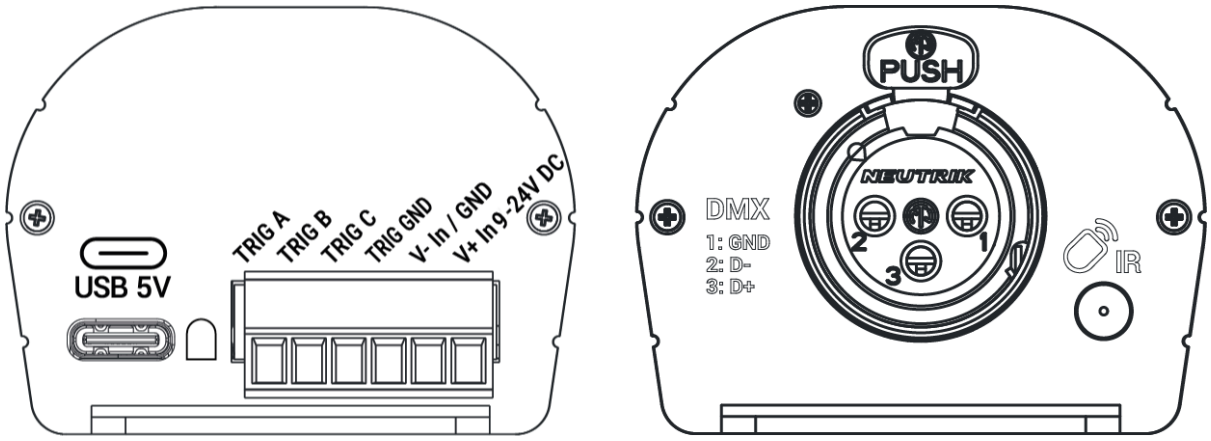
CHROMATEQ

CLUB 512+ – Stand-alone programming with PRO DMX 2

Interface firmware: 26.1.0.0

Software: PRO DMX 2

Edition: 11/2026



CLUB 512+ interface (XLR version): rear panel (left) and front panel (right)

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1. About this manual

What stand-alone mode lets you do

The CLUB 512+ interface controls a DMX line of 512 channels. You prepare the show on a computer with PRO DMX 2, then you write it to the interface memory. After that, the interface works on its own, without a computer:

- it starts its show at power-up (if a start event is chosen);
- it responds to the contacts wired to its **TRIG A**, **TRIG B** and **TRIG C** inputs;
- it responds to the infrared remote control supplied.

This manual explains how to program the CLUB 512+ interface for this stand-alone use, step by step.

Two ways to use the interface

Use	How it works	Where to find the information
LIVE	The computer stays connected. PRO DMX 2 controls the lights live.	PRO DMX 2 manual
Stand-alone	The show is written to the interface memory. The interface plays on its own and the computer can be disconnected.	This manual

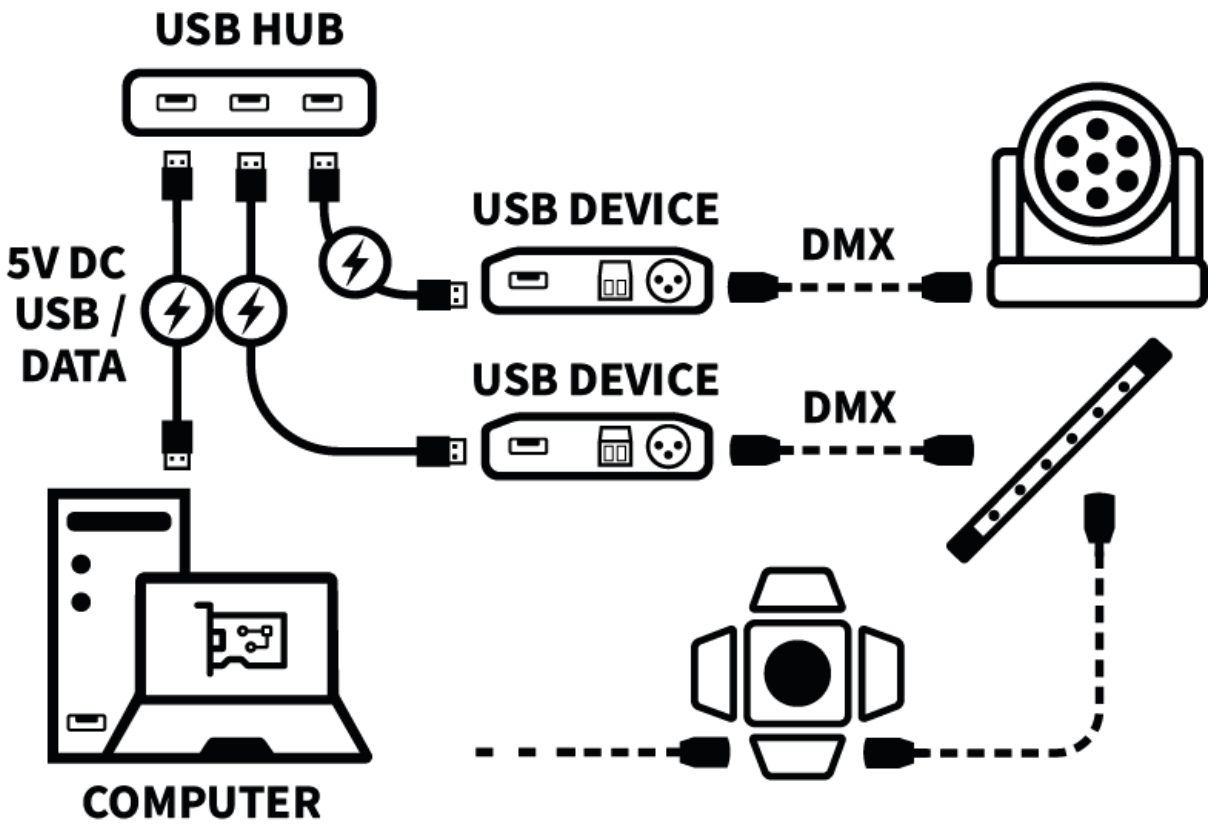
> **Note:** when PRO DMX 2 controls the interface live, the stand-alone show stops. It resumes as soon as the software releases the interface or the USB cable is unplugged.

The principle: scenes, events, triggers

A stand-alone show is built on three ideas:

1. *The scene*: a lighting effect created in PRO DMX 2 (a colour, a chase, a moving head sweep…).
2. *The event*: it tells the interface which scene to play. On the CLUB 512+ interface, an event starts a single scene.
3. *The trigger*: what starts an event. For example: pressing a button wired to **TRIG A**, or a key on the remote control.

A special event, the *start event*, is played automatically at every power-up.



Programming: the computer, running PRO DMX 2, is connected to the interface by USB

> **Note:** the CLUB 512+ interface plays only one scene at a time. When a trigger starts a new scene, it replaces the current scene (recommended setting, see chapter 8).

What you are going to do

1. Install PRO DMX 2 (chapter 2).
2. Wire up the interface and the DMX fixtures (chapter 3).
3. Connect the interface to PRO DMX 2 (chapter 4).
4. Configure the output and colours (chapter 5).
5. If you wish, record the show from a DMX console (chapter 6).
6. Prepare the scenes and create the events (chapters 7 and 8).
7. Program the triggers (chapter 9).
8. Check the configuration, then write the show to the interface (chapters 10 and 11).
9. Check that the interface works on its own (chapter 12).

The following chapters explain everyday use, retrieving the show, firmware updates and troubleshooting.

> **Note:** creating the scenes themselves (colours, steps, effects) is explained in the PRO DMX 2 manual. This manual only describes their settings for stand-alone mode.

Conventions used in this manual

- Text displayed by the software is written in **bold**, exactly as it appears on screen. This manual uses PRO DMX 2 in English.
- Warnings and useful information are shown in a box:

> **Caution:** indicates a risk of data loss or damage to equipment.

> **Note:** gives useful information.

2. Before you start

Equipment required

- The CLUB 512+ interface, in the **XLR** version or the terminal block version (the only difference is the DMX output socket, see chapter 3).
- The USB-C cable, supplied, to connect the interface to the computer.
- The infrared remote control, supplied with the interface.
- The PRO DMX 2 software, a free download (see below). The technical documentation is on the product page: https://www.chromateq.com/club512plus/
- A DMX cable (not supplied) and the DMX fixtures to control (spotlights, moving heads, LED bars…).
- Depending on your installation: buttons, switches or contacts to connect to the **TRIG A**, **TRIG B** and **TRIG C** inputs. In this manual, "button" means any button, switch or contact wired to a TRIG input.
- Optional: a 9 to 24 V DC power supply (not supplied). The interface can also be powered through its USB-C cable.
- Optional: a DMX console, if you want to record a show played on that console (chapter 6).

Computer and software

Install the latest version of PRO DMX 2 on a computer matching one of the following configurations.

	Windows	macOS	Linux	Raspberry Pi
Operating system	Windows 10, 11 (64-bit)	macOS 10.14 and later	Ubuntu, Debian	Raspberry Pi OS – Pi 3 B, Pi 4 and later
Processor	1.5 GHz (Celeron, Intel i5, AMD Ryzen 5)	1.5 GHz (Celeron, Intel i5, AMD Ryzen 5)	1.5 GHz (Celeron, Intel i5, AMD Ryzen 5)	ARM Cortex-A53 or A72 quad-core, 1.4 GHz and above
RAM	4 GB (8 GB recommended)	4 GB (8 GB recommended)	4 GB (8 GB recommended)	1 GB (LPDDR2 or LPDDR4) and above
Graphics card	Standard (Intel, office, UHD)	Standard (Intel, office, UHD)	Standard (Intel, office, UHD)	—
Disk space	600 MB	600 MB	600 MB	600 MB
Screen	1600 × 900 (1920 × 1080 recommended)	1600 × 900 (1920 × 1080 recommended)	1600 × 900 (1920 × 1080 recommended)	1920 × 1080 recommended
USB ports	1 USB port per interface	1 USB port per interface	1 USB port per interface	1 USB port

Note: the CLUB 512+ interface connects by USB only. The Ethernet port and Wi-Fi mentioned in the general PRO DMX 2 configuration are not needed for this manual.

