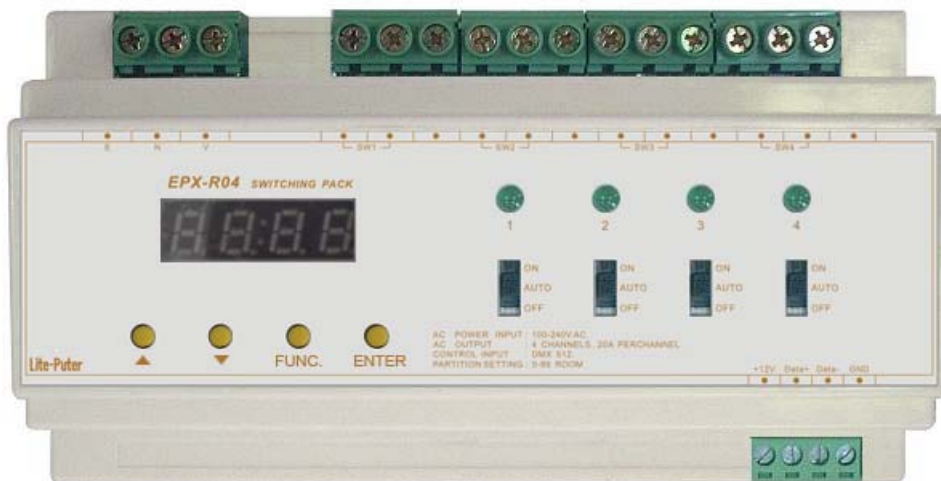


# EPX-R04

## 4 Channels Switch Pack

### 【User Manual】



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## Chapter One Caution

- It must have good ventilation, if not, it will overheat and can't operate normally.
- Each channel's maximal output can be 30A and can work continuously for a whole year.
- When it's installed in a rack, the internal temperature can't exceed 45°C .

## Chapter Two Introduction

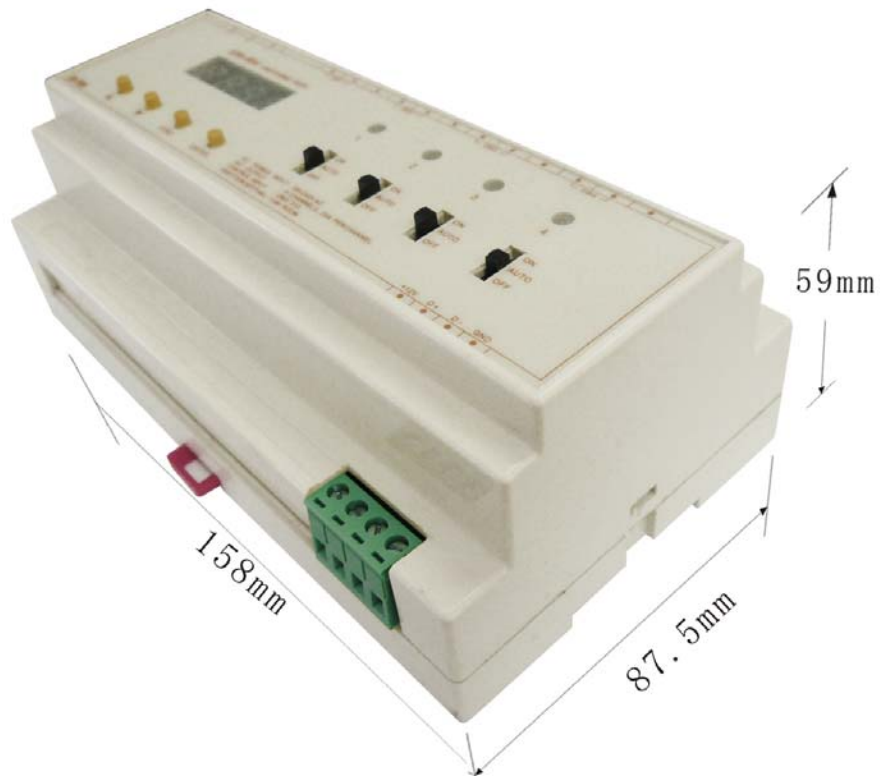
### 2-1 Feature

- Standard DMX-512 signal.
- Track-mounted. Manual setting available and it's easy to operate.
- 4 channels dry contact, each can be set as ON/OFF/AUTO mode individually.  
Each channel's maximal output can be 30A.
- Up to 99 zones synchronization. (99 devices work together)
- Delay time setting (0.1S~10S) for each channel to avoid current surge.
- Connectable to ECP series control panels, each of them can work independently or synchronously.

