

CLUB 512+

Standalone lighting playback controller

The CLUB 512+, for professional installations, includes RDM, a 9–24 V terminal-block power input, 64 Mb of standalone memory, dry contacts on Ground for safer triggering and an infrared port. The device is available in two hardware versions (XLR output or terminal-block output). Compact, robust, and compatible with all Chromateq software, the CLUB 512+ provides reliable DMX control in both USB mode and standalone mode.



CLUB 512+

KEY FEATURES

2-in-1 device	Live (PC) + Stand-Alone (no PC), all in one unit
DMX-RDM output	1 x 512 ch. DMX-RDM, XLR 3-pin or terminal block connector
Stand-Alone	64 Mb memory, 512 scenes, IR remote (included), 3 dry-contact triggers
Free software	PRO DMX 2, STUDIO DMX, PIXXEM, Windows, macOS, Linux, Raspberry Pi
Upgradable on site	Art-Net IN/OUT, PIXXEM up to 512 universes, FULL feature unlock via DeviceTool
Compatible Fixtures	All DMX512 fixtures: LED PARs, bars, strobes, moving heads, dimmers

SAFETY INSTRUCTIONS

Intended use	This device is intended solely for controlling lighting fixtures and effects via compatible software or hardware triggers. Any other use may result in personal injury or property damage. Chromateq accepts no liability for damage resulting from improper use.
Do not use in	Direct sunlight, Extreme temperature or humidity conditions, Dusty or wet environments, Areas near strong magnetic fields, Any situation where the unit is or may become damaged
General handling	Never use force when installing connectors. Do not immerse in water. Clean only with a dry cloth, do not use solvents, benzene, thinners or flammable cleaning agents.
Electrical safety	Verify supply voltage before connection (5 V USB-C or 9-24 V DC). Ensure proper strain relief on all wiring. Do not exceed maximum current ratings listed in specifications.
Children	Keep packaging materials out of reach of children, choking hazard. Small components may detach; ensure children cannot access them.
Disclaimer	Read all documentation before use. Retain this guide for future reference. If transferring the product to a third party, include this document.

Datasheet

Technical information

PC: Personal Computer (Live)

SA: Stand Alone (no computer use)

Interface, Output, Input (PC + SA)

DMX output	1 x 512 DMX-RDM (1 U)
RDM	Yes, via DMX port + software (PC)
DMX In	1 x 512 DMX-RDM (1 U)
USB-C	USB-C power compliant
Memory	64 Mb
Upgrade	Yes, FULL or UxU for Art-Net / sACN
Triggers	x3 Dry contact (GND), Infrared remote
Max devices	12 via USB (12 U)

Specifications

Power input	5 V USB-C (0.2 A) or 9-24 V DC
Power consumption	0.3 W
DMX isolation	3 kV / 0.12 A (fuses & diodes)
DC isolation	1.5 kV / 0.3 A
Dimensions	103 x 50 x 37.5 mm (4 x 2 x 1.5 in)
Net / Gross weight	0.10 / 0.16 kg (0.22 / 0.35 lbs)
Housing	Aluminium, IP40
Operating temperature	-45 C to +85 C
Mounting	Desktop or screw-fix (no DIN rail)

Stand Alone

Step capacity	20,000 steps
Scene played	1 DMX
Scene number	512 max
Auto Startup	Play default scenes when power on
Scene recovery	Resume last scenes after a power cut

Protocols & Communication

DMX 512 / RDM	USITT E1.11-2008. All DMX512 / RDM devices
RS232	Via RS232 port (PC + SA)
UDP (SA)	Triggers & commands via Ethernet devices
UDP (PC)	Via Pro DMX 2 or Pixxem software
SMPTE	Need FULL upgrade, via software (PC)
MIDI / MTC	Devices (PC), Time Clock (need FULL upgrade)
Art-Net 4, sACN	In / Out, see Upgrade & Live (PC)
RDM Art-Net / sACN	Via software and Upgrades
Calendar, clock, time	Via software (FULL Upgrade) or via device RTC
SPI	Via CLUB SPI
DALI	Via CLUB DALI
Wi-Light APP	Via software (PC) or Ethernet devices
Audio BEAT & BPM	Via software (PC)
Keyboard, Hyperlinks	Via software (PC)
DMX split & boost	Via SPLIT RMD

Software, APP & OS

PRO DMX 2	Free, live lighting control & stand-alone
PIXXEM	Free, pixel-mapping, DVI capture, video
STUDIO DMX	Free, real-time 3D viewer
Windows	Windows 10 / 11 (32 & 64-bit)
Mac OS	MacOS 10.14 and latest
Linux	Ubuntu, Debian
Raspberry	Raspberry Pi OS
USB drivers	For Intel, AMD, Qualcomm CPU
Wi Light APP	Free, iOS & Android, LAN control
UDP / SDK	Open UDP protocol for 3rd party software
DeviceTool	Setting, firmware, upgrade

Upgrade & Live (PC)

Upgrade on site	Yes, FULL and UxU via Devicetool
Multiple device	Up to 10 devices via USB
Art-Net / sACN Out	Up to 64 U. (Pro DMX 2), 512 U. (Pixxem)
Art-Net / sACN In	Up to 16 U. (PC)
DVI resolution	Up to 1920 x 1080 via PIXXEM
Timeline	Up to 24H, need FULL Upgrade

Triggering & 3rd Part Connectivity

Smart dry contacts	3 x (A / B / C on Ground) (5 ms)
Contact options	On, On/Off, Auto-release, Restart, debounce
DMX In	512 channels (PC), triggers, merge
Infrared	Scenes 1-15, Zones, Dimmer / Speed / Colour . Blackout / Pause. IR remote (included)

