

# MANUAL

# DYDELL PRO

## HARDWARE & SOFTWARE



## Inhoudsopgave

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## Welcome

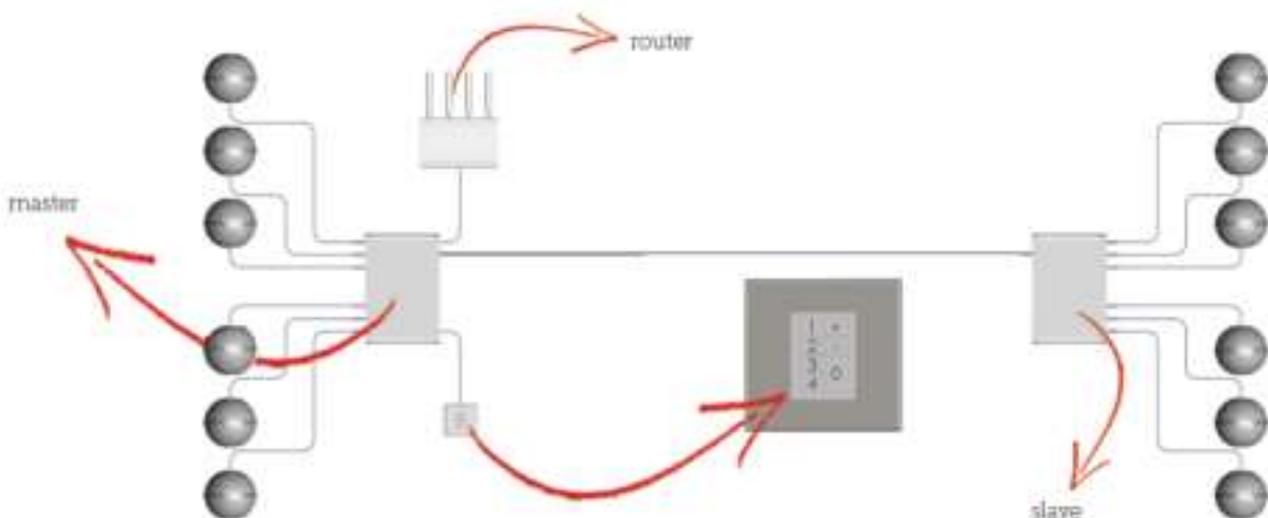
Congratulations on your purchase of the attractive and sustainable DYDELL LED light concept. The light concept consists of one or more LED light spheres that are integrated as a light source (intermediate product) in design luminaires but can also be used as separate spheres. The LED sphere consists of two half spheres that can be fitted independently with warm white (2700K) and coloured (RGB) light.

We hope you will enjoy a pleasant and relaxing atmosphere with our user friendly product!

## DYDELL PRO

DYDELL PRO: the DYDELL professional operating system can be used to control a greater number of LED light spheres simultaneously.

DYDELL PRO works with a 'master-slave system' in which 6 LED spheres can be connected to 1 'master-slave unit' that controls the 6 LED spheres simultaneously. To which 6 LED spheres can be connected and controlled per 'master or slave unit'. Each unit is equipped with its own power supply with power-factor-correction (PFC).



# CAPTER I: INSTALLATION OF DYDELL PRO OPERATING SYSTEM

## I STEP 1: IMPORTANT PREPARATIONS

1.1.a Read this user manual carefully before installing or using the lamp.

- Take all parts from the box and check whether all parts are present (see contents packaging).
- Check all connections.

1.1.b. Never dim the DYDELL PRO system with an incandescent or halogen dimmer. This will irreparably damage the LED light sphere. Remove the wall dimmer and place a standard light button with on/off functionality.

1.1.c. Never connect the LED light sphere to a 220 Volts energy source directly. The energy efficient LED light sphere works on 24 Volts and will therefore be damaged irreparably. Use only the control cabinets and adapters supplied by DYDELL.

1.1.d. To prevent voltage drop and to ensure optimal lamp communication, the LED light spheres have to be connected within a radius of 15 metres to the 'master or slave unit'.

1.1.e. DYDELL works with a 3-wire system. Only make use of the extension cord supplied by DYDELL.

## Contents of packaging

When the LED light sphere is not integrated in a luminaire, the DYDELL PRO package exists of the following parts:

- LED light spheres
- DYDELL master unit (with or without DMX control)
- DYDELL slave unit (depending on the amount of LED spheres and control system)
- DALI wall control panel (optional)
- Lamp extension cord
- DYDELL bus communication cable
- USB stick with DYDELL PRO software

## To be provided by you:

- Local network (preferably with internet connection)



## Safety precautions

Do not let the LED light sphere and the DYDELL PRO 'master and/or slave unit' come into contact with liquids and moisture.