### 2-2 Specification

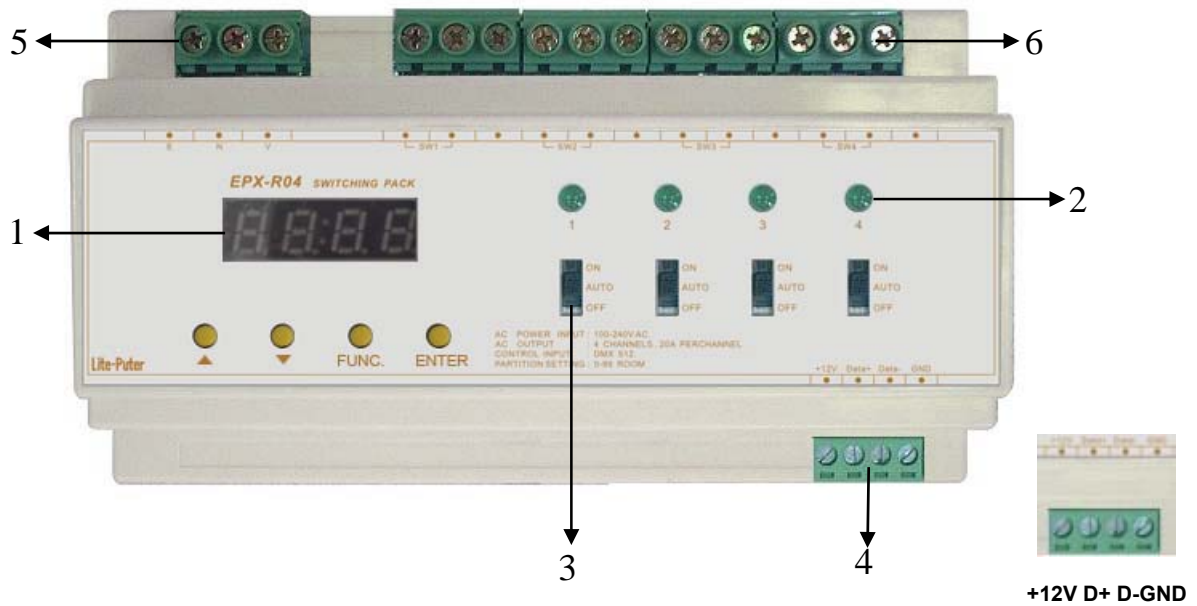
- Power Supply : AC 90---240V
- Output : Maximal output of each channel is 30A
- Protocol : DMX-512/EDX
- Dimension : 158(W) x 59(H) x 87.5(D)mm
- Weight :480g