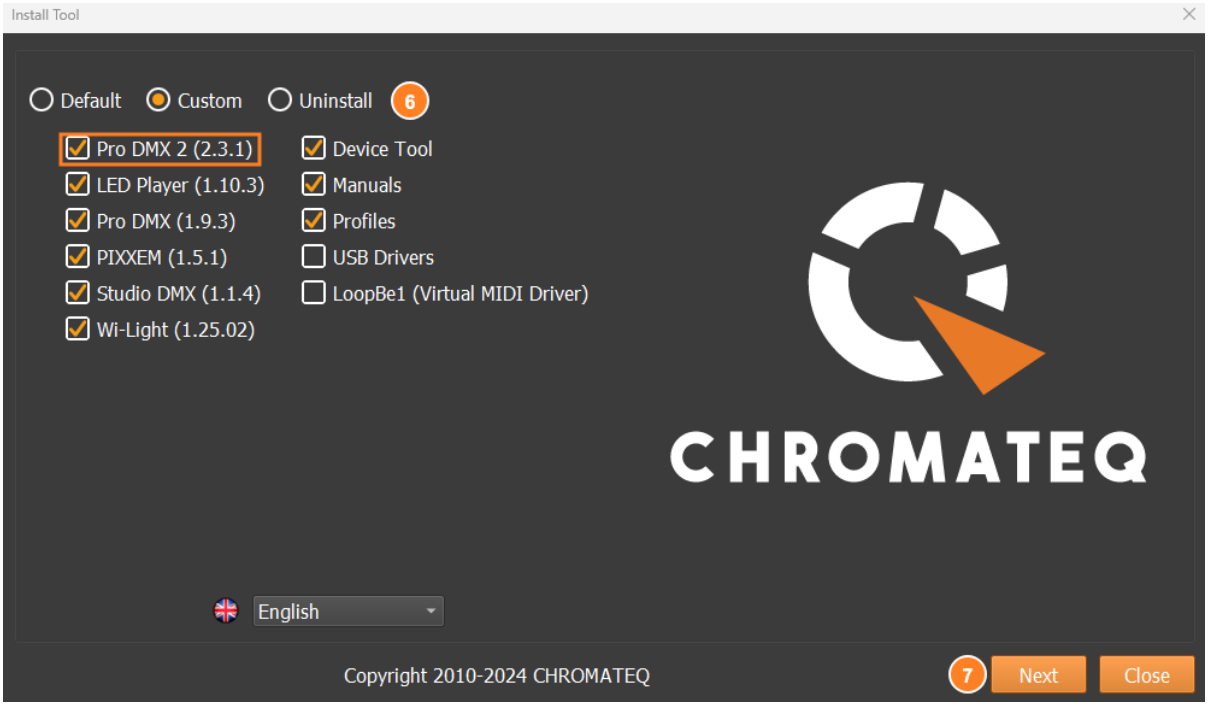
Install PRO DMX 2

Before you start: the computer must be connected to the Internet to download the software. You need administrator rights on the computer.

1. Open the download page: https://www.chromateq.com/dmx-software-downloads/
2. Download the installer for your operating system.
3. Run the installation program.
4. Accept the administrator rights request (on Windows, click **Yes**). The **Install Tool** window opens.
5. Choose the installer language from the list at the bottom of the window.
6. Choose the installation type:
    - **Default**: installs PRO DMX 2 and the other Chromateq software offered by default;
    - **Custom**: you choose which software to install. Check that **Pro DMX 2** is ticked.
7. Click **Next**.
8. Choose the installation folder.
9. Complete the installation.



Installer window: choosing the installation type



Custom installation: choosing the software to install (version numbers shown are examples)

Check

- PRO DMX 2 starts. The version number is shown in the start-up window.
- You can also read the version in the **Options** window (**Tools** > **Options** menu), **General** page.

3. Wire up the interface

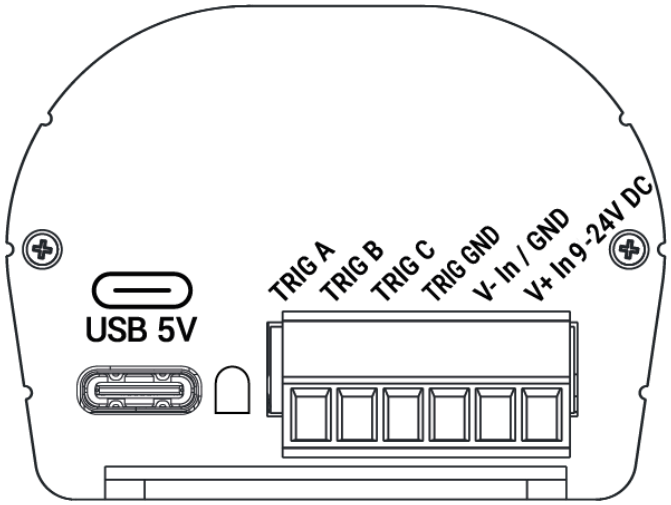
Before you start:

- Disconnect the interface and switch off the power to the DMX fixtures.
- Identify the version of your interface from its front panel: **XLR** socket or 3-pin terminal block.

> **Caution:** always wire with the power off. A wiring mistake can damage the interface or the DMX fixtures.

Rear panel: USB, contacts and power

The rear panel is the same on both versions.



Rear panel of the CLUB 512+ interface: USB-C socket, status LED and 6-pin terminal block

Marking	Function
USB 5V (USB-C socket)	Connection to the computer. Also powers the interface (5 V, 0.2 A).
Status LED (to the right of the USB-C socket)	Green or red depending on the interface state: powered, communicating with the computer, stand-alone operation, update. Details are given below and in chapter 13.
Terminal block, pin 1: **TRIG A**	Contact input A.
Terminal block, pin 2: **TRIG B**	Contact input B.
Terminal block, pin 3: **TRIG C**	Contact input C.
Terminal block, pin 4: **TRIG GND**	Common ground for the contacts.
Terminal block, pin 5: **V- In / GND**	Power supply, negative pole.
Terminal block, pin 6: **V+ In 9-24V DC**	Power supply, positive pole (9 to 24 V DC).

Status LED states

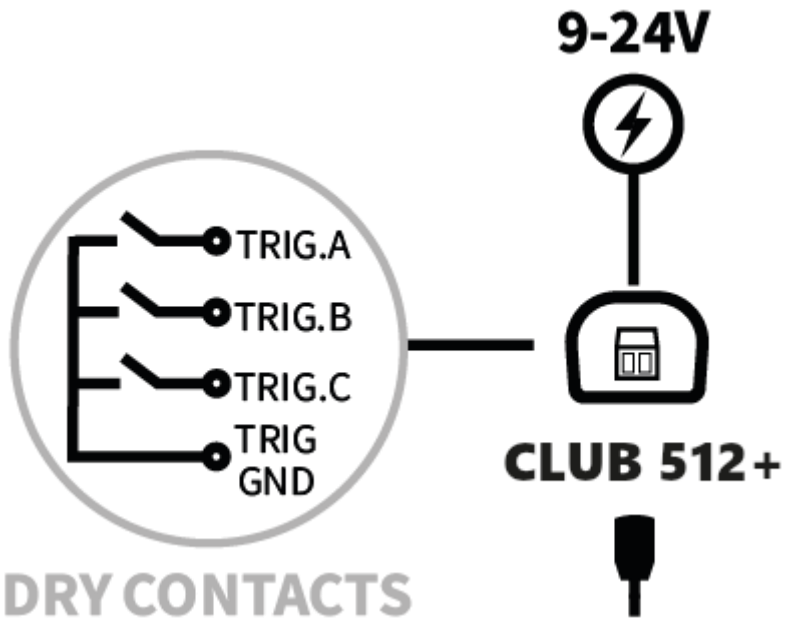
LED	Meaning
Off	The interface is not powered.

LED	Meaning
Steady green	The interface is powered and its memory contains no show.
Green, slow flashing	The interface is working on its own and playing the show in memory.
Green, fast flashing	PRO DMX 2 is communicating with the interface over USB.
Green, 3 flashes	Preparing the firmware update.
Alternating green and red	Firmware update in progress.
Green and red, fast flashing	Contact Chromateq support.

Connect the contacts

1. Connect one terminal of the button (or switch) to the **TRIG A**, **TRIG B** or **TRIG C** input.
2. Connect the other terminal of the button to **TRIG GND**.
3. Repeat for each button.

When the button is closed, the input is connected to **TRIG GND**: the interface treats the contact as pressed.



Example wiring of three buttons on TRIG A, TRIG B and TRIG C

> **Note:** each input has its own trigger number (chapter 9).

Power the interface

Choose one of the two options:

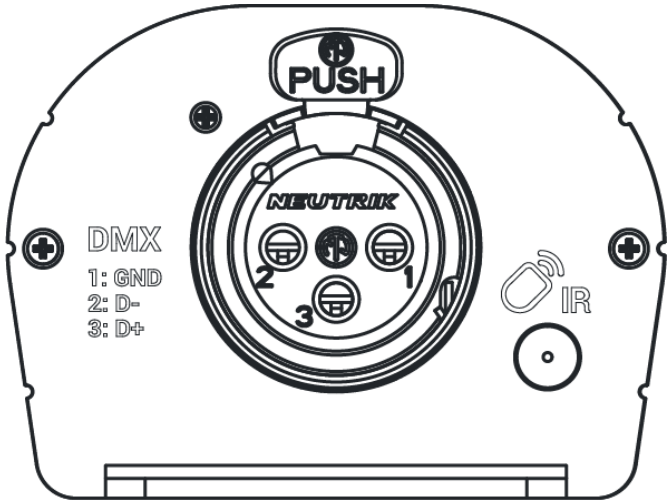
- Through the USB-C cable: the interface is powered by the computer or by a USB charger. This option is also sufficient for stand-alone operation.
- Through the terminal block: connect a 9 to 24 V DC power supply to the **V- In / GND** (negative) and **V+ In 9-24V DC** (positive) pins.

Front panel: DMX output and remote control

The front panel comes in two versions. Only the DMX socket is different.

> **Caution:** the pin order is not the same on the two versions. On the XLR socket, pin 1 is ground. On the terminal block, pin 1 is the **DMX +** signal. Follow the table for your version.

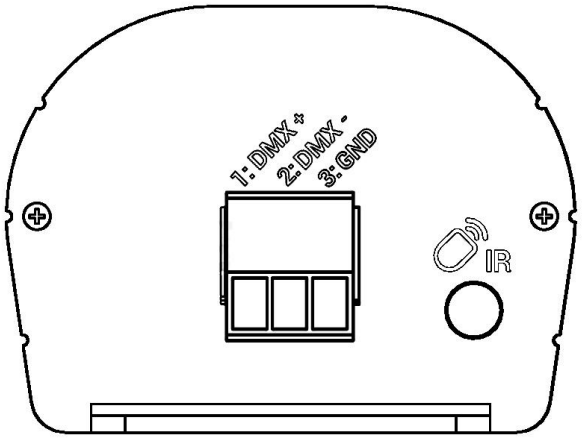
XLR version



Front panel of the CLUB 512+ interface, XLR version: 3-pin XLR socket and infrared receiver

Marking	Function
3-pin female XLR socket, pin **1: GND**	DMX line, ground.
Pin **2: D-**	DMX line, negative signal.
Pin **3: D+**	DMX line, positive signal.
PUSH	Socket latch: press it to remove the cable.
IR	Infrared remote control receiver (remote control supplied). It faces forwards.