- The LED light sphere with DYDELL PRO operating system can be used inside but is not suitable for damp areas.
- Keep the LED light concept out of reach of children.
- Do not place the LED light concept near a heat source.
- For safety reasons and to prevent voiding the warranty, the LED light sphere and the DYDELL PRO-unit should not be opened.
- To prevent the risk of overheating of the LED light sphere and to maximise its lifespan, the air flow to the bottom and top of the LED light sphere has to remain accessible.
- To prevent the risk of overheating of the LED light sphere and to maximise its lifespan, the air vents on the bottom and top of the LED light sphere have to be regularly cleaned of dirt and dust (see: cleaning and maintenance)
- For safety reasons and to prevent voiding the warranty, the hang lamps with an LED light sphere have to be mounted by a DYDELL Approved installer.
- Never dim the DYDELL PRO system with an incandescent or halogen dimmer. This will irreparably damage the LED light sphere. Remove the wall dimmer and place a standard light button with on/off functionality.

## I STEP 2: CONNECTING AND STARTING UP THE DYDELL PRO

**1.2.a.** Integrate (if desired) the LED light sphere into a luminaire. Place the luminaire with LED light spheres in the desired position.

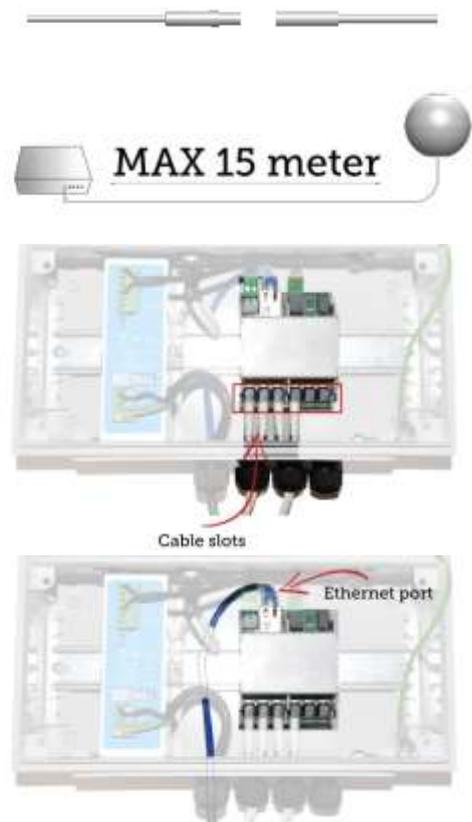
**1.2.b.** Extend (if desired) the cord of the LED sphere by placing the electricity plug of the LED sphere in the plug of the extension cord.

**1.2.c.** Place the 'master' within a radius of 15 metres at an easily accessible spot.

**1.2.d.** Place the 6 electricity plugs of the LED light spheres in the 'master unit'.

**1.2.e.** Connect the Ethernet port of your 'master unit' through a network cable to a 'local company network'.

**1.2.f.** Provide the power supply cable for the "master unit" with electricity by putting the electricity plug in the wall socket.



## I STEP 3: EXTEND MASTER-UNIT WITH SLAVE-UNITS

When you integrate more than 6 LED light spheres, the 'master unit' has to be extended with a 'slave unit'.

1.2.g. Connect the 'slave unit' to the 'master unit' by placing the supplied 'DYDELL bus cable' in both the master unit as well as the slave unit. Provide the units with electricity by putting the electricity plug in the wall socket



1.2.h. When integrating 12 or more LED spheres, the (now connected) 'slave unit' can be extended again with a subsequent 'slave unit' (up to a maximum of 180 LED spheres) by placing a 'DYDELL bus cable' between units each time.



**NOTE:** Only a 'master unit' can be equipped with DMX control. When controlling 6 or more LED spheres with DMX 'separate' masters are applied.

## I STEP 4: CONNECTING A DALI-WALL PANEL

If the lamps are controlled with a DALI control panel:

1.2.i. Install the DALI (wall) control panel on the desired position of the wall.

**NOTE:** polarity: (+) is red & brown, (-) is black and blue



1.2.j. Next place the electricity plug of the DALI control panel into the 'master unit'.



## OTHER

### Finding malfunctions

The LED light sphere is a premium and innovative light source that is part of the latest in light generation technology. Should the LED light sphere not work, however, you should:

- check whether the master unit has been placed in the wall socket properly;
- check whether master & slave units are connected properly;
- ensure that the LED light spheres are placed within a radius of 15 metres from the master or slave unit;
- check whether the indication light on the master or slave unit is on;
- check whether the control cable is connected properly. Possibly use another extension cable;
- check the LED light sphere cable;
- place the LED light sphere electricity plug in a different port on the 'master unit'. Switch all lamps OFF through the DALI control panel or through the DYDELL PRO software and then ON again.

Should your LED light spheres not function properly, please contact us via [www.dydell.com/klantenservice](http://www.dydell.com/klantenservice)

### Cleaning and maintenance

Remove the adapter from the wall socket. Clean the LED light sphere and the air vent with a clean and soft cloth to prevent scratches. Do not use any cleaning agents and/or water.