## 2-3 Dimension



158(W) x 59(H) x 87.5(D)mm

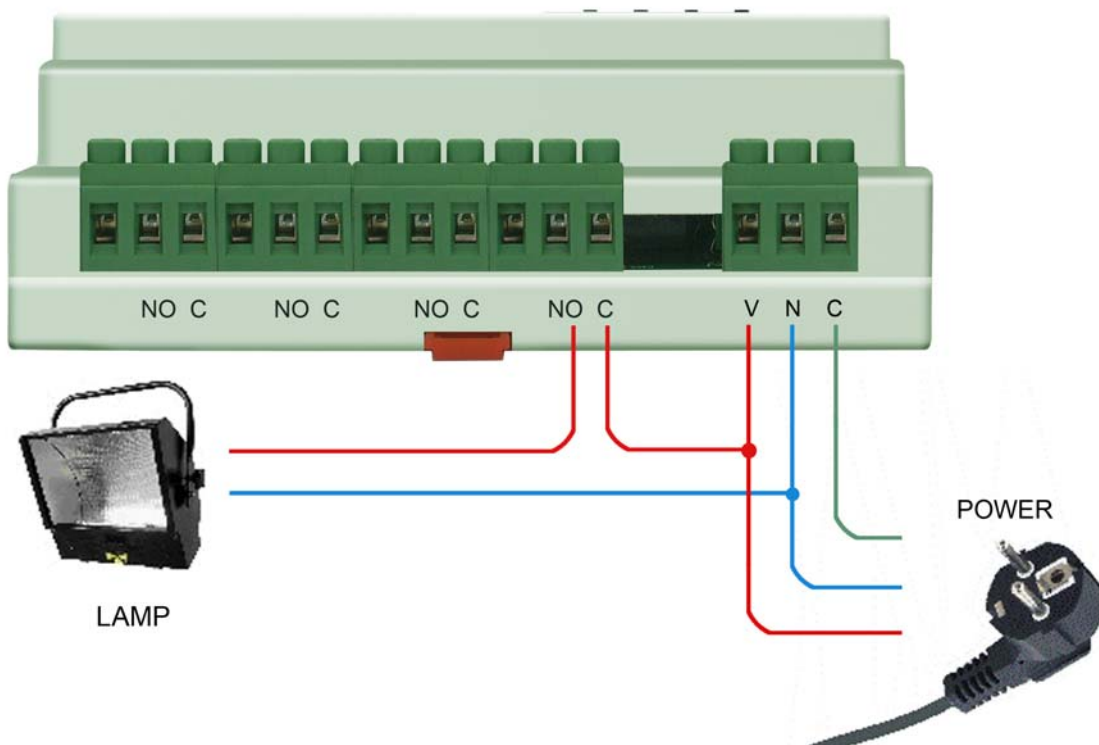
## 2-4 Function



▲	Up , check channel value	1	LED display
▼	Down, check channel value	2	Channel status LED indicator
FUNC	Quit/enter function menu	3	Channel status selection switch ON: switch on AUTO: system control OFF: switch off
ENTER	Confirm, set DMX address	4	Signal input
5	Power input	6	Power output

