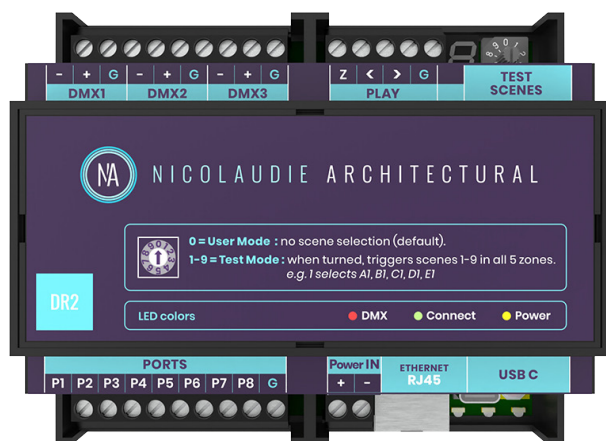


DINA-DR2

DIN rail mounted DMX lighting controller



Overview

The DINA-DR2 is built on the latest generation of lighting controllers from Nicolaudie Architectural and combines all our recent innovations. Designed for DIN rail mounting, the DINA-DR2 is the perfect solution for mid-range lighting installations. Delivered with 1024 DMX channels (512 for DINA-DR2 LITE), the controller can be upgraded to 1536 by adding a 3rd DMX universe.

The lighting levels, color and effects can be programmed from a PC, Mac, Android, iPad or iPhone using software from our website.

Key Features

- DMX Stand Alone controller
- Up to 3 x DMX512 universes (1536 channels)
- RDM compatible
- USB & Ethernet connectivity for programming/control
- Stand Alone mode with 99 scenes
- Play scenes in 5 areas / zones
- microSD slot
- 8+3 dry contact trigger ports
- Test scenes rotary switch
- Windows/Mac software to set dynamic colors/effects
- iPhone/iPad/Android remote and programming apps
- SUT Technology allows the device to be used with other Nicolaudie Group software via an online upgrade
- LS cloud compatibility (optional with DINA-DR2 LITE)

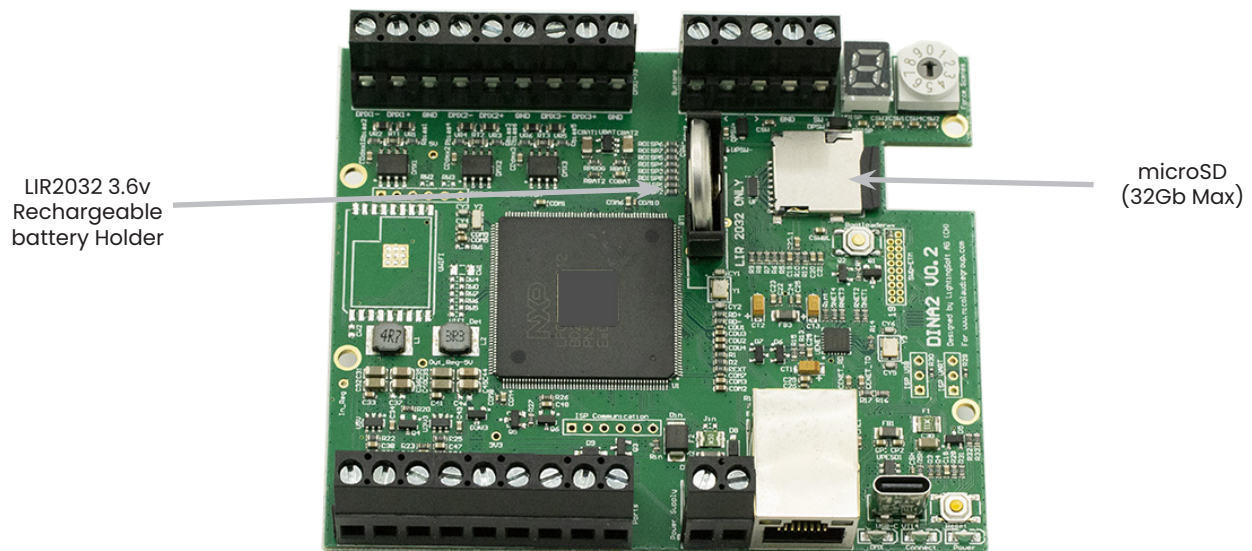
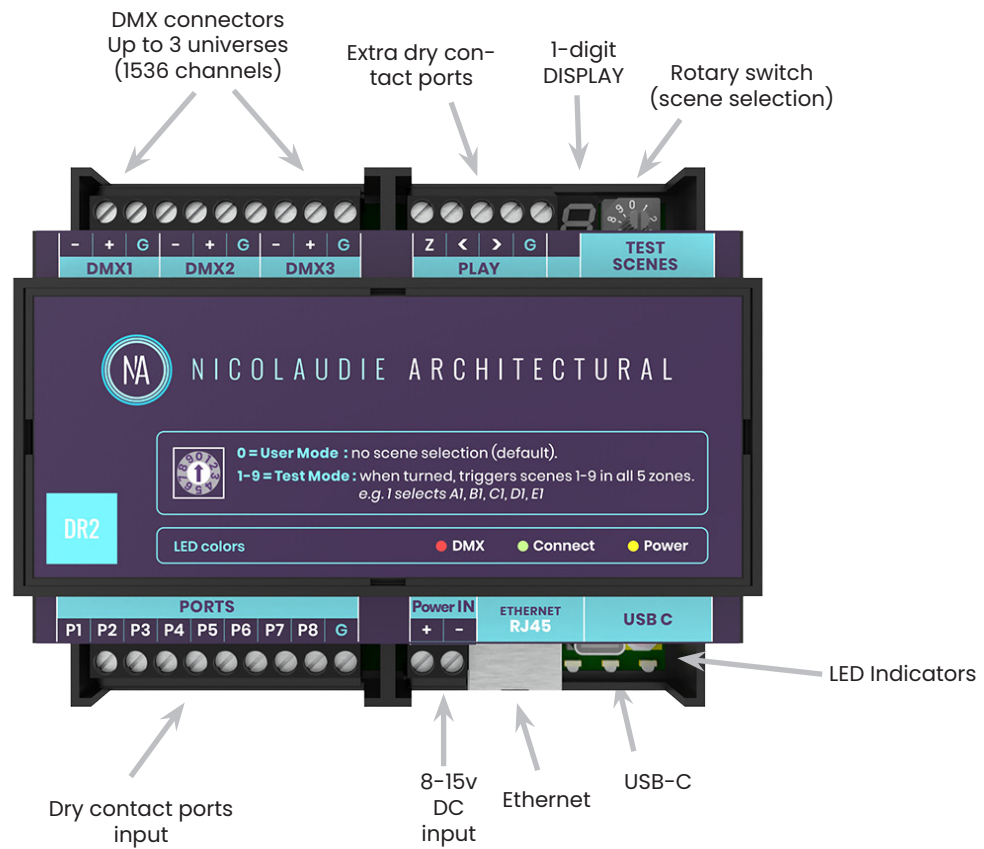
Optional Accessories