### Environment

If, in the future, you want to dispose of your LED light, please observe local regulations. LED light spheres that still work can be sent back free of charge to Spaarne 55, 2011 CE Haarlem quoting Second Life in a Third World Country.

### DYDELL PRO specification

Download the DYDELL PRO datasheet from [www.dydell.com/nl/PRO](http://www.dydell.com/nl/PRO)

### LED light sphere specifications

Dimensions: 14 x 14 x 14 CM

Colour rendering authenticity: Ra 85

Energy consumption: 1.5-25 Watt

Colour temperature: 2700K (warm white)+ coloured RGB light.

Light output: 850-1605 Lumens

Dimmable: stepless from of 100%-5%

LED Lifetime Protector: Yes

## Warranty and services

If you require further information or you experience a problem with the LED light concept, please go to [www.dydell.com/nl/klantenservice](http://www.dydell.com/nl/klantenservice) or contact us through tel: 0031(0)23-529 3888 (during office hours).

## Warranty provision

- There is a two year warranty on LED light spheres and the DYDELL PRO operating system
- Lamps that are sent back for repair or replacement, have to be returned in their original packaging, enclosing a copy of the invoice and a legible and fully filled in return form with the description of the complaint.

The return address is: DYDELL BV, Attn.: Retourafhandeling, Spaarne 55, 2011 CE Haarlem.

- To prevent a lamp being returned unnecessarily, in case of damage you first have to contact us by phone on 0031(0)23-529 3888 or by email through [support@dydell.com](mailto:support@dydell.com). After which we will send you a return form. Damage notifications have to be reported within 7 days of the delivery of the goods.

The warranty does not cover:

- incorrect or inexpert installation of the lamp;
- defects caused by improper or reckless use;
- damage by intent or gross negligence;
- defects or wear as a result of deferred maintenance;
- if changes were made inside or to the article by third parties;
- if the date on the invoice has been changed or made illegible;
- in case of external calamity such as lighting overheating caused by central or other heating or due to the use of a higher or a different dimmer than prescribed;
- exposure to moisture, extreme heat, sunlight or extreme cold.

**For the full warranty and return procedure please refer to: [www.dydell.com/en/contact](http://www.dydell.com/en/contact)**

Go to [www.dydell.com](http://www.dydell.com) for more information about the LED light sphere and the DYDELL PRO operating system.

## CAPTER II: INSTALLATION OF DYDELL PRO SOFTWARE

DYDELL PRO is the Professional DYDELL operating system by which large groups of LED light spheres can be controlled simultaneously. On the DYDELL USB stick you will find the DYDELL PRO software (for Windows 7 & 8). This software enables the following functions:

- All individual LED spheres that are installed in a given location are assigned to self created 'locations', for example a meeting room, reception, bar etc.
- Per location the preference settings can be compiled and stored. These preference settings can be displayed at any moment and be changed simply using DYDELL PRO software.
- The lamps can be controlled immediately with DYDELL PRO software (Windows) or with various circuitry such as a DMX sliding panel, DALI wall panel, KNX etc.

**NOTE:** To install the DYDELL PRO software you need to have a Windows computer with a Windows 7 or Windows 8 operating system.



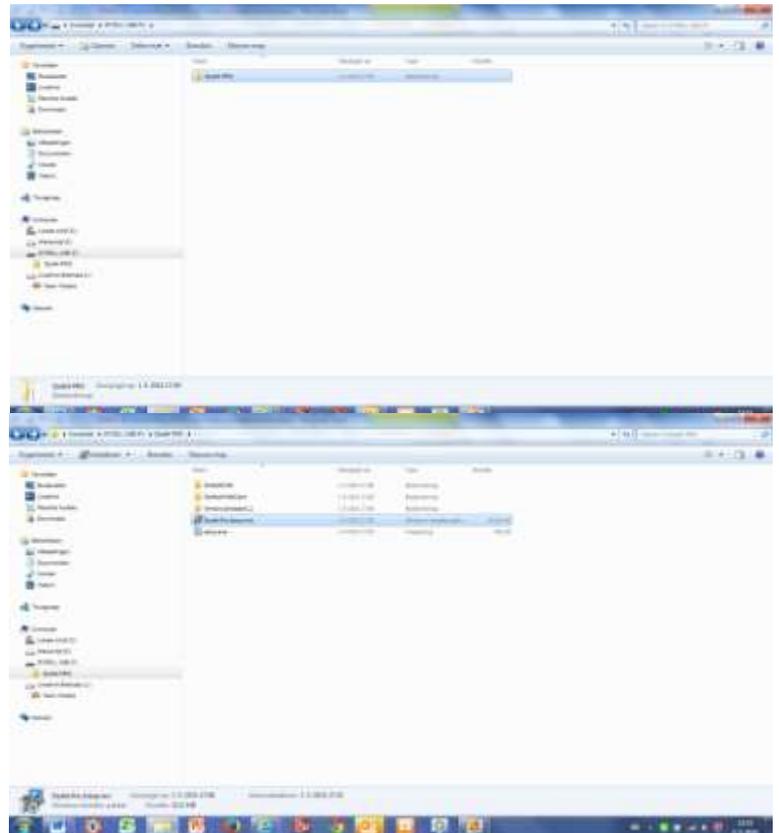
## II STEP 1: INSTALL DYDELL PRO SOFTWARE

2.1.a Place the DYDELL USB stick in your (preferably) Windows laptop.