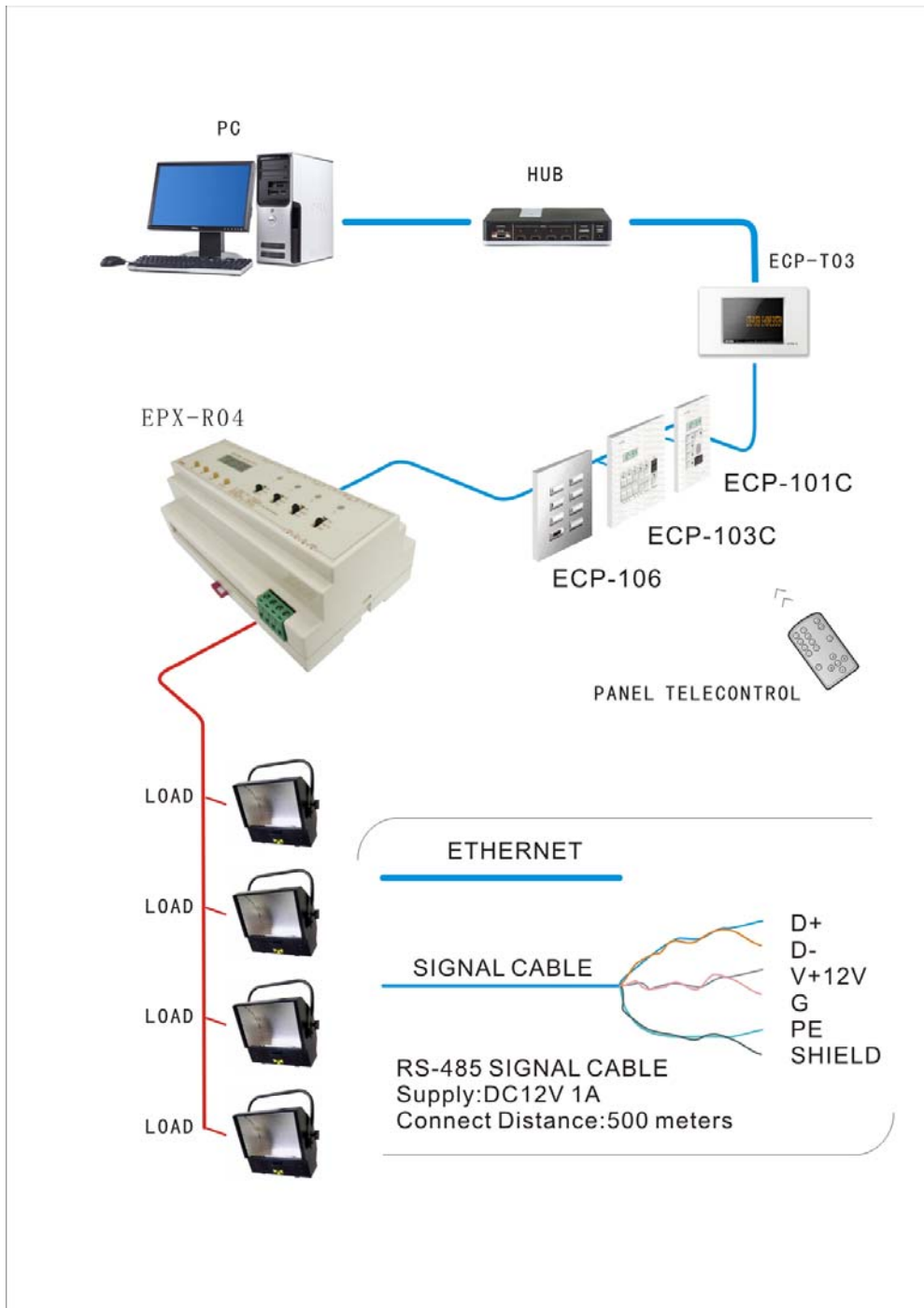
## 2-5 Wiring Diagram

### Power input/output terminal



**Notice:** V: Live wire  
 N: Neutral wire  
 E: Earth wire

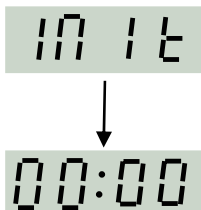
## 2-6 System Diagram



## Chapter Three Operation

### 3-1 Memory Initialization

Hold **【▲】** and **【▼】** then switch on the device to enter the memory initialization. After initialization, the LED screen will display



LED screen will display the device's time later.

### 3-2 DMX Start Address Setting

Standard DMX console can output 512 channels and EPX-R04 can use 4 continuous channels out of them as the output channel. The address of the first channel out of these 4 continuous channels is EPX-R04's start address.

Press **【ENTER】** + **【▲】** or **【▼】** to change DMX start address. For example change DMX start address from 001 to 003,



### 3-3 Channel Status Check

On the main page, press **【▲】** or **【▼】** to enter channel status check.



First channel is on ON mode.

Second channel is on OFF mode.

### 3-4 ID No. Setting

Each EPX series device must have a ID No.. When one device's working alone, there is no need to adjust the ID No., but when several devices' working together, each device must have a different ID No..

**STEP-1** On the main page , press **【FUNC】** once to enter ID No. setting.



The first digit of the screen will display d between 1 alternately. It stands for ID.

**STEP-2** Press **【ENTER】** then press **【▲】** or **【▼】** to change the ID No..

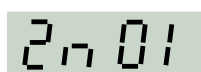
**STEP-3** After setting, press **【ENTER】** to save.

### 3-5 Zone No. Setting

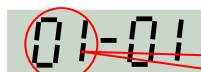
**Definition of zone:** The device must set the Zone No. before use, which consists of two parts, one is the zone no. and another is the start channel address.

**For example:** There are 4 EPX-R04 (16 channels in total) in the first zone, the zone no. of each device should be 01-01 、 01-05 、 01-11 、 01-16 separately.

**STEP-1** On the main page, press **【FUNC】** twice to enter zone no. setting.



**STEP-2** Press **【ENTER】** the press **【▲】** or **【▼】** to change zone no.(up to 99 zone),



Blink



Zone no. Start channel address

**STEP-3** Then press **【ENTER】** once again shift to start channel address. Press **【▲】** or **【▼】** change the start channel address (up to 99 channel).

**STEP-4** After setting, press **【ENTER】** to save.

### 3-6 System time Setting

**STEP-1** On the main page, press **【FUNC】** three times to enter system time setting.

- [ L -

**STEP-2** Press **【ENTER】** then press **【▲】** or **【▼】** to change the hour,

01:01  
 ↓     ↓  
 Hour   Minute

Blink

**STEP-3** Press **【ENTER】** shift to minute . Press **【▲】** or **【▼】** change the minute.

**STEP-4** After setting, press **【ENTER】** to save.

### 3-7 Timer ON/OFF Setting

**STEP-1** On the main page, press **【FUNC】** four times to enter timer ON/OFF Setting.

t - OF

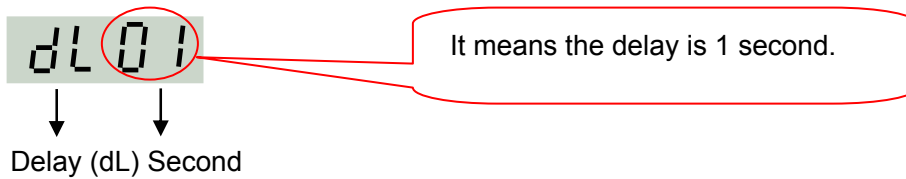
**STEP-2** Press **【ENTER】** then press **【▲】** or **【▼】** to select from ON and OFF.