Terminal block version



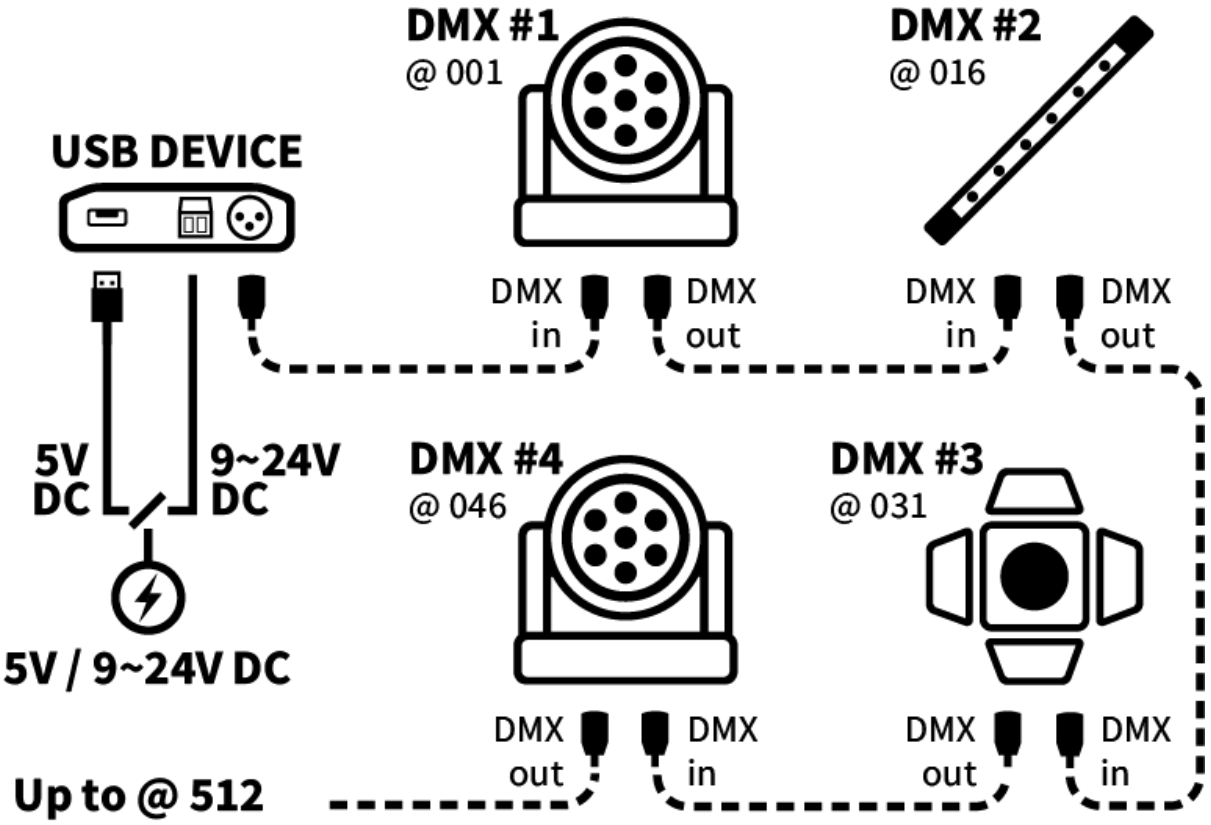
Front panel of the CLUB 512+ interface, terminal block version: 3-pin terminal block and infrared receiver

Marking	Function
Terminal block, pin **1: DMX +**	DMX line, positive signal.
Terminal block, pin **2: DMX -**	DMX line, negative signal.
Terminal block, pin **3: GND**	DMX line, ground.
IR	Infrared remote control receiver (remote control supplied). It faces forwards.

Connect the DMX line

1. Connect the DMX cable to the output socket of the interface:
    - XLR version: push the male XLR plug of the cable in until it clicks;
    - terminal block version: connect the positive signal wire to **1: DMX +**, the negative signal wire to **2: DMX -** and the ground (shield) to **3: GND**. On an XLR plug, the positive signal is pin 3, the negative signal pin 2 and the ground pin 1.
2. Connect the other end of the cable to the DMX input (**DMX in**) of the first fixture.
3. Connect the DMX output (**DMX out**) of that fixture to the input of the next one, and so on.

Each fixture uses the channels starting from its DMX address (for example @ 001, @ 016, @ 031…), up to channel 512.



Example stand-alone installation: the interface and four DMX fixtures connected in a daisy chain

Note: in stand-alone operation, the DMX socket is used as an output only. To record the show from a DMX console, the console is connected in place of the fixtures for the duration of the recording (chapter 6). On the XLR version, the interface socket and the console output are both female: use a male-to-male XLR adapter.

Position the interface

Point the front panel (**IR** marking) towards where you will use the remote control.

Check

1. Power up the interface (USB-C cable or terminal block).
2. Look at the status LED, next to the USB-C socket:
    - steady green: the interface is powered and its memory does not yet contain a show;
    - slow flashing green: the interface is powered and already contains a show.
3. If the LED stays off, check the power supply.

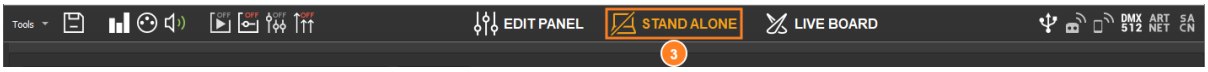
4. Connect the CLUB 512+ to PRO DMX 2

Before you start:

- PRO DMX 2 is installed (chapter 2).
- The interface is wired up (chapter 3).

Open the stand-alone window

1. Connect the interface to the computer with the USB-C cable.
2. Start PRO DMX 2. The interface LED flashes green quickly: the software is communicating with the interface.
3. Click the **STAND ALONE** tab, at the top of the window. The **Stand Alone** window opens.
4. The first time you open stand-alone mode after each start of PRO DMX 2, the software offers a guided tour of stand-alone mode. Click **Yes** to follow it, **No** to skip it, or **Don't ask anymore**.



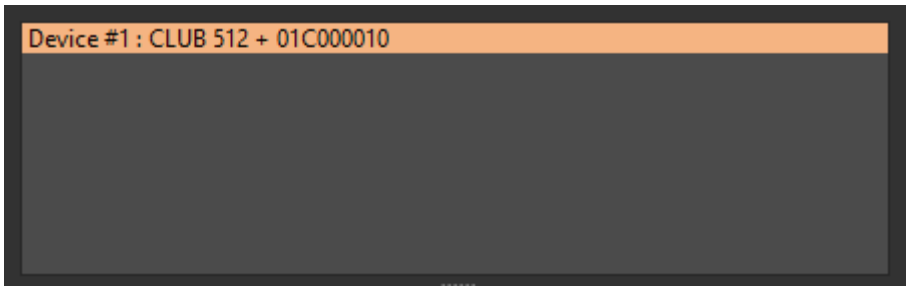
STAND ALONE tab in the PRO DMX 2 main window

> **Note:** you can restart the tour at any time with the **Tour of the stand-alone mode** button (help icon).

Check that the interface is recognised

At the top of the **Stand Alone** window, the list of interfaces shows one row per connected interface:

- **Device #1 : CLUB 512 +**, followed by the interface serial number: the interface is recognised. You can continue.
- **Device #1 : Disconnected** (greyed-out row): the interface is detected but not recognised. See chapter 16.
- **Device #1 : Bootloader** (greyed-out row): the interface is in firmware update mode. See chapter 15.



Stand Alone window: the CLUB 512+ interface is recognised

If the interface does not appear:

1. Check the USB-C cable.
2. Click the **Tools** menu, then **Open Devices**. PRO DMX 2 searches again for connected interfaces.

> **Note:** to refresh the information for an interface already in the list, right-click its row, then click **Refresh**.

The gauge at the bottom of the window, between the **Save in Memory** and **Reset memory** buttons, shows how much memory is used. Hover the pointer over it to read the details, for example "1,200 / 8,376,320 bytes".

Prepare a show without an interface connected (optional)

You can prepare the show in advance, without an interface connected.

1. Open the **STAND ALONE** tab without connecting an interface.
2. In the **Select your device :** list, choose **CLUB 512 +**.

PRO DMX 2 then displays the settings and limits of the CLUB 512+. You will write the show to the interface later, once it is connected.

Check

- **CLUB 512 +** is shown in the **Select your device :** list. Below the list, PRO DMX 2 shows a CLUB 512 + with a serial number ending in zeros: it stands in for your interface until you connect it.



Select your device list, with CLUB 512 + chosen

> **Note:** without an interface connected, the memory gauge stays empty. PRO DMX 2 can only check that the show fits in the interface memory (8 MB) when it is written (chapter 11).

Leave stand-alone mode

To leave the **Stand Alone** window, click another tab at the top of the window: **EDIT PANEL** or **LIVE BOARD**.

Check

- The **Device #1 : CLUB 512 +** row is displayed.
- While the **Stand Alone** window is open, PRO DMX 2 lets the interface work on its own. The LED changes to:
  - steady green if the interface does not yet contain a show;
  - slow flashing green if it already contains a show, which starts playing.

5. Configure the output and colours

These settings tell the interface what it sends on its DMX output, and how it handles colours. They are saved with the show.

Before you start:

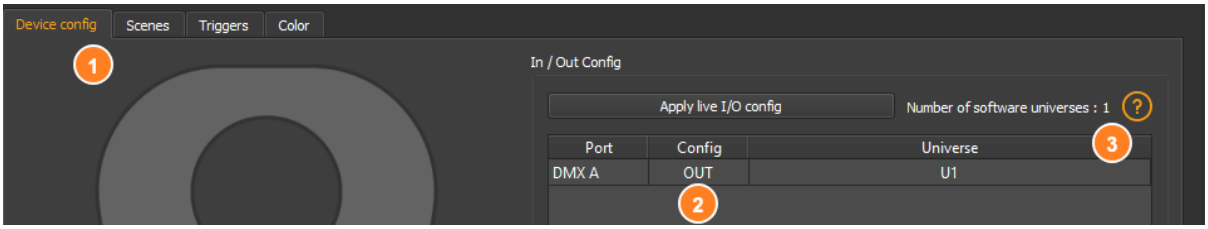
- The **Stand Alone** window is open and the CLUB 512+ interface is recognised (chapter 4).

Set the DMX output

1. Click the **Device config** tab. The **In / Out Config** table shows a single row: **DMX A**, the DMX output of the interface.
2. Set the following columns:

Column	Function	Setting to choose
Config	**OUT**: the output sends the show.	**OUT**
Universe	Universe of the show sent on the output (**U1**, **U2**…).	The universe where your fixtures are patched, usually **U1**

1. Read the **Number of software universes** shown at the top right: it shows the capacity of the interface, 1 DMX universe.



Device config tab: In / Out Config table, DMX A row

> **Note:** the **Apply live I/O config** button copies into this table the input and output settings used live (**Options** window, **Device** page, **In/Out config** section: see chapter 6). If the socket was left on **IN** there, for example after recording from a console, the table also switches to **IN**: then set **DMX A** back to **OUT**.
>
> **Caution:** leave **DMX A** set to **OUT**. The **Config** column also offers **IN** and **OFF**, but in stand-alone operation the CLUB 512+ does not use a DMX input: with **IN** or **OFF**, no signal is sent to your fixtures any more.