Warranty & Certifications

International warranty	3 years
Certifications	CE, FCC, RoHS, UKCA
HS customs code	8537.10.91
HTS/TARIC/UKGT/CN	8537.10.91

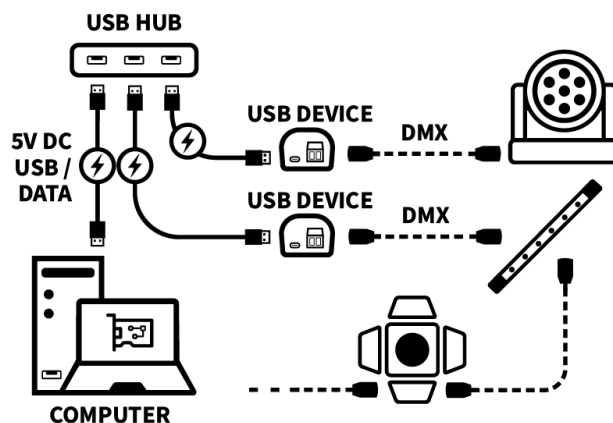
Tools and Accessories

DIN mounting	Via DIN rail mounting unit
Power supply	Not included
Infrared remote	x1 Included
USB cable	x1 Included (USB-C)
DMX cable	Not included

Operating Modes

* LIVE MODE

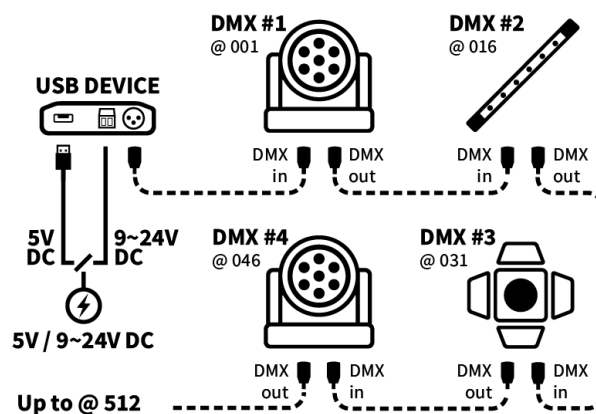
1. Download and install the latest software and USB drivers
2. Connect the CLUB 512+ to your computer via the included USB-C cable
3. Start the software, the interface is detected automatically (LED fast blink)
4. Configure the software according to your DMX fixtures
5. Program scenes and sequences using the lighting control software
6. Play your show and scenes



Live mode wiring

* STAND-ALONE MODE

1. Program scenes in Live mode with the software
2. Save scenes to its internal memory
3. Close the software to test
4. Power the unit via USB-C (5V) or terminal block (9-24V DC)
5. The default start scene plays automatically (LED slow blink)
6. Use the IR remote or dry contacts to select a scene to play

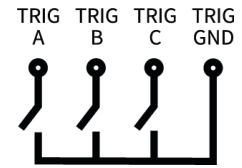


Stand-Alone mode wiring

Triggers

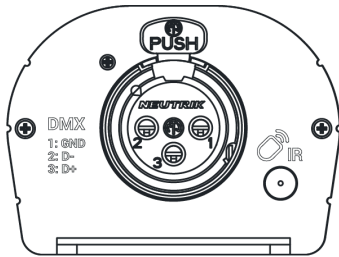
CONTACT	
Trigger A (T1)	01
Trigger B (T2)	02
Trigger C (T3)	04
A + B	03
A + C	05
B + C	06
A + B + C	07

TRIGGER ACTIONS	
On	Start scene if none is playing
On / Off	Start or stop scene on each contact
Auto-release	Scene plays while contact active; stop on release
Restart	Restart scene on each contact action
If something plays	Start only when a scene is playing
If nothing plays	Start only when nothing is playing



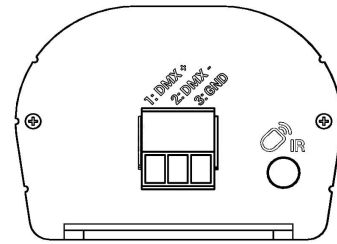
FRONT PANEL (DMX & IR)

XLR Version



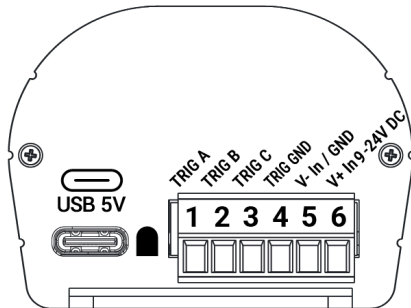
XLR 3 pin (5 Optional)	1. GND 2. D- 3. D+
IR receiver LED	Front-facing, 1 x IR LED (remote included)

TB: Terminal Block Version



Terminal Block	1. DMX+ 2. DMX- 3. GND
IR receiver LED	Front-facing, 1 x IR LED (remote included)

REAR PANEL (USB & TRIGGERS)



USB-C	Data + 5 V DC input (0.3 A)
Status LED	Single LED, see USB Signal LED States below
Terminal Block, 6 pins	1. Trig A 2. Trig B 3. Trig C 4. GND 5. V- 6. V+ (9-24 V DC)

USB SIGNAL LED STATES

Green OFF + Red OFF	Interface not connected or powered
Green ON + Red OFF	Powered, no stored scenes
Green flash x3	Bootloader preparation
Green / Red alternating ON	Bootloader mode active
Green fast flash + Red OFF	Live mode, active USB communication
Green slow flash + Red OFF	Stand-Alone mode, scenes stored
Green + Red fast flash	Blacklist active

TECHNICAL SUPPORT & RESOURCES

Download Software: chromateq.com/dmx-software-downloads/

Technical Support and commercial: chromateq.com/contact/

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