**STEP-3** After setting, press **【ENTER】** to save.

### 3-8 Delay Time Setting

Definition of delay time: when EPX-R04 receive the switch on or switch off signal, the relay will react after the preset delay time.

**STEP-1** On the main page, press **【FUNC】** five times to enter delay time setting.



**STEP-2** Press **【ENTER】** then press **【▲】** or **【▼】** to change delay time(range from 0.1S~10S)

**STEP-3** After setting, press **【ENTER】** to save.

### 3-9 Save & Recall Scene Setting

**STEP-1** On the main page, press **【FUNC】** six times to enter scene setting.



**STEP-2** Press **【ENTER】** then press **【▲】** or **【▼】** to select the scene no. (SC1~SC6)

**STEP-3** Edit the channel on the DMX console or EDX controllers and press **【ENTER】** to save the scene and use ECP series control panel to recall the scene.

**Notice:** DMX console: for example, CX-1C

EDX controller: for example, ECP-103

### 3-10SC5/SC6 Overlap Scene Function ON/OFF Setting

On usual, when user recall a scene, the previous scene will be replaced. This function is for overlap SC5 or SC6 to another scene. If you recall one of SC1-4 first, then recall SC5 or SC6, the later one will overlap to the previous one(SC1-4), so user will see two scenes at the same time. If there is any channel that is in both scenes, it will be outputted at the higher value.

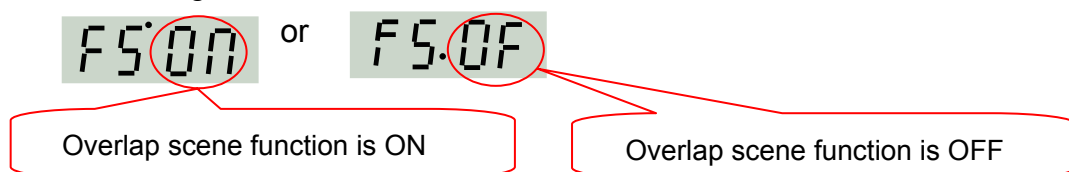
For example:

**SC2:** first channel of EPX-R04 is OFF

**SC5:** first channel of EPX-R04 is ON

When overlap SC5 to SC2, the first channel is ON.

**STEP-1** On the main page, press **【FUNC】** seven times to enter overlap scene function setting.



**STEP-2** Press **【ENTER】** then press **【▲】** or **【▼】** to select from ON and OFF.

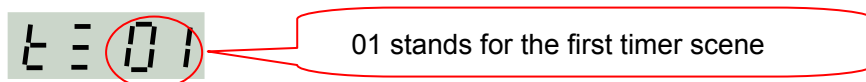
**STEP-3** After setting, press **【ENTER】** to save.

**Notice:** After memory initialization, the default setting for the overlap scene function is ON.

### 3-11 Timer Scene Setting

**Notice:** There are 20 timer scenes at most.

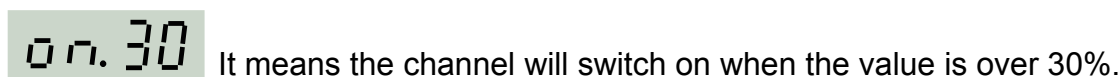
**STEP-1** On the main page, press **【FUNC】** eight times to enter timer scene setting.



**STEP-2** Press **【ENTER】** to start to editing the first timer scene's zone no., executing time and scene no. one by one by press **【▲】** or **【▼】** then press **【ENTER】** to save the setting and shift to the next timer scene setting .

### 3-12 Channel's Switch On Value Setting

**STEP-1** On the main page, press **【FUNC】** nine times to enter the switch on value setting.



**STEP-2** Press **【ENTER】** then press **【▲】** or **【▼】** to change the value from 10% to 60%.

**STEP-3** After setting, press **【ENTER】** to save.

### 3-13 Software Version Check

Press **【FUNC】** ten times to check the software version.

## Guarantee

Lite-Puter promises to fulfill the following acceptances:

1. Lite-Puter is only responsible for EPX-R04 itself.
2. Lite-Puter guarantees to keep Lite-Puter's fault products caused by techniques, materials and any other logical reasons in good repair for free within a year since the distributing date.
3. We do not offer door-visiting service. If the trouble appears in Lite-Puter's products, please deliver the equipment to local distributors or Taipei headquarter.

### \*\*\* Special Statement\*\*\*

Any fault caused by false usage, imprudence (collision or inadequate installation) or force majeure factors are not in Lite-Puter's service.

#### Revision Record

Version	Record
A	First version

Issued on: October, 2009

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