Check the channel types

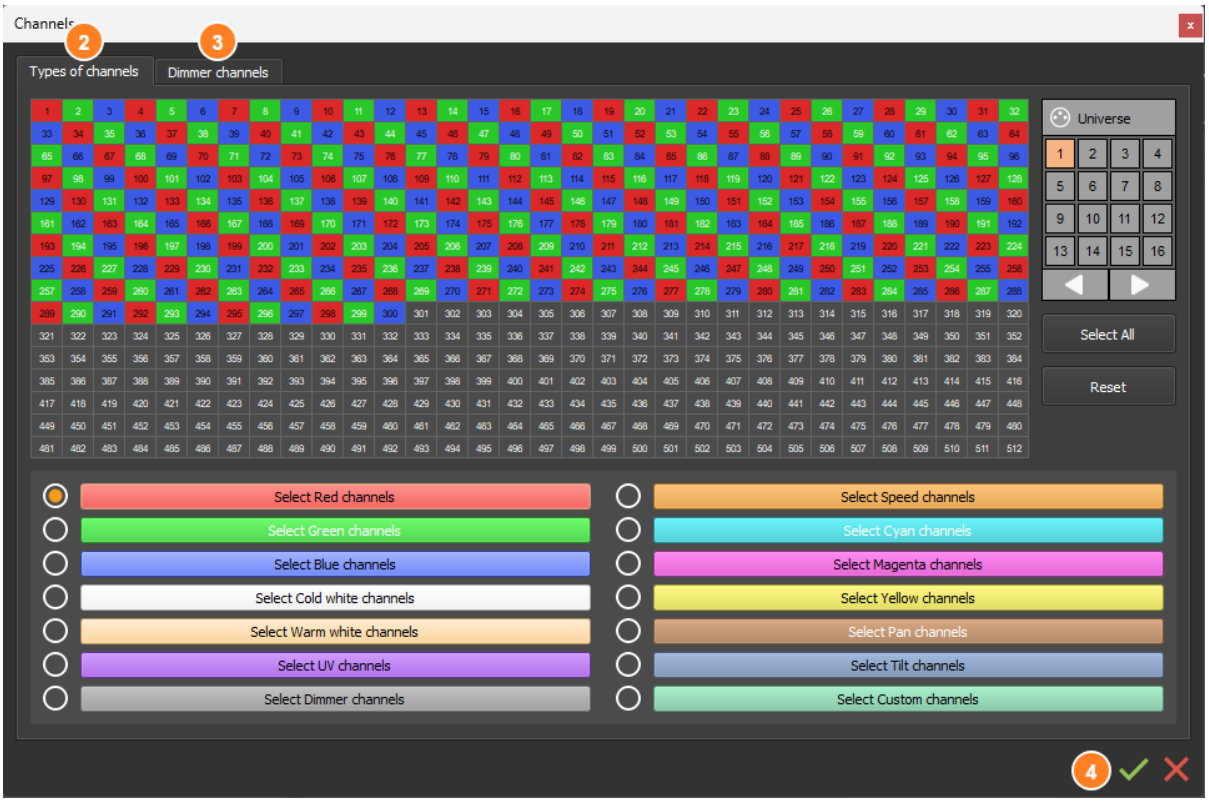
The colour and brightness commands (remote control, contacts) need to know which channels are red, green, blue, white, or act as a dimmer.

By default, the interface uses the types given in the profiles of the fixtures patched in PRO DMX 2. You have nothing to set if your patch is complete. To check or correct these types:

1. In the **Options** frame, click **Select channel types**. The **Channels** window opens.
2. In the **Types of channels** tab:
    - **Select All** takes the types of all channels from the patch;
    - **Select … channels** (one button per type, for example red or green) lets you choose the channels of that type by hand;

- **Reset** clears the types.

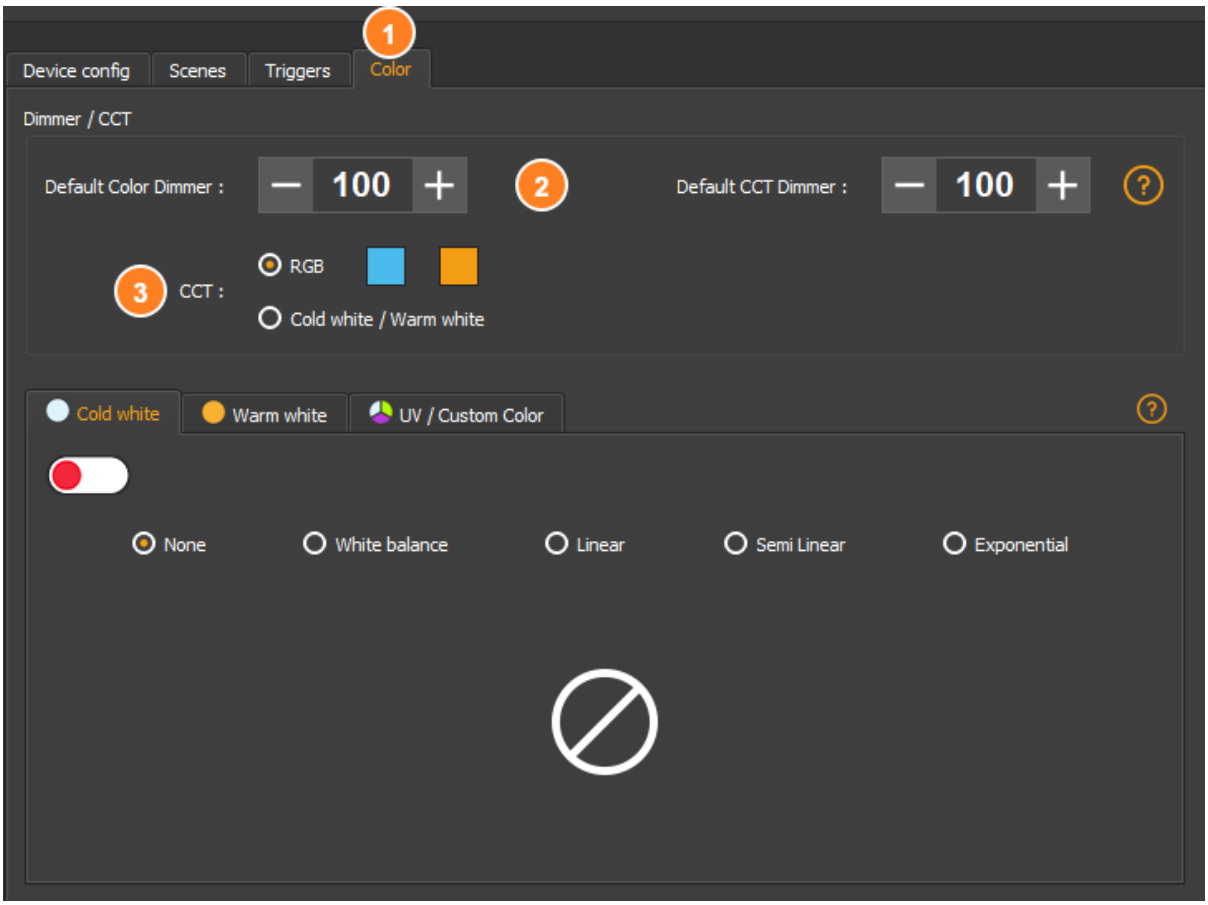
3. In the **Dimmer channels** tab, check the dimmer channels.
4. Click the **Ok** button (icon) to close the window.



Channels window, Types of channels tab

Set the colours

1. Click the **Color** tab.
2. In the **Dimmer / CCT** frame, set:
   - **Default Color Dimmer :** the starting brightness of colours, as a percentage;
   - **Default CCT Dimmer :** the starting brightness of whites, as a percentage.
3. For **CCT**, choose how the interface produces white (warm or cold white):
   - **RGB**: the interface produces the cold white and warm white shown next to this option by mixing the red, green and blue channels. Click either colour to change it;
   - **Cold white / Warm white**: the interface uses the white and warm white channels of the fixtures.



Color tab

> **Note:** these settings are used by the colour commands of the remote control and the contacts (chapters 9 and 13).

Check

- In the **Device config** tab, the **DMX A** row is set to **OUT**, with the universe of your fixtures.
- In the **Color** tab, the starting brightness levels and the **CCT** mode are set.

6. Record the show from a DMX console (optional)

Have you already programmed your show on a DMX console? PRO DMX 2 can record it through the CLUB 512+ interface. This gives you scenes, which you then write to the interface memory just like a show created in PRO DMX 2.

Before you start:

- The interface is connected by USB and recognised (chapter 4).
- The DMX console is ready, with its show.

The principle

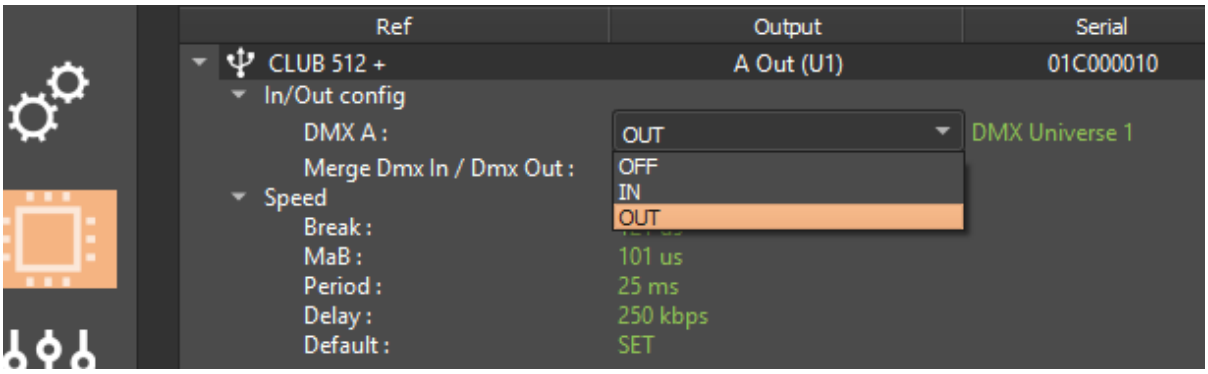
The DMX socket of the interface switches to input (**IN**): the interface receives the signal from the console instead of sending one. While you play the show on the console, the **DMX Recording** function of PRO DMX 2 turns it into scenes. Afterwards, the socket switches back to output (**OUT**).

Record the show

1. Disconnect the DMX fixtures from the interface, then connect the DMX output of the console to the DMX socket of the interface (XLR version: with a male-to-male XLR adapter).
2. From the **Stand Alone** window, click the USB icon, at the top right of the window. The **Options** window opens at the **Device** page.
3. In the CLUB 512+ interface row, open the **In/Out config** section, then choose **IN** for the **DMX A :** line.
4. Confirm, then click the **EDIT PANEL** tab to leave stand-alone mode. While the **Stand Alone** window is open, the interface plays on its own and recording is not possible.
5. Record the show played on the console with the **DMX Recording** function. This function is explained in the PRO DMX 2 manual and in the software help: **How to record DMX IN signal to create scenes**.
6. Reopen the **Options** window, **Device** page, and set **DMX A :** back to **OUT**.
7. Disconnect the console and reconnect the DMX fixtures.
8. Set up the scenes, events and triggers (chapters 7 to 9), then write the show to the interface (chapter 11).



USB icon, at the top right of the window



Options window, Device page: In/Out config section of the CLUB 512+ interface

> **Caution:** after recording, check that **DMX A** is also set to **OUT** in the **Device config** tab of stand-alone mode (chapter 5). Otherwise, the interface will send nothing to your fixtures.

Check

- The recorded scenes appear in PRO DMX 2.
- The **DMX A :** line is set to **OUT** again.

7. Prepare the scenes

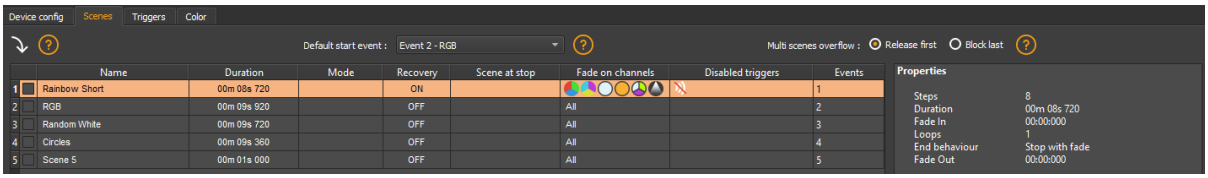
Scenes are created in PRO DMX 2 (colours, steps, effects): see the PRO DMX 2 manual, or recorded from a console (chapter 6). This chapter explains how to set each scene for stand-alone mode.

Before you start:

- The show scenes are created in PRO DMX 2.
- The **Stand Alone** window is open (chapter 4).

Display the list of scenes

1. Click the **Scenes** tab. The list shows all the scenes of the show, with their settings for stand-alone mode.
2. For each scene, set the columns described below.



Scenes tab of the Stand Alone window

> **Note:** the tick box in the first column places the scene in the selected event. It is explained in chapter 8.