2.1.b Open your computer explorer and open the removable disc "DYDELL USB" in 'computer'.

The folder 'DYDELL PRO' should then be displayed.

2.1.c Open the DYDELL PRO folder and then double click on "DYDELL PRO SETUP".



2.1.d The Setup Wizard will then open. Click on 'NEXT'.

2.1.e Click on the button 'Browse' to save the software package in the desired location on your disc. Click on 'NEXT'.



2.1.f Confirm the installation by clicking 'NEXT'.

2.1.g You are now asked to "allow" the DYDELL PRO software to be downloaded. Click on 'OK'. The software should now be installed.

2.1.h You will then receive the notification that the software has been installed successfully. Next, click 'Close'.



Your DYDELL PRO software has now been installed successfully

**NOTE:** Before proceeding with step 2 check whether PRO software installation or your network cable of your router has been placed successfully in the 'master unit'.  
> See chapter I: step 1.2.e for help.

## II STEP 2: DOWNLOAD IP SCANNER

To be able to control the lamps with the DYDELL PRO software (Windows), the assigned IP address of the 'master unit' has to be retrieved.

2.2.a Install the program "Scan IP" on the DYDELL-USB stick or go to <http://www.advanced-ip-scanner.com> and click on the green 'download' button to download the software.

2.2.b. You are then asked whether you want to 'save' or 'run' the program. Click on 'RUN'.

2.2.c Next, select the desired language and click on 'OK'.

2.2.d Next, select 'RUN' to run the program and click on 'NEXT'.

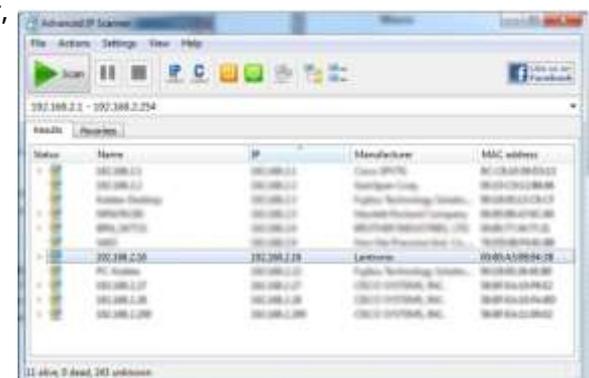
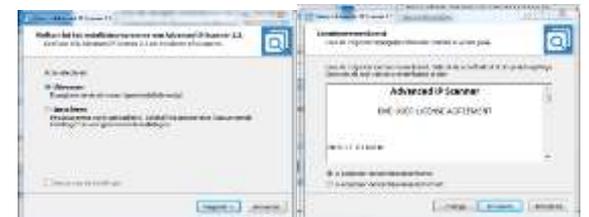
2.2.e If you accept the licence conditions, please click 'ACCEPT' and then click on 'RUN'. The file should now be unzipped.

### Scan IP address

2.2.g The program should then open. In the left top corner, click on the 'SCAN BUTTON'.

2.2.h In the row of IP addresses under "manufacturer" the name "Lantronix" appears (preceded by an IP address such as 192.168.2.16). Dit IP adres hebben we in stap 3 nodig. We need this IP address in step 3.

2.2.i Do NOT close this page. Open the installed DYDELL PRO program in a new window. > See step 2.1 for help



## II STEP 3: CONNECT THE PRO SOFTWARE TO THE IP ADDRESS

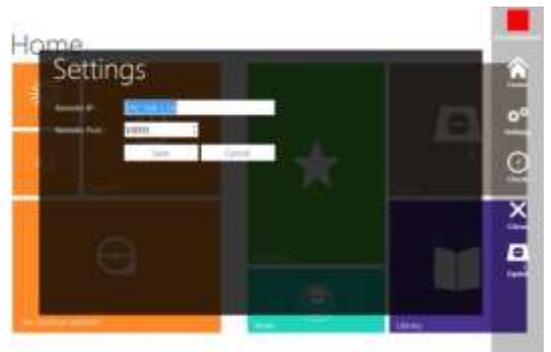
2.3.a Go to the desktop of your computer and open the DYDELL PRO program by double clicking on the orange DYDELL icon. The program will then open. > See [step 1](#) for help.



2.3.b The PRO program will then open on the HOME page. Now click with your mouse in the right top corner of this HOME page.



The 'SETTING BAR' will then open and at top of the page you will see a red field. This field means that the DYDELL PRO software has not connected to the DYDELL PRO master unit successfully.



2.3.c In the 'SETTING BAR' click on 'SETTINGS'. The settings screen will then open.