POWER 12V AC/DC power supply

Technical Data

Input Power	12v DC (8-15V range)
Output Protocol	DMX512 (x3)
Programmability	PC, Mac, Android, iOS
Connections	USB-C Ethernet Screw terminals for : - 3 DMX / RDM Universes - 8+3 Contact ports - 12v power-in Battery holder (CR2032) microSD slot
Memory	SD Card
Environment	IP20 / to 0 to +50°C
Buttons	Rotary switch
Dim / Weight	160 x 91 x 62 mm 317g
OS Requirements	Mac OS X 10.8-10.14 Windows 7/8/10
Standards	CE, ETL, Low voltage, EMC, and RoHS

Connections



EASY INSTALLATION

1. Mount a DIN Rail or DIN Rail Encloser against a wall

2. Connect the wires

POWER: Connect 12V DC ACDC supply. The DINA-DR2 can accept 8v-15v.
Be sure to not invert the + and the ground.

DMX: Connect the DMX cables from one of the 3 universes to the lighting receivers

3. Clip the DINA-DR2 onto the DIN RAIL

On the back of the interface housing is a channel designed to accept a DIN Rail with a black plastic clip which secures the interface.

To mount: Slide the mounting teeth behind the top of the rail and then rotate downwards to engage the clip.

To dismount: At the lower edge of the interface you will see a plastic clip. Pull this down to release interface from the rail.

SETTING UP THE CONTROLLER

Programming the DINA-DR2

The controller can be programmed from a PC, Mac, iOS (Apple) or Android device using the software listed below. Refer to the corresponding software manual for more information. Firmware and settings can be updated using Hardware Manager (installed with PC/Mac programming software) or with Hardware Tools (Android / iOS, compatibility coming soon).

Windows / Mac Programming Software

ESA Pro 2 (Windows/Mac) - Multizone
www.nicolaudie.com/esapro2.htm

ESA2 (Windows/Mac) - Single Zone
www.nicolaudie.com/esa2.htm

Hardware Manager (Windows/Mac)

For Firmware, time/date..

Find this under Tools @ nicolaudie.com/download.htm

Apple iOS and Android Apps

Arcolis - Search for 'Arcolis' on the Google Play Store and iOS App Store

Hardware Tools (compatibility coming soon)

Search for 'Hardware Tools' on the iOS App Store. Android coming soon.

CONNECTIONS AND TRIGGERING

DMX512

Connect up to 3 DMX universes. By default the DINA-DR2 can output 2 universes (1 for DINA-DR2 LITE) but it is possible to buy extra DMX universes.

PORTS

Use up to 8 external trigger ports (dry contacts)
Connect G and P1 to start the port #1
Connect G and P2 to start the port #2...
The ports can be programmed in your show file (TCA)

LED INDICATORS

Power (yellow) is ON when the interface is powered
Connect (green) is flashing when a soft/app communicates
Dmx (red) is flashing very fast when the interface is working fine

PLAY PORTS

These ports are only useful if you want a similar use as a SLESA box
You can connect 3 external push buttons (dry contacts)
Connect G and Z to change the current zone
Connect G and < to trigger previous scene
Connect G and > to trigger next scene

ROTARY SWITCH

This rotary switch is not for normal daily use, it is mainly useful during the installation.
For test purposes, to make sure the internal sdcard memory contains the lighting scenes you have programmed
When turned, triggers scenes 1-9 in all zones, e.g. I select A01, B01, C01, D01, E01
Make sure to return the rotary switch to position #0, otherwise the display is always Off

As the DR2 is a Din Rail mounted interface and has an ethernet connection, the easiest way to do manual triggering of any scene in any zone, is to use our mobile remote apps (lightpad and easy remote pro).

DISPLAY

Stand Alone mode :

A01 : means that scene #1 is playing in zone A
B03 : means that scene #3 is playing in zone B
C- : means no scene is playing in zone C

Connected mode (soft/app) :

U : Connected by USB

t : Connected by Ethernet

Errors :

E L : the Interface is not registered

E d : no microsd card is inserted

E S : the microsd card is empty

E C : the show file use too many channels

E R : Another error