Column	Function	How to set it
Name	Name of the scene, given in PRO DMX 2.	—
Duration	Duration of the scene.	—
Mode	What the scene does when its event is triggered (see the next table).	Click in the cell and choose the mode.
Recovery	**ON**: after a power cut, the interface restarts this scene.	Click in the cell: the value switches from **OFF** to **ON**, and back.
Scene at stop	Scene started automatically when this scene is stopped. Empty cell: nothing starts.	Click in the cell and choose a scene.
Fade on channels	Channel types to which the scene's fades apply.	Click in the cell: a window opens.
Disabled triggers	Triggers ignored while this scene is playing.	Click in the cell: the **Disabled triggers while playing** window opens.
Events	Events that contain this scene (chapter 8).	— (updated automatically)

Choose the mode of each scene

Mode	When the event is triggered
On	The scene starts.
Off	The scene stops.
On / Off	The scene starts if it is stopped, and stops if it is playing.
Pause / Resume	The scene pauses, then resumes at the next trigger.
Go + restart	The scene starts; if it is already playing, it starts again from the beginning.

> **Note:** with the **On** mode, triggering a scene that is already playing does not make it start again from the beginning. Choose **Go + restart** to restart it from the beginning.

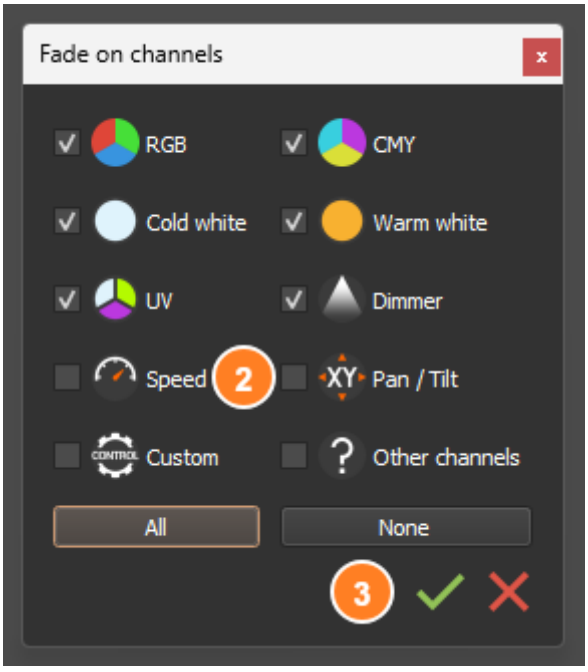
Replay a scene after a power cut

Set **Recovery** to **ON** for the scenes that must resume after a power cut.

- If a scene marked **ON** was playing when the power was cut, the interface restarts it when the power returns. It starts again from the beginning.
- Otherwise, the interface plays the start event (chapter 8).

Set the fades

1. Click in the scene's **Fade on channels** cell. The **Fade on channels** window opens.
2. Tick the channel types affected by the fade. The **All** and **None** buttons tick or untick all the types.
3. Confirm. The cell shows the chosen types.

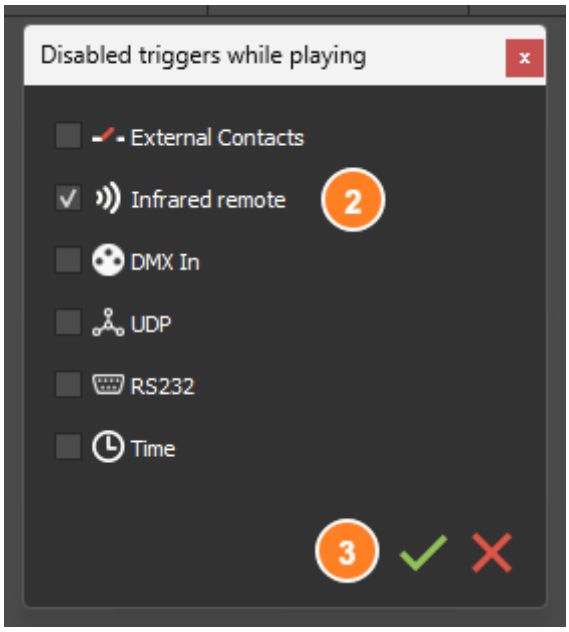


Fade on channels window

Disable triggers during a scene

During certain scenes, you can stop the buttons or the remote control from changing the scene.

1. Click in the scene's **Disabled triggers** cell. The **Disabled triggers while playing** window opens.
2. Tick the triggers to ignore during this scene. On the CLUB 512+ interface, only these two choices are useful:
    - **External Contacts** (TRIG A, TRIG B, TRIG C inputs);
    - **Infrared remote**.
3. Confirm.



Disabled triggers while playing window

> **Note:** if you disable both triggers during a scene, neither the buttons nor the remote control can stop it while it is playing, not even the **Power** and **Pause** keys.

Check

- Each scene has the required mode.
- The scenes to restart after a power cut are set to **ON** in **Recovery**.

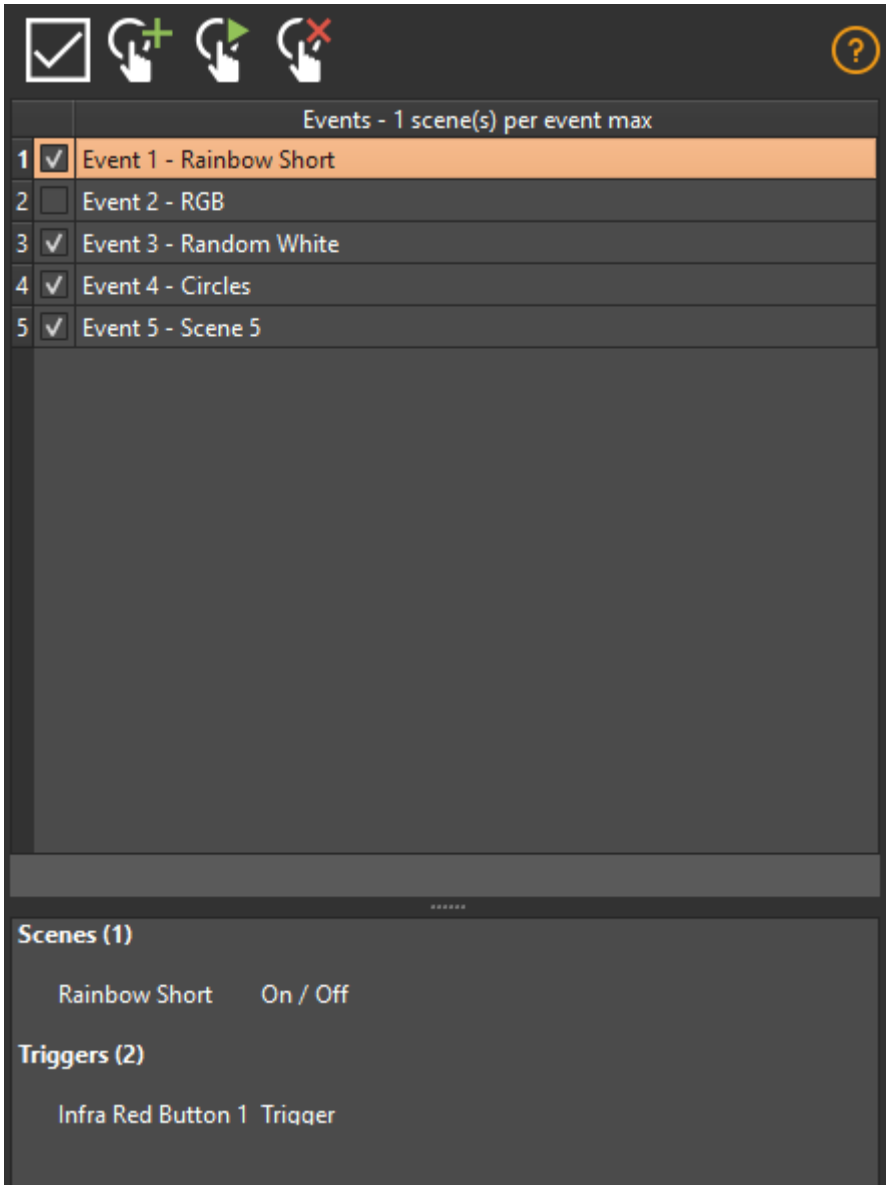
8. Create the events

An event tells the interface which scene to play. Events are what the triggers start (chapter 9). On the CLUB 512+ interface, each event contains a single scene.

Before you start:

- The scenes are set (chapter 7).
- The **Stand Alone** window is open (chapter 4).

The list of events is on the left of the **Stand Alone** window. Its title shows the interface limit: **Events - 1 scene(s) per event max**.



List of events, on the left of the Stand Alone window

Create an event for each scene (quick method)

1. Click the **Add a new event for each scene** button (icon, above the list).
2. PRO DMX 2 creates one event per scene, named for example "Event 2 - RGB".

Create an event by hand

1. Click the **Add** button (icon). A new event appears, for example "Event 6".
2. Select this event in the list.
3. Click the **Scenes** tab.
4. Tick the box in the first column in front of the scene to play. The scene is placed in the selected event.

> **Note:** an event contains only one scene. If you tick another scene, it replaces the previous one.

To rename an event, double-click its name in the list, type the new name, then press **Enter**.

To delete an event, select it, then click the **Remove** button (icon).

Choose the events to write to the interface

Only the events ticked in the list are written to the interface.

- Tick or untick the box in front of each event.
- The **Select** button (icon) ticks all the events. If they are all already ticked, it unticks them all.

> **Note:** a scene that is not played by any ticked event is not written to the interface.

Check the content of an event

Click an event: the summary, below the list, shows:

- **Scenes**: the scene played;
- **Triggers**: the buttons or remote control keys that start this event (chapter 9).

Choose the start event

The start event is played automatically every time the interface is powered up.

1. Click the **Scenes** tab. The **Default start event :** list is in the bar of this tab.
2. Open the **Default start event :** list.
3. Choose the event to play at start-up.

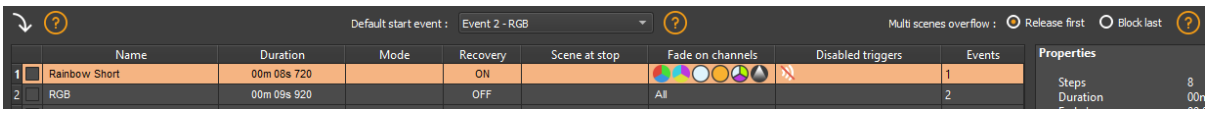
> **Note:** if no start event is chosen, the interface waits for a trigger after power-up.

Choose what happens when a new scene is started

The CLUB 512+ interface plays only one scene at a time. The **Multi scenes overflow :** setting, in the bar of the **Scenes** tab, decides what happens when a trigger starts another scene:

- **Release first**: the current scene stops and the new one replaces it. This is the recommended setting.
- **Block last**: the new scene is not started while a scene is playing.

> **Note:** with **Block last**, triggers can no longer change the scene while a scene is playing. The show appears to stop responding.



Default start event and Multi scenes overflow

Check

- Each event contains the required scene (summary below the list).
- The events to write are ticked.
- The **Default start event** is chosen, if needed.
- **Multi scenes overflow** is set to **Release first**.

9. Program the triggers

A trigger starts an event (chapter 8). The CLUB 512+ interface accepts two trigger sources:

- the contacts wired to **TRIG A**, **TRIG B** and **TRIG C**;
- the infrared remote control.