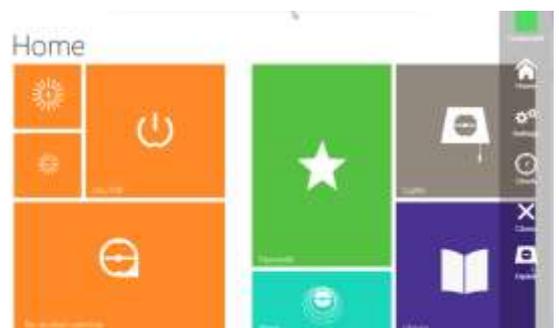
2.3.d In the 'Remote IP-field' enter the IP address of the "Lantronix". > See [step 2](#) for help

2.3.e In the field 'Remote Port' enter the number '10001' and click on 'SAVE'.

You will then receive a notification after the 'settings' are stored successfully. Click on 'OK'.

2.3.f Click again in the right top corner to open the 'SETTING BAR'. The red field is then displayed.

2.3.g Now click on the red field of the 'SETTING BAR'. When the software is connected successfully, the red field will turn green and you will receive the notification 'connected'.> See [step 2.3](#) for help



You are now connected!

# CAPTER III: EXPLANATION OF THE DYDELL PRO SOFTWARE

**NOTE:** Before you can control the lamps with the DYDELL PRO software, first the software has to be installed successfully and be connected to the IP address of the DYDELL 'master unit'.  
< See [chapter 2](#) for help



## INTRODUCTION: HOME PAGE EXPLANATION

As soon as DYDELL PRO has been opened, the HOME page is displayed. Here the following buttons are visible:

- A. DIM: (click and hold). This function allows you to increase or decrease the intensity of the light.
- B. ON/OFF button: with this function you can switch the LED lights of an entire location ON or OFF.
- C. LOCATION: here you can create a location or select a stored location.
- D. FAVOURITES: gives an overview of all stored favourites within a location.
- E. LIGHT: with this button new lamps can be adjusted on an individual or a group level to change atmospheres.
- F. WAVE: the wave functionality makes it possible to show selected favourites at the desired speed in succession.
- G. LIBRARY: the library gives you direct access to preselected 'theme colours' such as off whites, colour therapy and personal folders.

## LOCATION

With DYDELL PRO all LED light spheres are connected with one another through the 'master or slave unit'. With the location function you can assign the LED light spheres to a location such as a bar, entrance or meeting room. Per location you can create and store favourites.

### PRO at first use

When you start using DYDELL PRO for the first time, a 'location' or locations have to be created. Next, the individual LED spheres can then be assigned to the desired location.

## III STEP 1: HOW TO CREATE A LOCATION?

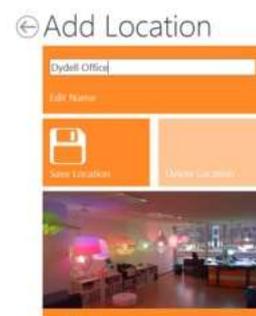
**3.1.a** Click on the 'LOCATION' button on the HOME page. The 'location page' will then open.



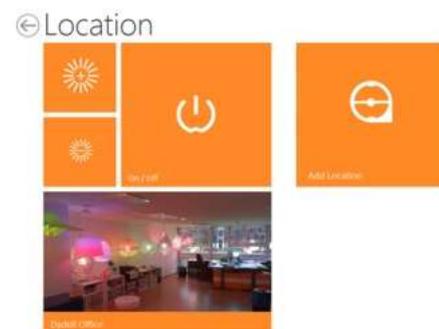
**3.1.b** Add a location by clicking on the 'ADD LOCATION' button (B). The 'Add location page' will then open.



**3.1.c** Give the location a name, possibly an image and save this location by clicking on the 'SAVE BUTTON'.



**TIP:** the location is now stored and added to the 'LOCATION' list. Repeat step 3.1a – 3.1c to create a new location.



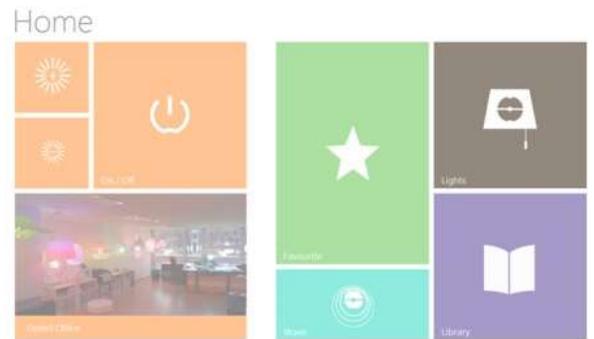
## III STEP 2. ADDING LAMPS TO A LOCATION

When a location has been created, LED light spheres can then be assigned to these locations.

