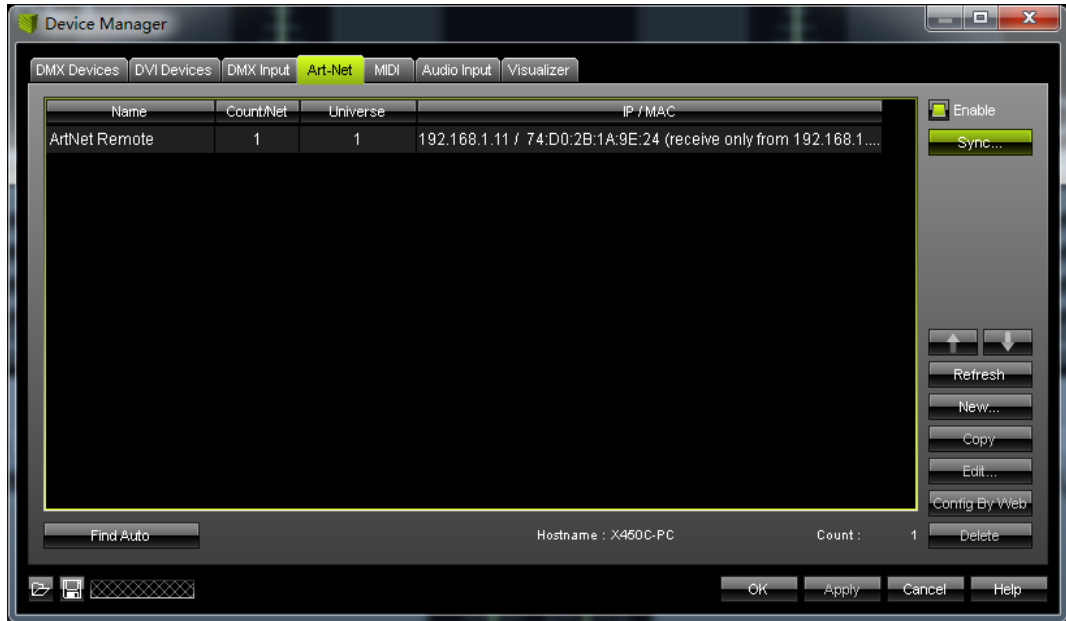
2. MADRIX setting:

1. Connect to PC via net cable, IP setting, such as 192.168.1.90; choose universe1, Output=3-univ; Slaves=1; Driver=P9813; Lamp=RGB.

2. Run MADRIX on PC. Choose Preferences→DeviceManager..., or press key F4, you will get the following tips:



Choose Art-Net:



Click 'Find Auto' to search devices, you will get:



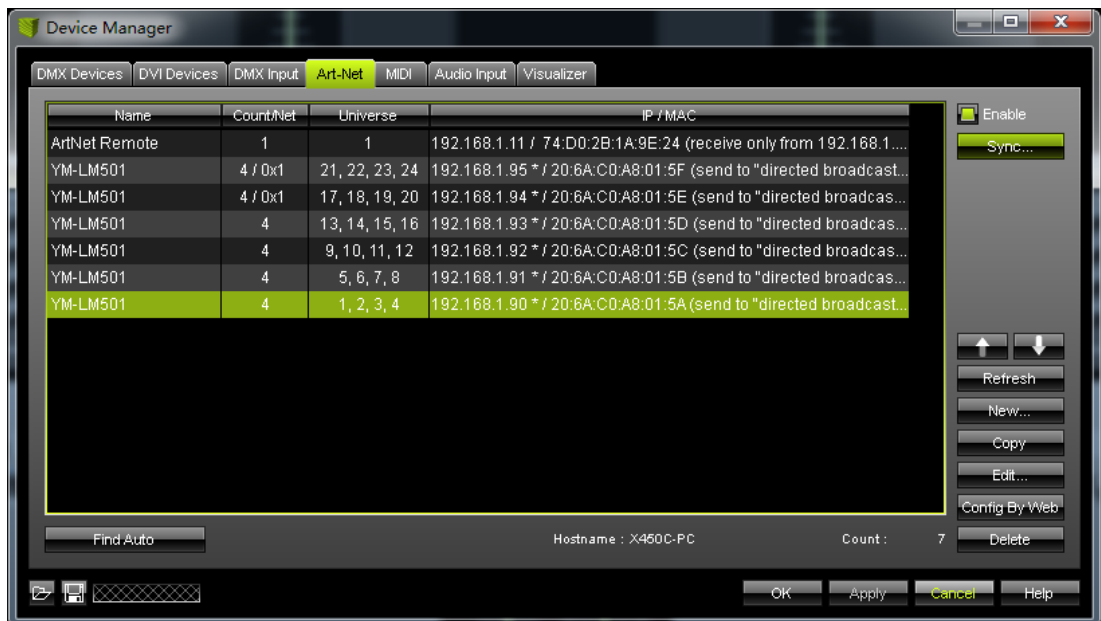
Total 24 Universe, (ouput=3-Univ, $4 * 2 * 3=24$), Matchup like this:

PORT	Universe
LM501 Port1	1, 2, 3
LM501 Port2	4, 5, 6
LM501 Port3	7, 8, 9
LM501 Port4	10, 11, 12
Slave Port1	13, 14, 15
Slave Port2	16, 17, 18
Slave Port3	19, 20, 21
Slave Port4	22, 23, 24

Setting data transmission method, double click "YM-LM501", change 'Send Direct:' to 'Send Broadcast'; Like this:

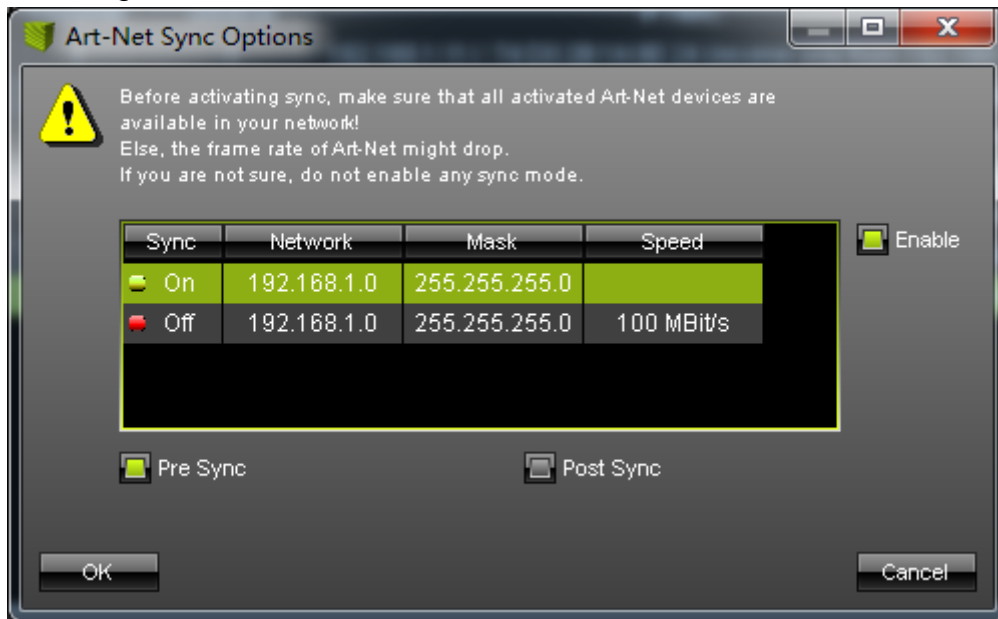


Click 'OK', do this step again to reset all 'YM-LM501' to 'Send Broadcast'.