> **Note:** the CLUB 512+ interface has no clock and does not respond to commands from a DMX console in stand-alone operation. Triggers at a set time and through the DMX input are not available.

Before you start:

- The events are created (chapter 8).
- The **Stand Alone** window is open (chapter 4).

The Triggers tab

Click the **Triggers** tab. It contains one table per trigger source:

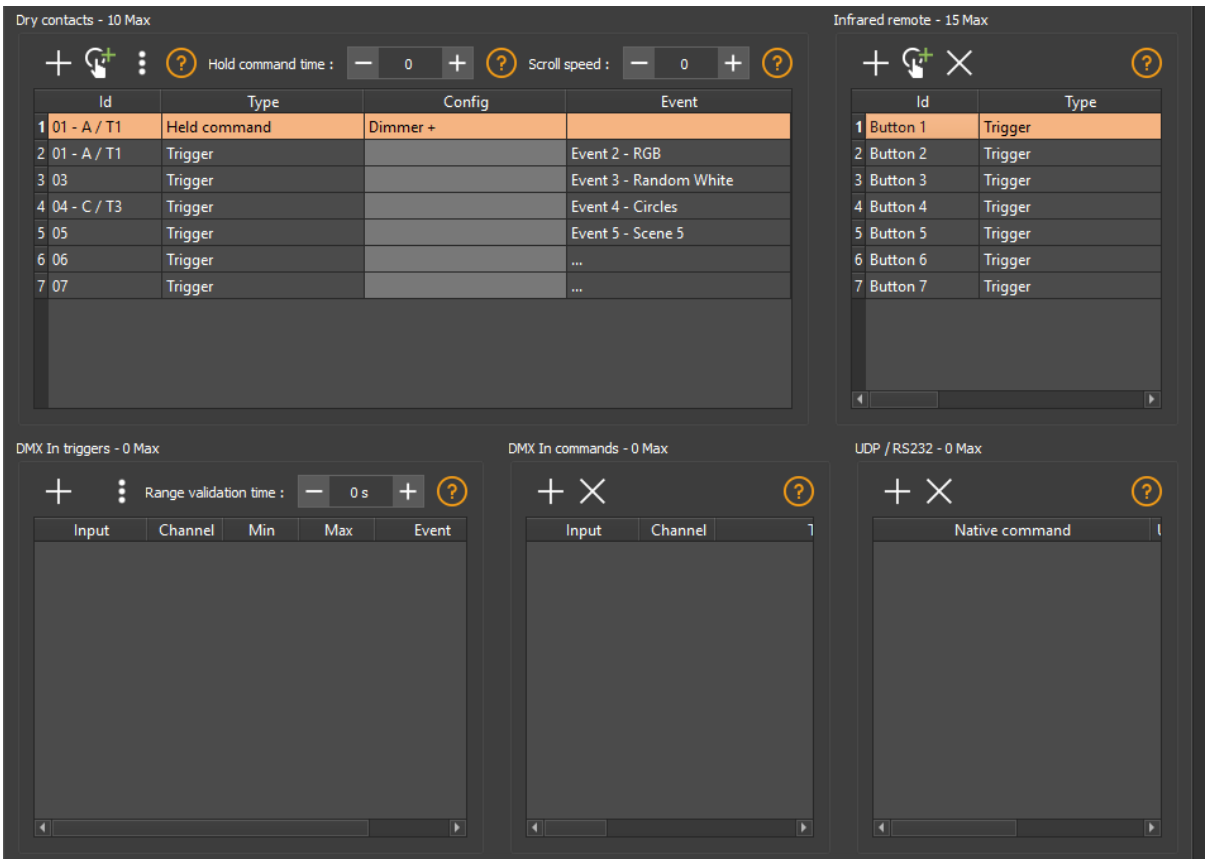
Table	Source	Maximum number
Dry contacts	TRIG A, TRIG B, TRIG C inputs	10 rows
Infrared remote	Remote control keys	15 rows

The title of each table shows its maximum, for example **Dry contacts - 10 Max**. The other tables in the tab (**DMX In triggers**, **DMX In commands**, **UDP / RS232**) show **0 Max**: they are not used with the CLUB 512+ interface.

Each table has its own buttons (icons):

- **Add**: adds a row;
- **Add a new trigger for each event**: creates a row for each event;
- **Remove**: deletes the selected row.

> **Note:** when the window is narrow, some buttons of the **Dry contacts** table are grouped under the ⋮ icon.



Triggers tab and its tables

> **Note:** a cell with red text indicates a problem (event not written, missing scene…). Hover the pointer over the cell to read the explanation.

Program the contacts

1. In the **Dry contacts** table, click **Add**.
2. In the **Id** column, choose the contact:
   - **01 - A / T1** for **TRIG A**;
   - **02 - B / T2** for **TRIG B**;
   - **04 - C / T3** for **TRIG C**.
3. In the **Type** column, choose what the contact does (table below).
4. Depending on the type, set the **Config** column (a command or a scene) and the **Event** column.

Type	Effect	Column to set
Trigger	Starts the event when pressed.	**Event**
Held autorelease	Starts the event when pressed. When released, stops the scenes in **On / Off** mode (a "press-and-hold" button).	**Event**
Trigger if X plays	Starts the event only if the chosen scene is playing.	**Config** (scene), **Event**
Trigger if X doesn't play	Starts the event only if the chosen scene is not playing.	**Config** (scene), **Event**

Type	Effect	Column to set
Short command	Short press: runs a command, on release.	**Config** (command)
Held command	Held press: runs a command for as long as the contact is held.	**Config** (command)

> **Note:** the same contact can have several rows, for example a **Short command** and a **Held command**: a short press and a long press then do two different things. In total, the table accepts 10 rows; beyond that, PRO DMX 2 refuses to add more.

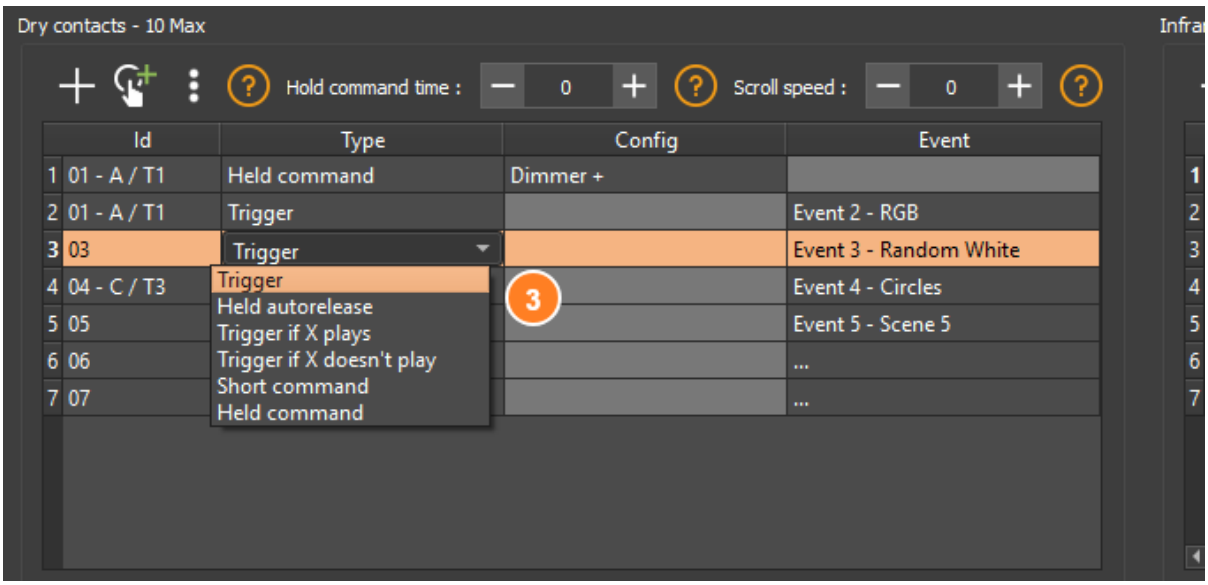
The commands (Config column)

Command	Effect
Dimmer + / **Dimmer -**	Increases / decreases the brightness.
Speed + / **Speed -**	Speeds up / slows down the scene.
Color + / **Color -**	Cycles through the colours in one direction or the other.
CCT + / **CCT -**	Changes the white temperature, in one direction or the other.
Dimmer +-, **Speed +-**, **Color +-**, **CCT +-**	Held press only: goes up, then down at the next press.
Scene Next / **Scene Previous**	Moves to the next / previous scene.
Play / Pause	Pauses the scene; pressing again resumes it.
Stop all	Stops all scenes.
Blackout	Switches off the output; the show continues in the background. Pressing again switches it back on.
Disable Color Mode	Returns to the scene's colours.
Change Color Mode	Switches from colour to white (CCT), and back.

> **Note:** a short press (**Short command**) changes the value by one step. The **Zone Next** and **Zone Previous** commands have no effect on the CLUB 512+ interface, which has only one zone.

Settings above the table

- **Hold command time :** leave the value shown. A press is treated as held after 1 s, whatever the value shown.
- **Scroll speed :** speed of change during a held press (**Held command**), from 0 to 5: the higher the value, the faster the change.

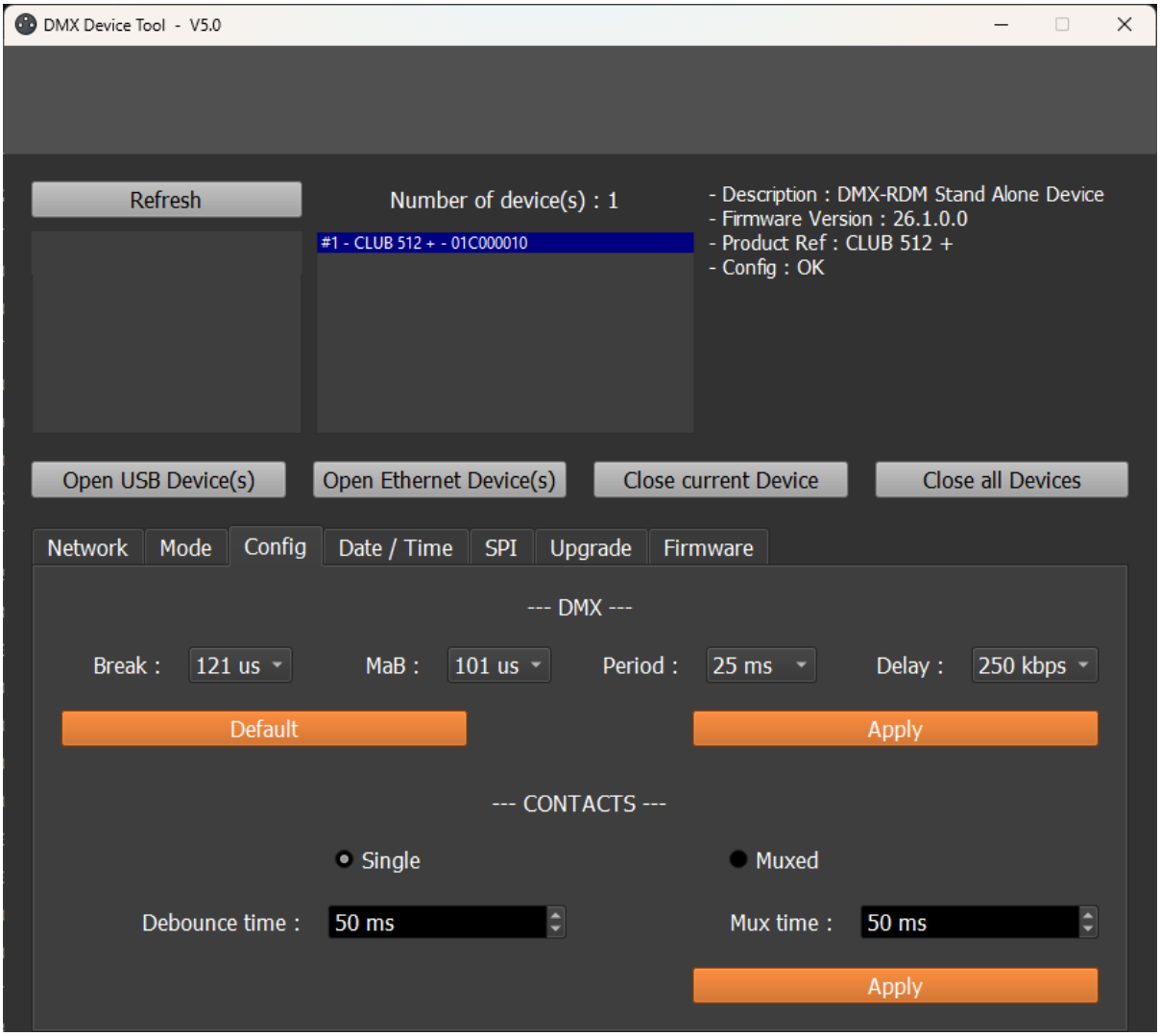


Dry contacts table: choosing the type

Use combinations of contacts (optional)