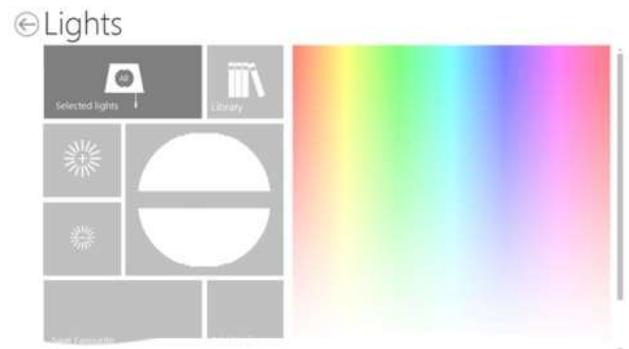
3.2.a Select the 'LOCATION' button on the HOME page.

3.2.b Select the location where the LED light spheres are to be assigned on the LOCATION page. The selected location will then appear on the left below the LOCATION page.

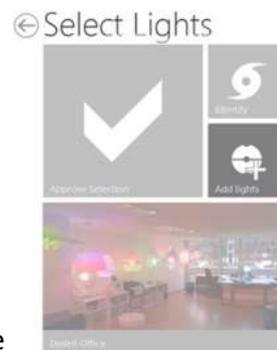
3.2.c Go back to the HOME page by clicking in the top left corner on the '← ARROW'.



3.2.d Next, page select the 'LIGHTS' button on the HOME page to add lamps to the location selected in 3.2.b.

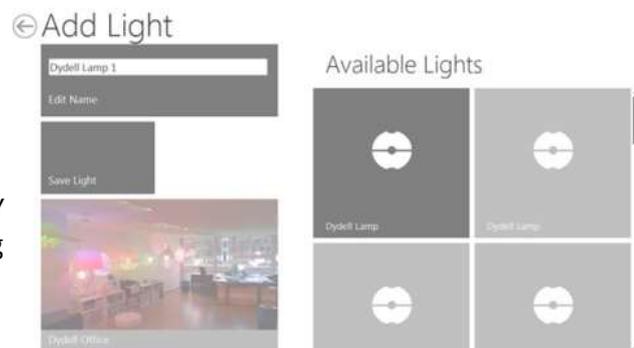


3.2.e Click on the 'SELECTED LIGHTS' button on the LIGHTS page. The 'SELECTED LIGHTS' page will then open.



3.2.f Select the 'ADD LIGHTS' button on the SELECTED LIGHTS page. Next, the available lamps will be searched.

3.2.g The available lamps are then displayed on the 'ADD LIGHTS' page under 'AVAILABLE LIGHTS'. Select one of these lamps, give this lamp a unique name such as 'bar right' and save it. The assigned lamps are displayed on the SELECT LIGHTS page.



**TIP:** To find out where each lamp is, go to the SELECT LIGHTS page where a lamp can be selected by making the other lamps inactive/ light-grey. Next, click on the 'IDENTIFY button'. The selected lamp will then show itself by switching on and off for a few seconds.

Repeat step 3.2.f and 3.2.g to assign more lamps to a location until all desired lamps have been assigned to a location.

**NOTE:** each lamp can only be assigned to one location. When no available lamps are displayed, it may be that the lamps have already been assigned to another location.

## Removing a lamp that is assigned to a location

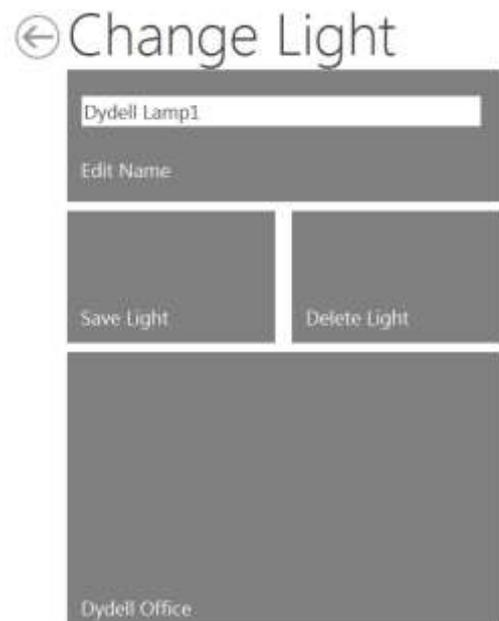
3.2.h Select the location from where you want to remove a lamp.

3.2.i Go back to the HOME page with the '← ARROW' and click on 'LIGHTS'.

3.2.j Next, click on the 'SELECTED LIGHTS' button to show all lamps in this location.

3.2.k With your mouse, select the lamp that has to be removed, right mouse click and select 'EDIT'. The CHANGE LIGHT page will then open.

3.2.l Now click on the 'DELETE LIGHT' button. The lamp is then removed from the 'SELECTED LIGHTS' of this location and can now be assigned to another location through 'ADD LIGHTS'.



