This quick start guide contains important informations on the safe operation of the product.
Read and follow the safety advice and instructions given. Retain the quick start guide for future reference.
If you pass the product on to others please include this quick start guide.

Safety instruction

Intended use:
This device is intended to control lighting devices and effects via computer using appropriate software. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use.

General handling:
• Never use force when handling the product
• Never immerse the product in water
• Just wipe it with a clean dry cloth.
• Do not use liquid cleaners such as benzene, thinners or flammable cleaning agents

Never use the product:
• In direct sunlight
• In conditions of extreme temperature or humidity
• In extremely dusty or dirty areas
• At locations where the unit can become wet
• Near magnetic fields

Choking hazard!

Danger for children:
Ensure that plastic bags, packaging... are disposed of properly and are not within reach of babies and young children. Choking hazard! Ensure that children do not detach any small parts from the product. They could swallow the pieces and choke!
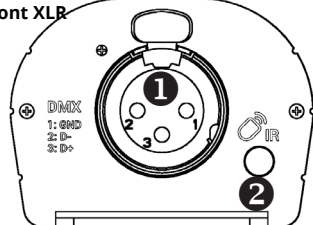
Features

Hardware features:
• Number of DMX Outputs : Up to 128 or 512 Standalone Mode : 128 or 512 channels
• 16-bit and fine channel management
• Internal Memory : Yes (200 Kb)
• Memory Capacity : 200 to 2000 memory steps
• Infra-red Receiver : Yes, (IR remote control for triggers not include for CLUB 128 and optional)
• Dry Contact Triggers : Yes (3 smart contacts port with 7

actions max)
• Default start scene when power up.
• Power input : 5V via USB-C + 9~12V DC from connector, 0,1A
• Housing : Strong Aluminum
• Dimensions : H : 55mm(2.16in) / W : 50mm(1.96in) / D : 37,5mm (1.47in)
• Operating Temperature : -40 to +85 C° / -40 to 185 F°
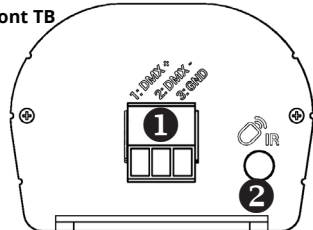• International Warranty : 1 year (128) or 3 years (512)

Front XLR

Front TB

Back

Front of XLR version

❶ XLR Connector 3 pins
1: Ground
2: Data -
3: Data +

❷ Infrared Receiver LED, (Remote unit is optional)
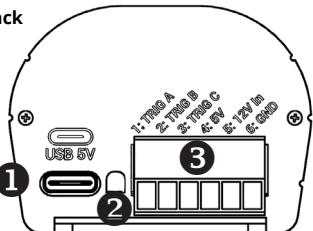Infrared remote: Not included with CLUB 128

Front of TB version

❶ Terminal Block connector 3 pins
1: DMX +
2: DMX -
3: GROUND

❷ Infrared Receiver LED, (Remote unit is optional)
Infrared remote: Not included with CLUB 128

Back

❶ USB-C Connector (5V DC input)

❷ USB Signal LED

❸ Terminal Block Connector with screws
1 to 3 : Trigger A, B, C
4 : Power output for triggers A, B, C, 5V DC
5 : Power Input 9~12V DC ; 0,1A or VCC (V+)
6 : Ground (V-)
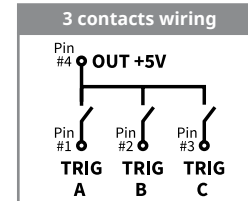
USB Signal LED operating states

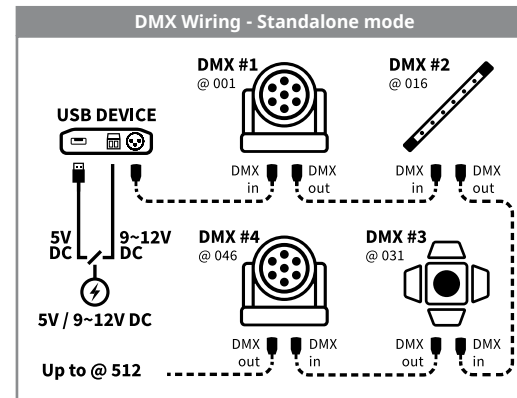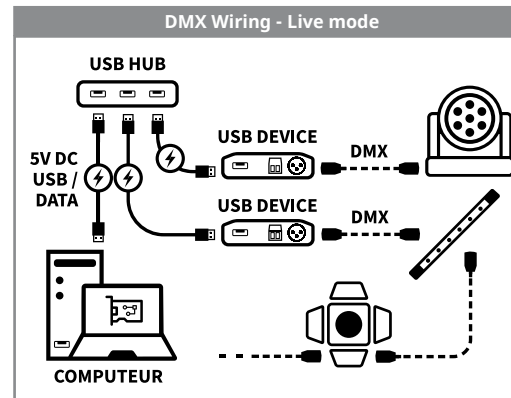| OFF	Interface not powered
ON	Interface powered, No scene is playing
Fast Blinking	USB communication running with the software
Slow Blinking	Stand Alone mode and playing a scene from memory
Flashing very fast	In bootloader mode, waiting to load a new firmware

Trigger Options :
• **On :** Starts scene if not playing
• **On / Off :** Starts or stops scene with each contact action.
• **Auto Release :** Scene plays when contact is active, scene stops when contact is inactive.

• **Restart :** Scene restarts with each contact action.
• **If something plays :** Start the scene only when a scene is playing.
• **If nothing plays :** Start the scene only when nothing is playing.

Trigger actions are actived on 5V DC pin of the PCB.

Contact's wiring

Contact	Binary value
TRIG A / T1	01
TRIG B / T2	02
TRIG C / T3	04

3 contacts wiring

Trigger commands : Stop, pause, black out, scene +/-, dimmer +/-, speed +/-

DMX Wiring - Live mode

DMX Wiring - Standalone mode

Programming the device and DMX Playback - StandAlone mode

• Download and install the free lighting control software and USB drivers.
• Connect your device to your computer via the included USB-C cable.
• Start the software (your interface will be detected automatically).
• Configure the software according your DMX lighting fixture setting.
• Program scenes and sequences using the lighting control software.
• Play your show in live mode.
• To play in standalone mode, save the programmed scenes and sequences into the internal memory.
• Close the software. Your panel is now ready to operate in standalone mode.

Caution: Check the contents of the package and the condition of the interface after unpacking! Contact your supplier if something is missing or is damaged. Do not use the device if it appears to be damaged!