With the factory setting, each input has its own number (01, 02, 04). To also use contacts closed together, switch the contacts to **Muxed** mode with the **DMX Device Tool** software:

1. Close PRO DMX 2: only one program can communicate with the interface at a time.
2. Start **DMX Device Tool**.
3. Click **Open USB Device(s)**.
4. Select the interface in the list, for example "#1 - CLUB 512 + - <serial number>".
5. Click the **Config** tab.
6. In the **--- CONTACTS ---** frame, choose **Muxed**.
7. Click the **Apply** button in the **--- CONTACTS ---** frame.
8. Click **Close current Device**.
9. Close DMX Device Tool. You can reopen PRO DMX 2.



DMX Device Tool, Config tab: contact mode (version numbers shown are examples)

The following numbers then become available in the **Id** column:

Number	Contacts closed together
03	TRIG A + TRIG B
05	TRIG A + TRIG C
06	TRIG B + TRIG C
07	TRIG A + TRIG B + TRIG C

> **Note:** leave **Debounce time** and **Mux time** at their factory values.

To check **Muxed** mode: program a trigger on **03**, write the show (chapter 11), then close TRIG A and TRIG B together. The expected event should start.

Program the remote control



Infrared remote control of the CLUB 512+ interface

1. In the **Infrared remote** table, click **Add**.
2. In the **Id** column, choose a key from **Button 1** to **Button 15**. Keys 10 to 15 also carry the markings **A** to **E** and **[ ]** on the remote control.
3. In the **Type** column, choose **Trigger**, **Trigger if X plays** or **Trigger if X doesn't play** (see the contacts table).
4. For **Trigger if X plays** or **Trigger if X doesn't play**, choose the scene in the **Config** column.
5. In the **Event** column, choose the event to start.

> **Note:** only keys 1 to 15 can start an event. The other keys have a fixed function (chapter 13), even if the **Id** list offers them (**Plus**, **Minus**, **Pause**, **Power**, **Speed**, **Dimmer**, **No Color**, **Color**, **Scene**…).
>
> **Note:** after pressing **Speed**, **Dimmer** or **Color**, keys 1 to 9 set a value and no longer start an event. Keys 10 to 15 do not respond either. Press **Scene** to return to the events.

Check

- Click an event (list on the left): under **Triggers**, the summary shows the contacts and keys that start it.
- No cell is red in the tables.

10. Check the configuration before writing

PRO DMX 2 lets you set everything freely. Before writing the show to the interface, take two minutes to check the points below: one oversight can result in a silent show or a show that does not respond.

Before you start:

- The show is ready: scenes, events and triggers (chapters 7 to 9).
- The **Stand Alone** window is open.

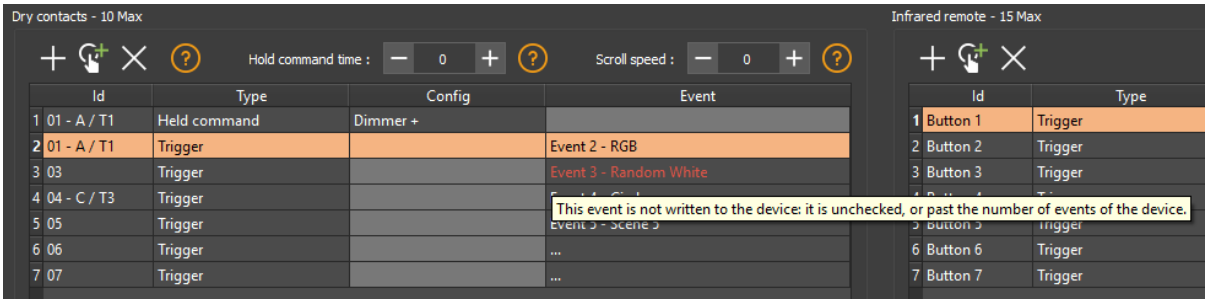
Checklist

✓	Point to check	Where	Chapter
☐	The interface firmware is up to date.	USB icon > **Device** page, **Firmware** column	15
☐	The **DMX A** row is set to **OUT**, with the universe of your fixtures.	**Device config** tab	5
☐	After recording from a console, the **DMX A :** line is back to **OUT**.	USB icon > **Device** page, **In/Out config** section	6
☐	Each event contains the right scene, and the events to write are ticked.	List of events	8
☐	The **Default start event** is chosen (otherwise, the interface waits for a trigger).	**Scenes** tab	8
☐	**Multi scenes overflow** is set to **Release first**.	**Scenes** tab	8
☐	The contacts use the numbers **01**, **02** and **04** (03, 05, 06 and 07 in **Muxed** mode), on 10 rows at most.	**Triggers** tab, **Dry contacts** table	9
☐	The remote control uses only **Button 1** to **Button 15**.	**Infrared remote** table	9
☐	No cell is red (see below).	**Triggers** tab	9

Fix red cells

In the **Triggers** tab, a red cell indicates a setting that will not work in the interface. Hover the pointer over the cell to read the explanation:

Message	What to do
"This scene is not written to the device: no checked event plays it." (**Config** column of a **Trigger if X plays** or **Trigger if X doesn't play** trigger)	The chosen scene is not in any ticked event. Place it in an event, and tick that event (chapter 8).
"This event is not written to the device: it is unchecked, or past the number of events of the device." (**Event** column)	Tick the event in the list of events (chapter 8).
Whole row red in a trigger table	The table exceeds the interface maximum (shown in its title, for example **Dry contacts - 10 Max**), for example with a show prepared for another interface. Delete the extra rows.



Example of a red cell and its explanation

Check

- All the points in the checklist are ticked.
- No cell is red.

You can now write the show to the interface (chapter 11).

11. Write the show to the CLUB 512+ memory

Writing sends the show to the interface memory. After that, the interface can work on its own.

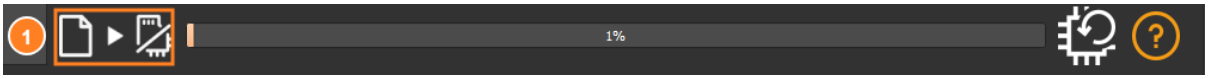
Before you start:

- The interface is connected by USB and recognised (chapter 4).
- The configuration is checked (chapter 10).

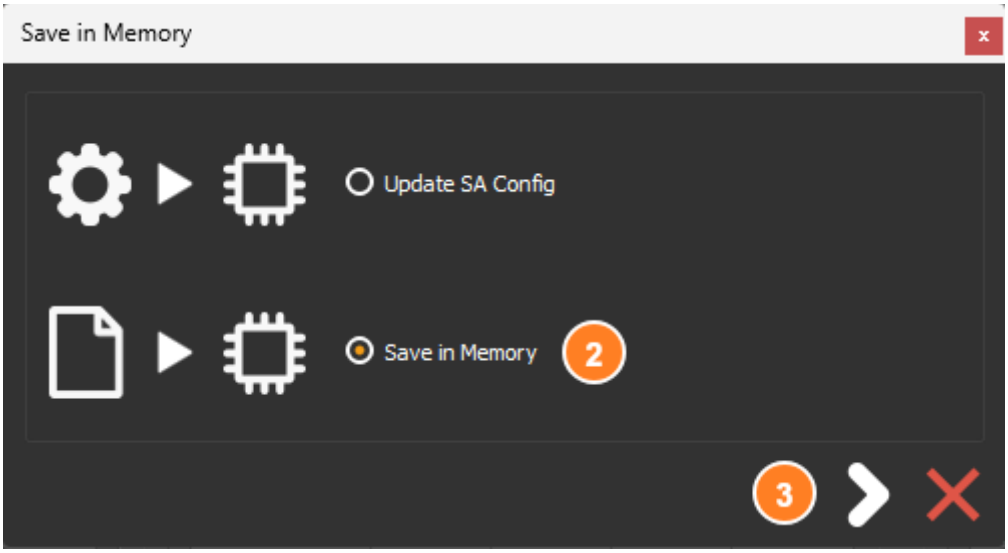
> **Note:** update the interface firmware before the first write (chapter 15). Firmware that is too old cannot read shows written by the current version of PRO DMX 2: the interface would play nothing.

Write the show

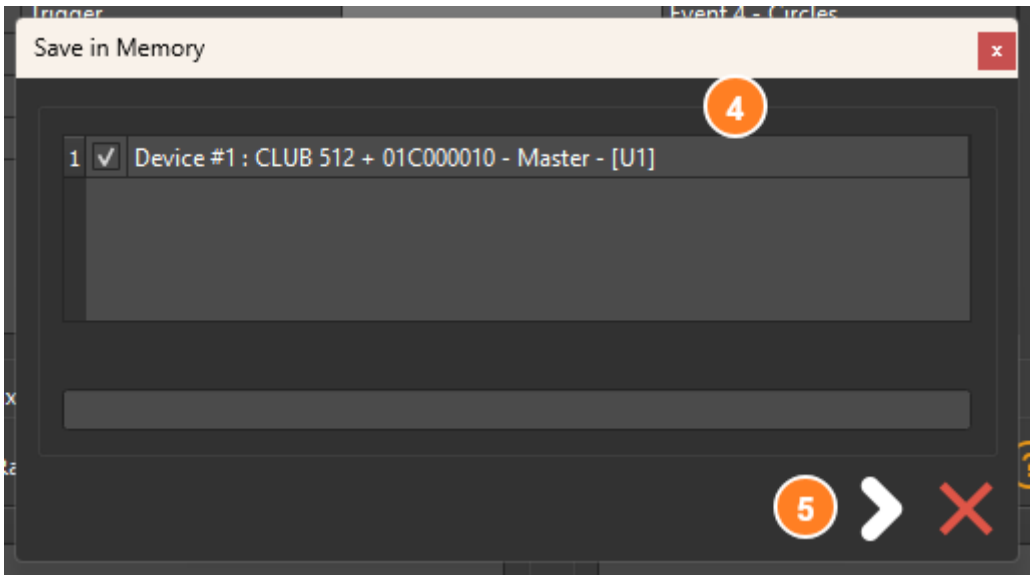
1. In the **Stand Alone** window, click the **Save in Memory** button (icon at the bottom of the window, to the left of the memory gauge). The **Save in Memory** window opens.
2. Check that the **Save in Memory** option is selected (this is the default option).
3. Click the **›** arrow, at the bottom right. The list of interfaces is displayed.
4. Check that the tick box for the interface is ticked (for example "Device #1 : CLUB 512 +…").
5. Click the **›** arrow again. Writing starts. Two messages appear in turn:
   - "Erasing device #1 memory...";
   - "Writing device #1 show...".
6. Wait for the message "Stand Alone memory written successfully".
7. Click the **Ok** button (green tick) to close the window.