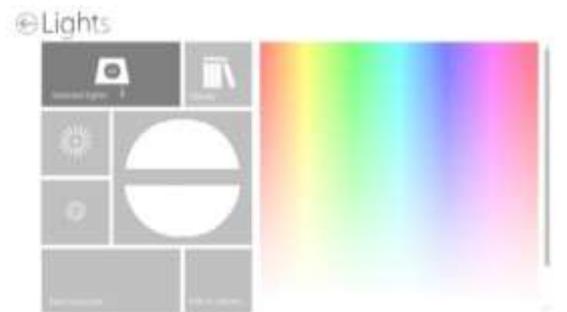
### III STEP 3: CREATE THE PERFECT ATMOSPHERE

There are endless colour combinations that can be created to give the room the perfect atmosphere in the DYDELL PRO operating system 'LIGHTS' tab for each location, lamp and even half sphere.

3.3.a. To change the colour of the lamps in a specific location you first have to select the desired 'LOCATION'. Click on 'LOCATION' and select the desired location.



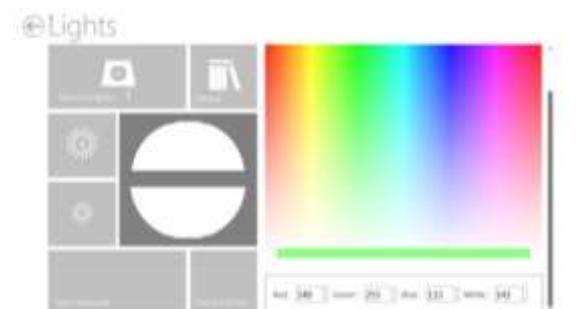
3.3.b. Then go back to the HOME page by clicking on the '← ARROW' and click on the 'LIGHTS' button.



**NOTE:** All lamps in this location are selected (automatically) so all lamps can be changed simultaneously and for every half sphere. See 3.3.e to change particular lamps in a location.

3.3.c. To select the top or bottom of the LED light sphere or the entire sphere, one or both sides of the LED light sphere have to be selected. The selection is displayed by way of a grey border.

3.3.d. Click in the colour field to give the selection a colour. The higher in the field you select a colour, the more intense the colour is. The lower in the field you select a colour in the colour field, the more white is added to this colour. Scroll down to the bottom of the page to enter a specific RGBW value.



## Changing a selection of lamps (within a location)

To change only a part or an individual lamp and not all lamps in a location simultaneously, a 'lamp selection' has to be made. The atmosphere of this specific selection can then be changed separately.

**3.3.e** In the 'LIGHTS' field, click on the 'SELECTED LIGHTS' button. All lamps that are assigned to this location should be displayed and active.

**3.3.f** Deactivate the lamps that you don't want to change by clicking on them. The inactive lamps should be light grey.

**3.3.g** Next, click on the 'APPROVE SELECTION' button. The 'LIGHTS' page will then be opened. As described in point **3.3.c** and **3.3.d**, the colour can then be changed for each whole or half LED sphere.





### III STEP 5 SELECT A THEME COLOUR FROM THE LIBRARY

Besides composing a colour yourself, it is also possible to select a theme colour. In the category 'COLOUR THERAPY' an ambiance can be selected. The different ambiances have been carefully compiled by independent colour therapist Thelma van den Werff and can have a positive influence on behaviour. The colour 'OFF WHITES' is also offered as a theme category where various white tones can be selected; from atmospheric warm white to functional cold white light.

3.5.a Choose the desired location, click on the HOME page and then on the 'LIBRARY' button.



**NOTE:** When a selection of the lamps from a location have to be given a theme colour, please select 'LIGHTS' on the HOME page, (if desired) make a lamp selection through 'SELECTED LIGHTS'. Deactivate the lamps that you don't want to change and click on 'Approve lights'. The LIGHTS page will then open.

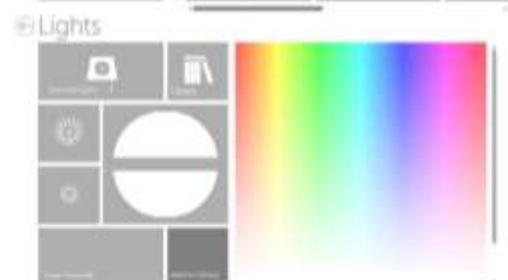
3.5.b On the LIGHTS page click on the 'LIBRARY' button. The LIBRARY page will then open and in the right column several theme categories will be displayed.



3.5.c Select a category such as 'COLOUR THERAPY' or 'OFF WHITES'. The theme colours of this category will then be displayed.



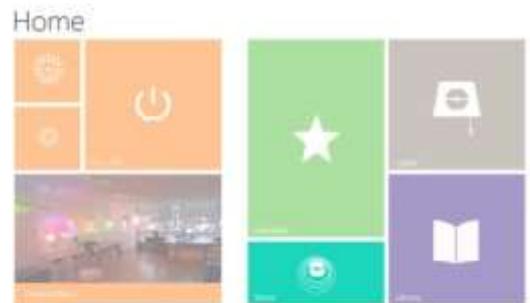
3.5.d Select a theme colour. The LIGHTS page will open. On this page it is possible to change the theme colour for each half sphere to your liking. Should you want to select another theme colour, please click on 'LIBRARY' again.



