# 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, 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 DMX Device Tool |
| **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. |

## 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 channels (PC), shared port |
| **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, screw-fix or optional DIN rail unit |

### Stand Alone

| | |
|---|---|
| **Show memory** | 64 Mb (scenes, events, triggers) |
| **Scene played** | 1 DMX |
| **Scene modes** | On, On / Off, Off, Go + restart, Pause / Resume |
| **Auto Startup** | Plays the default start event at power-up |
| **Scene recovery** | Restarts the last scene after a power cut |

### Protocols & Communication

| | |
|---|---|
| **DMX 512 / RDM** | USITT E1.11-2008. All DMX512 / RDM devices |
| **RS232** | Via software (PC) |
| **UDP (SA)** | Ethernet devices only (not on CLUB 512+) |
| **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 (PC), FULL upgrade |
| **SPI** | Via CLUB SPI |
| **DALI** | Via CLUB DALI |
| **Wi-Light APP** | Via software (PC) |
| **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 (64-bit) |
| **Mac OS** | macOS 10.14 and later |
| **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 |
| **DMX Device Tool** | Setting, firmware, upgrade |

### Upgrade & Live (PC)

| | |
|---|---|
| **Upgrade on site** | Yes, FULL and UxU via DMX Device Tool |
| **Multiple device** | Up to 12 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-Party Connectivity

| | |
|---|---|
| **Smart dry contacts** | 3 x (A / B / C to Ground), adjustable debounce |
| **Trigger types** | Trigger, Held autorelease, Trigger if X plays, Trigger if X doesn't play, Short command, Held command |
| **DMX In** | 512 channels (PC only, not in Stand-Alone) |
| **Infrared** | Scenes 1-15, Dimmer / Speed / Colour / Pause / Stop. 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 |

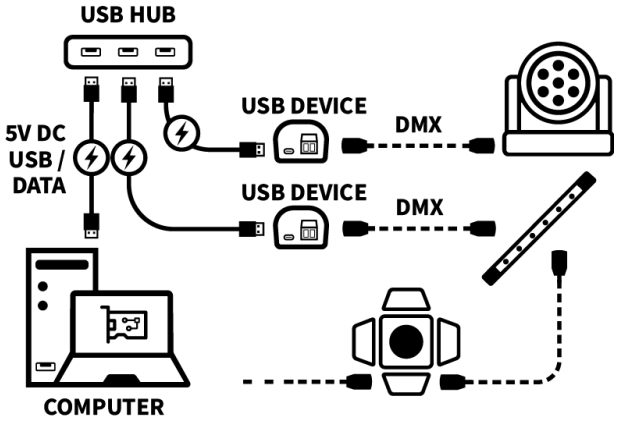
### Tools and Accessories

| | |
|---|---|
| **DIN mounting** | Via optional 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

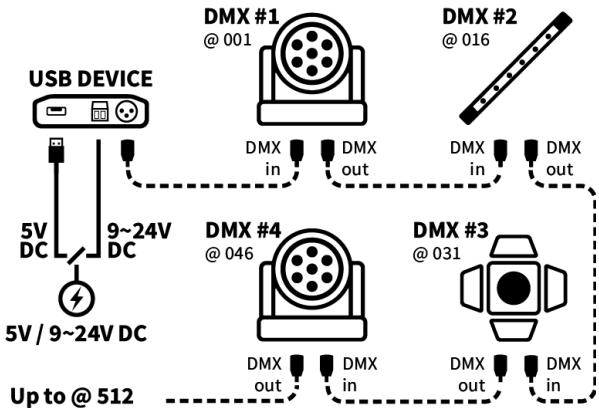
1. Download and install the latest software and USB drivers
2. Connect the CLUB 512+ to your computer via the included USB-C cable
3. Start the software: the interface is detected (green LED fast flash)
4. Configure the software according to your DMX fixtures
5. Program scenes and sequences using the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




*Live mode wiring*

### * STAND-ALONE MODE

1. Update the firmware, then program scenes, events and triggers
2. Write the show to the interface memory (Save in Memory)
3. The interface switches to Stand-Alone mode on its own
4. Power the unit via USB-C (5V) or terminal block (9-24V DC)
5. The default start event plays automatically (green LED slow flash)
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 (Muxed) | 03 |
| A + C (Muxed) | 05 |
| B + C (Muxed) | 06 |
| A+B+C (Muxed) | 07 |

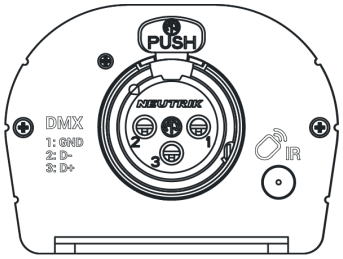
| TRIGGER TYPES | Press | Hold | Condition |
|---|---|---|---|
| Starts the event | Trigger each press or action | Held autorelease while the contact is closed * | Trigger if X plays<br>Trigger if X doesn't play<br>depends on scene X |
| Sends a command | Short command e.g. Blackout | Held command repeats while held | — |

* On release, scenes in On / Off mode stop.

| SCENE MODES | | |
|---|---|---|
| Mode | If stopped | If playing |
| On | starts | continues |
| Go + restart | starts | restarts |
| Off | — | stops |
| On / Off | starts | stops |
| Pause / Resume | — | pause, resume |

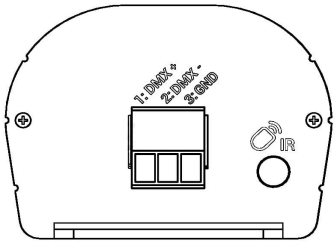
## FRONT PANEL (DMX & IR)

### XLR Version



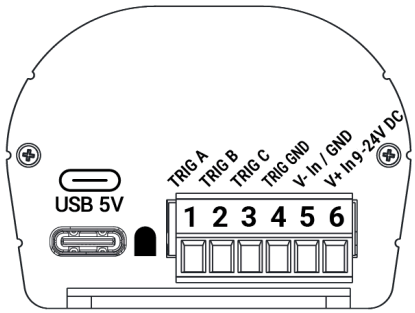

| | |
|---|---|
| XLR 3 pin | 1. GND 2. D- 3. D+ |
| IR receiver LED | Front-facing, 1 x IR LED (remote included) |

### TB: Terminal Block Version

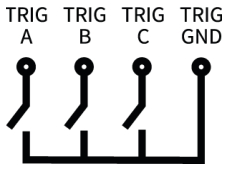



| | |
|---|---|
| Terminal Block | 1. DMX+ 2. DMX- 3. GND |
| IR receiver LED | Front-facing, 1 x IR LED (remote included) |

## REAR PANEL (USB & TRIGGERS)




| | |
|---|---|
| USB-C | Data + 5 V DC input (0.2 A) |
| Status LED | Green / Red LED, see LED Signal Correspondence below |
| Terminal Block, 6 pins | 1. Trig A 2. Trig B 3. Trig C 4. GND 5. V- 6. V+ (9-24 V DC) |




## LED SIGNAL CORRESPONDENCE

| | |
|---|---|
| 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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