



7 CHANNEL DMX-512 TO RC SERVO MOTOR ADAPTOR

**THE SERVO PAK CONNECTS TO ANY DMX-512 SYSTEM
THE SERVO PAK WORKS WITH ALL 3-WIRE RC SERVO MOTORS
EACH SERVO PAK USES ONLY 7 DMX CHANNELS DURING NORMAL OPERATION
EACH SERVO'S DIRECTION OF MOVEMENT MAY BE REVERSED
EACH SERVO HAS INDEPENDENT LEFT & RIGHT TRAVEL LIMITS
SUPPLIED WITH 7 REMOVEABLE SERVO EXTENSION JUMPERS, AS SHOWN
SUPPLIED WITH PRIMUM QUALITY TRAD REGULATED 5 VOLT 2 AMP
REMOVABLE, DC SWITCHING POWER SUPPLY, 100-240 VAC INPUT**

SET DMX BASE ADDRESS USING STANDARD DMX-512CONTROLLER

Connect the DMX Controller to the SERVO PAK.

Apply Power To Both The DMX Controller And The Servo Pak.

On The DMX Controller, Set Channel 1 to Desired BASE ADDRESS to Set in the SERVO PAK.

Base Address of 0 or 1, Both Equate to a Base Address of 1.

Set All Other Channels to 000.

THERE IS A SMALL HOLE IN THE SERVO PAK'S CASE JUST BELOW THE LED

Using a Paper-Clip, Press & Release the Switch *Inside* the Case through the Hole.

The LED will Flash White 3 Times, Indicating the Base Address has been Set.

The above sets the Servo Pak to the Default Settings:

Base Address 1 to 255.

All Servo Motor Travel Forward.

All Servos Have Maximum Travel.

REVERSING THE DIRECTION OF MOVEMENT AND SETTING SERVO TRAVEL LIMITS

The Value in Channel 2 Selects weather or not Each Channel is Inverted,
Reversing the Servo's Direction.

Add 1 to the Value in Channel 2 to Invert Servo1

Add 2 to the Value in Channel 2 to Invert Servo2

Add 4 to the Value in Channel 2 to Invert Servo3

Add 8 to the Value in Channel 2 to Invert Servo4

Add 16 to the Value in Channel 2 to Invert Servo5

Add 32 to the Value in Channel 2 to Invert Servo6

Add 64 to the Value in Channel 2 to Invert Servo7

Examples:

If Value in DMX Channel 2 equals = 00 Then None of the Servos are Inverted.

If Value in DMX Channel 2 equals = 01 Then the 1st Servo is Inverted.

If Value in DMX Channel 2 equals = 02 Then the 2nd Servo is Inverted.

If Value in DMX Channel 2 equals = 03 Then the 1st and 2nd Servos are Inverted.

If Value in DMX Channel 2 equals = 04 Then the 3rd Servo is Inverted.

If Value in DMX Channel 2 equals = 08 Then the 4th Servo is Inverted.

If Value in DMX Channel 2 equals = 16 Then the 5th Servo is Inverted.

If Value in DMX Channel 2 equals = 17 Then the 5th and 1st Servos are Inverted.

If Value in DMX Channel 2 equals = 127 Then the All 7 Servos are Inverted.

USING DMX BASE ADDRESSES OF 256 to 512

Add 128 to the Value in Channel 2. This will Add 255 to the Base Address in Channel 1

Examples:

- Channel 1 set to 1, Channel 2 set to 128, Sets Base Address of 256, No Servos Inverted.
- Channel 1 set to 1, Channel 2 set to 132, Sets Base Address of 256, 1st 2 Servos Inverted.
- Channel 1 set to 1, Channel 2 set to 255, Sets Base Address of 256, All Servos Inverted.
- Channel 1 set to 2, Channel 2 set to 255, Sets Base Address of 257, All Servos Inverted.
- Channel 1 set to 3, Channel 2 set to 128, Sets Base Address of 258, No Servos Inverted.

SERVO TRAVEL LIMITS

Value in Channel 3 Limits LEFT 'Minimum' Travel of Servo 1

Value in Channel 4 Limits Right 'Maximum' Travel of Servo 1

Value in Channel 5 Limits LEFT Travel of Servo 2

Value in Channel 6 Limits Right Travel of Servo 2

Value in Channel 7 Limits LEFT Travel of Servo 3

Value in Channel 8 Limits Right Travel of Servo 3

Value in Channel 9 Limits LEFT Travel of Servo 4

Value in Channel 10 Limits Right Travel of Servo 4

Value in Channel 11 Limits LEFT Travel of Servo 5

Value in Channel 12 Limits Right Travel of Servo 5

Value in Channel 13 Limits LEFT Travel of Servo 6

Value in Channel 14 Limits Right Travel of Servo 6

Value in Channel 15 Limits LEFT Travel of Servo 7

Value in Channel 16 Limits Right Travel of Servo 7