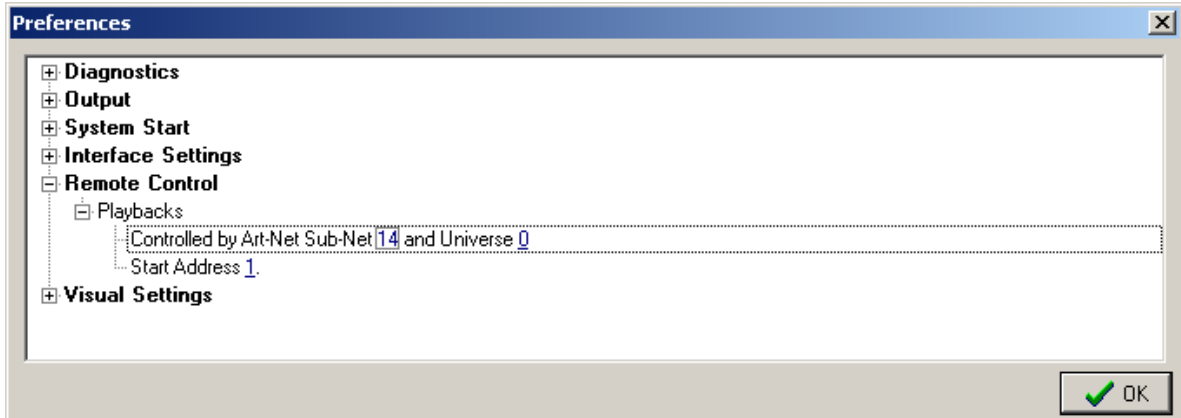


### ***App Note 41 - Triggering Colour-Tramp with DMX***

To trigger Colour-Tramp with DMX the DMX information must be converted into Art-Net. This can be generated from another Art-Net controller or via a DMX to Art-Net interface (such as a Net-Lynx I/P) connected to a DMX controller such as a Light-Switch.

- 1) The first step is to configure Colour-Tramp to use the correct DMX universe. For example (below) it is using Universe 0 & Sub-Net E.



**Note:** Ensure that you are not using the same universe as the output

- 2) The Start Address must be 1 or greater and any block of channels can be used. If the address is left at 0 Colour-Tramp will not be triggered by DMX.
- 3) Colour-Tramp is now ready to be triggered via the external DMX. Many of the attributes of Colour-Tramp can be triggered via DMX, refer to the table below for more details.

Channel	Description	Values
1	Select Page	1 - 200
2	Triggers last page	> 50%
3	Triggers next page	> 50%
4	Workspace Master fader	0 - 255
5	Playback Master fader	0 - 255
6	Macro Trigger	1 - 200
7 – 10	Reserved	N / A
11 – 20	Set Sub-Master level	0 – 255
21 – 30	Go In / Go Out - if sub not running: > 50% starts in fade < 50% starts out fade	50%
31 – 40	Speed Faders	0 - 255

**Note:** These attributes can be simultaneously accessed