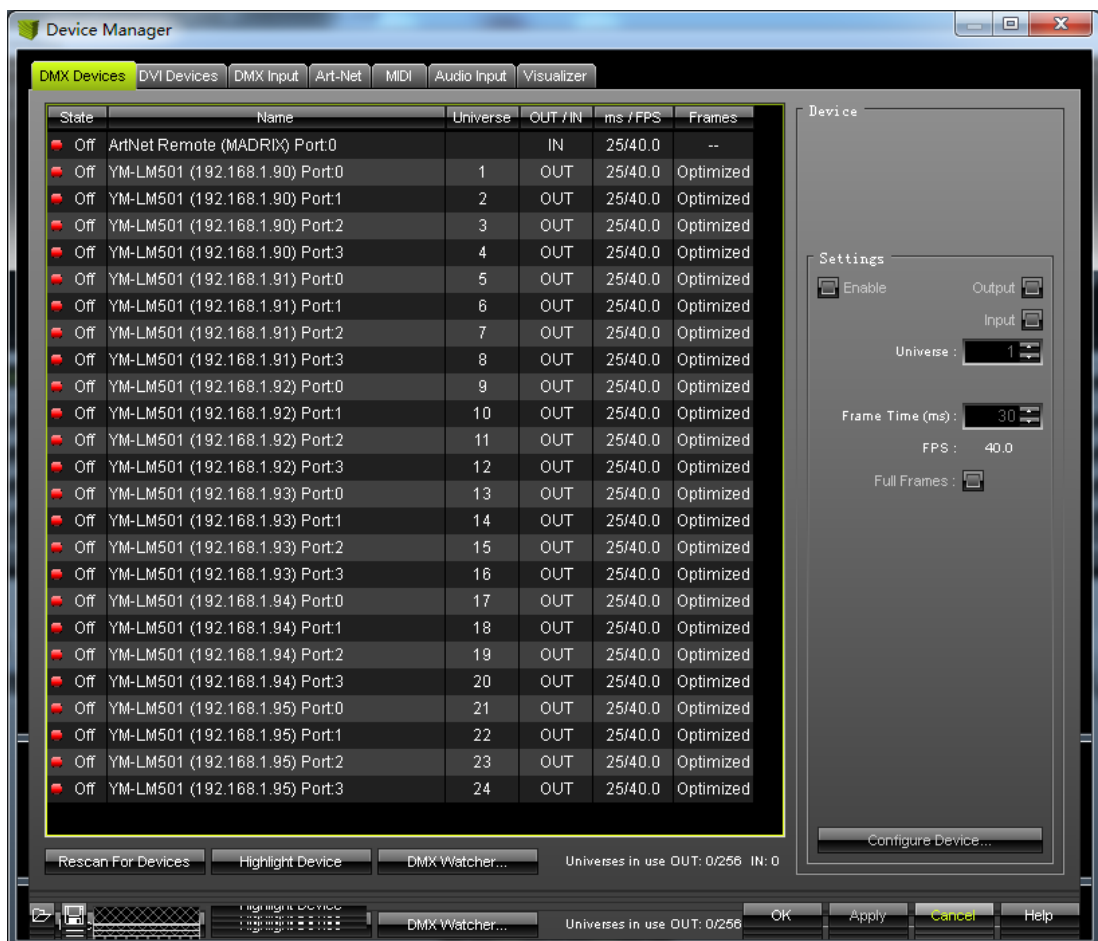


synchronization method setting. Click 'Sync...', like the picture

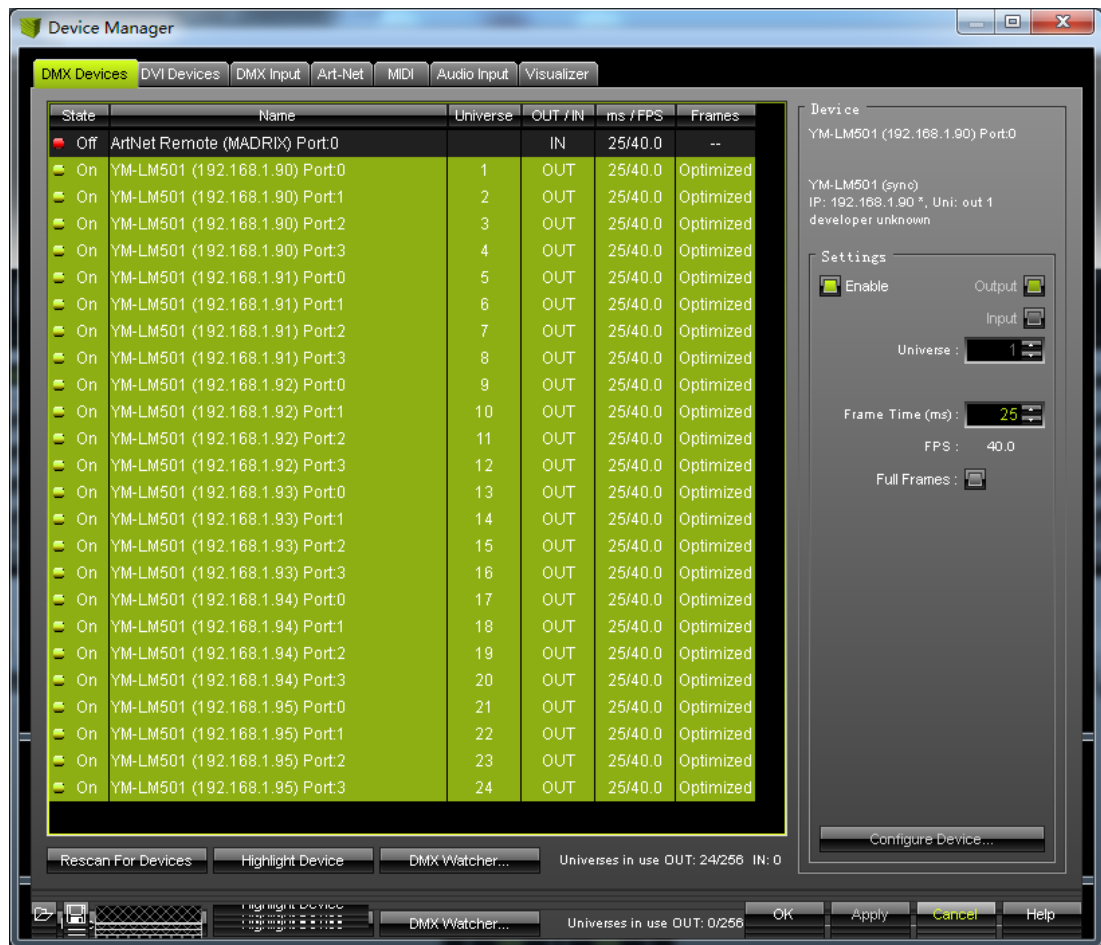
showing below:



Click 'OK' and back to last step, choose 'DMX Devices' like this:



Run DMX device, left click on all 'YM-LM501', then click on "Enable" to turn them all on. Like this:



Click 'ok' to get back to MADRIX menu, we suggest to choose 'File' → 'Save' 'Setup' to save all settings, bring easy for next time using.

Generally speaking, we choose Output=1-univ when setting, then each port (controller) can drive MAX 512 channels, that means about 170 RGB pixels, and 1pcs of mater controller support MAX 11pcs of slave controller, so total $12 \times 4 \times 512 = 24\,576$ channels.