## III STEP 6 CREATE 'WAVE'

The DYDELL PRO Wave module is a functionality in which favourites are stored as a 'wave' and flow over one another at the desired speed. These preference settings can be determined for each lamp and half sphere.

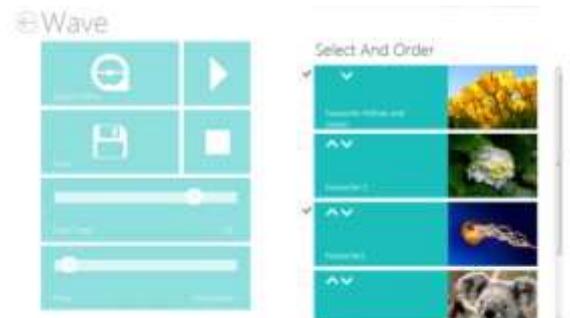
3.6.a. First select the desired location and go back to the HOME page.



3.6.b. Next select the 'WAVE'. The WAVE page will then open.

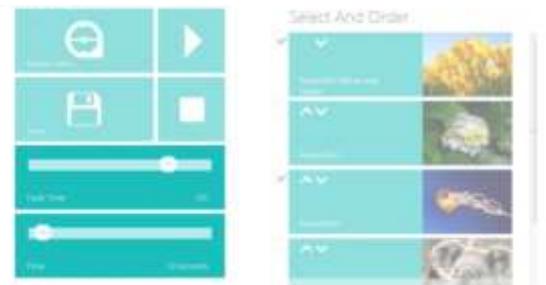
3.6.c. Under 'SELECT & ORDER' all stored favourites are displayed. Select the 'FAVOURITES' you want to assign to the 'WAVE' by ticking these.

3.6.d The order of the favourites displayed in the Wave can be determined with the arrows (in the favourites block) by moving the favourite from top to bottom.



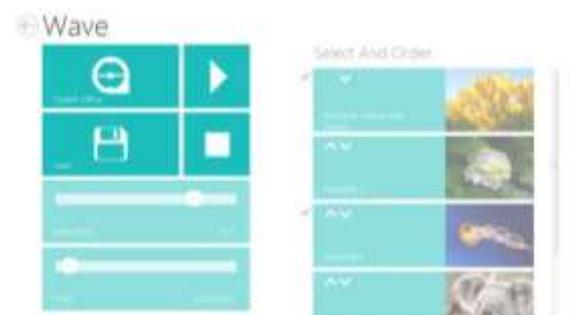
3.6.e Next, select the 'FADE-TIME'; the speed with which the colour changes.

3.7.f Then determine the 'FLOW-TIME'; the time period for which a favourite is displayed.



3.8.g Start the 'WAVE' by clicking on the 'start button' and stop it by clicking on the 'stop button'.

3.8.h Click on 'SAVE' to store the created wave combination with the fade and flow time.



**NOTE:** Only one WAVE combination can be saved. See 3 step 7 to assign 'the WAVE' to the DALI control panel.

### III STEP 7 **ASSIGNING 'FAVOURITES' OR THE 'WAVE' TO THE DALI (WALL) CONTROL PANEL**

With the DALI control panel the lamps can be switched ON/OFF and dimmed with one push of a button. Favourite atmospheres created with the DYDELL PRO software can also be called up and displayed dynamically through the 'wave module' in a simple manner.

The DALI control panel has 4 favourite buttons. Buttons 1 - 3 can be supplied with 'FAVOURITES'. The stored 'WAVE' can then be assigned to a button.

#### Adding favourites to the DALI control panel



**3.7.a** In step 3.5 how 'FAVOURITES' can be created is explained. Follow these steps and create at least 3 desired 'favourites'. The first three favourites are automatically mapped to buttons 1, 2 & 3 of the DALI control panel.

**NOTE:** If you created several 'LOCATIONS' with different 'favourites', when pushing button 1 of the DALI control panel, favourite 1 of all different locations is displayed.

**3.7.b** Would you like to change the favourite under a given button? Please remove favourite 1, 2 or 3. The other favourites will then move automatically to position 1, 2 & 3.

#### Adding WAVE to the DALI control panel

**3.7.c** In 3 step 6 the 'WAVE' is explained. Follow these steps and create the desired WAVE. When you have stored the created wave by pushing on the 'save' button, this WAVE is automatically assigned to button 4 of the DALI control panel.

### III STEP 8: CONTROLLING DMX

The DYDELL offers the possibility to be controlled by a DMX-panel. 10 channels can be assigned to each LED-sphere to control both halves of the sphere. To create your perfect setting by editing the color, control the white-balance, to dim the lights and to save these settings as a group. Would you like to control your light sphere with DMX? Please contact us and we will provide the information you will need.

DYDELL BV  
The Netherlands  
info@dydell.com  
www.dydell.com  
0031(0)23 5293888