Save in Memory button, at the bottom of the Stand Alone window



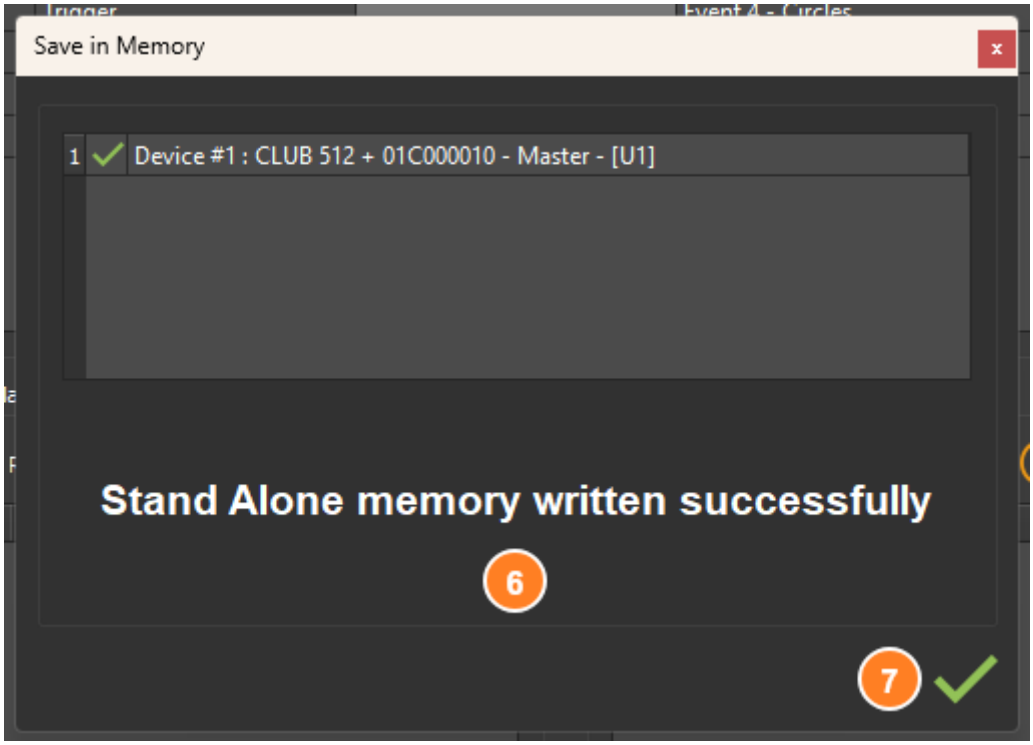
Save in Memory window: choosing how to write



Save in Memory window: list of interfaces

> **Caution:** do not disconnect the interface while writing. If writing is interrupted, the interface does not play the incomplete show: write it again.

After writing, the interface switches to stand-alone mode by itself and plays the start event. If no start event is chosen, it waits for a trigger.



Message confirming that the show was written successfully

Write the configuration only (optional)

The **Update SA Config** option writes only the interface configuration, without the show. Use it if you have changed only interface settings.

If a message blocks writing

Message	What to do
"Not enough place to write the show into device's memory."	The show exceeds the interface memory (8 MB). Remove scenes or events, then try again.
"No output channels selected."	No output is set. Check that **DMX A** is set to **OUT** in the **Device config** tab (chapter 5).

If writing fails

The message "Stand Alone memory writing failed" is displayed in red.

1. Check the USB-C cable.
2. Choose **Restart Stand Alone memory writing**, then click **Ok**.
3. If it fails again, choose **Restart SECURE Stand Alone memory writing (slow process)**, then click **Ok**.

Check

- The message "Stand Alone memory written successfully" was displayed.
- The interface plays the start event. The LED is green and flashes slowly.
- The full check of stand-alone operation is explained in chapter 12.

12. Check stand-alone operation

This chapter helps you check that the interface plays the show on its own, and that each trigger works.

Before you start:

- The show is written to the interface (chapter 11).
- The DMX fixtures and the buttons are connected (chapter 3).

Test start-up

1. Close PRO DMX 2 or unplug the USB cable from the computer.
2. Switch off the interface power, then switch it back on.
3. Wait about 4 seconds. The interface plays the start event.
4. Look at the status LED:
    - green, slow flashing: the interface is working on its own and contains a show;
    - steady green: the interface is not playing a show. Write the show again (chapter 11). If the problem persists, update the firmware (chapter 15), then rewrite the show.

> **Note:** if no start event is chosen, the fixtures stay off and the interface waits for a trigger. This is normal.

Test each trigger

1. Contacts: press each button wired to **TRIG A**, **TRIG B** and **TRIG C**. Check that the expected event starts.
2. Remote control: first press the **Scene** key, then each programmed key (1 to 15). Check that the expected event starts.

Test recovery after a power cut (if you use it)

1. Start a scene set to **ON** in the **Recovery** column.
2. Switch off the interface power, then switch it back on.
3. Check that after about 4 seconds, this scene starts again from the beginning.

If something does not work

Problem	Possible cause	Solution
Nothing starts at start-up	No start event chosen	Choose a **Default start event** (chapter 8), then rewrite the show.
Nothing starts although writing was successful	Interface firmware too old for the written show	Update the firmware (chapter 15), then rewrite the show.
The LED flashes slowly but the fixtures do not respond	**DMX A** is not set to **OUT**, or the DMX cable is wrongly connected	Set **DMX A** to **OUT** (chapter 5) and rewrite the show; check the wiring for your version (chapter 3).
A trigger does not change the scene	**Multi scenes overflow** is set to **Block last**	Choose **Release first** (chapter 8), then rewrite the show.

Problem	Possible cause	Solution
A trigger does not respond during a scene	The scene disables this trigger	Check the **Disabled triggers** column (chapter 7).
A contact does not respond	Wrong contact number	Use **01**, **02** or **04**. Numbers 03, 05, 06 and 07 require **Muxed** mode (chapter 9).
A remote control key does not respond	The remote control is in Speed, Dimmer or Color mode	Press **Scene**, then try again.

Other solutions are given in chapter 16.

Take back control with the computer

To change the show, reconnect the interface to the computer and open PRO DMX 2. While PRO DMX 2 controls the interface, the stand-alone show stops. It resumes as soon as the software releases the interface (**Stand Alone** window open, software closed or cable unplugged).

Check

- At start-up, the interface starts the expected event.
- Each trigger starts the expected event.

13. Everyday use

Once the show is written, the CLUB 512+ interface works without a computer. This chapter explains how to control it with the remote control, and how to read its LED.

Before you start: the show is written to the interface (chapter 11).

Use the remote control

Point the remote control at the front panel of the interface (**IR** marking).



Remote control of the CLUB 512+ interface

Start the programmed events

At power-up, the interface is in **Scene** mode (key with a film strip, bottom right):

- keys **1** to **15** start the programmed events (chapter 9);
- the **+** and **−** keys (orange) move to the next or previous scene.

Adjust the speed, brightness or colour

1. Press the key for the required setting:
    - **Speed** (speedometer): the speed;
    - **Dimmer** (sun): the brightness;
    - **Color** (colour wheel): the colour. A second press on **Color** switches to white, from warmest to coldest.
2. Set the value:
    - with **+** and **−** (hold the key down to scroll);
    - or with a preset, keys **1** to **9** (table below).
3. Press **Scene** to return to the events.

Key	Speed	Dimmer	Color	White (2nd press on Color)
1	Slowest	Almost off	White	Warmest
2 to **4**	…	…	Red, orange, yellow	…
5	Normal speed	…	Green	Neutral
6 to **8**	…	…	Cyan, blue, violet	…
9	Fastest	Full brightness	Magenta	Coldest

Note: during an adjustment (Speed, Dimmer or Color), keys 1 to 9 no longer start events. Keys 10 to 15 do not respond either. Press **Scene** to get them back.

Other keys

Key	Effect
No Color (crossed-out wheel)	Returns to the scene's colours.
Pause (blue)	Pauses the scene. Pressing again restarts it.
Power (red)	Stops all scenes.

Note: adjustments made with the remote control are not saved in the show. After a power cut, only the brightness (**Dimmer**) is kept.

Read the status LED

The LED is on the rear panel, next to the USB-C socket.

LED	Meaning
Off	The interface is not powered.
Steady green	The interface is powered and its memory contains no show.
Green, slow flashing	The interface is working on its own and playing the show in memory.
Green, fast flashing	PRO DMX 2 is communicating with the interface over USB.
Green, 3 flashes	Preparing the firmware update.
Alternating green and red	Firmware update in progress.
Green and red, fast flashing	Contact Chromateq support.

At power-up and after a power cut

- At power-up, the interface waits about 4 seconds, then plays the start event (chapter 8).
- If a scene set to **ON** in **Recovery** was playing when the power was cut, that scene starts again, from the beginning (chapter 7).
- If no start event is chosen, the interface waits for a trigger.

When the computer is connected

When PRO DMX 2 controls the interface live, the stand-alone show stops. It resumes as soon as the software releases the interface, for example when you close the software or unplug the USB cable.

Check

- Keys **1** to **15** on the remote control start the expected events.
- After **Speed**, **Dimmer** or **Color**, the fixtures change speed, brightness or colour.
- The LED is green and flashes slowly: the interface is working on its own.

14. Retrieve or erase the show

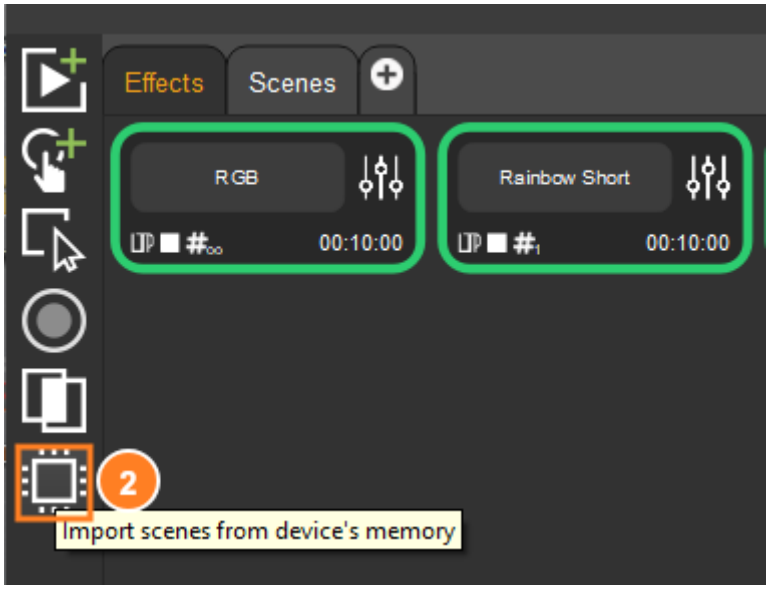
Retrieve the show from an interface

You can read back into PRO DMX 2 the show already written to a CLUB 512+ interface, for example to change it if you no longer have the original project.

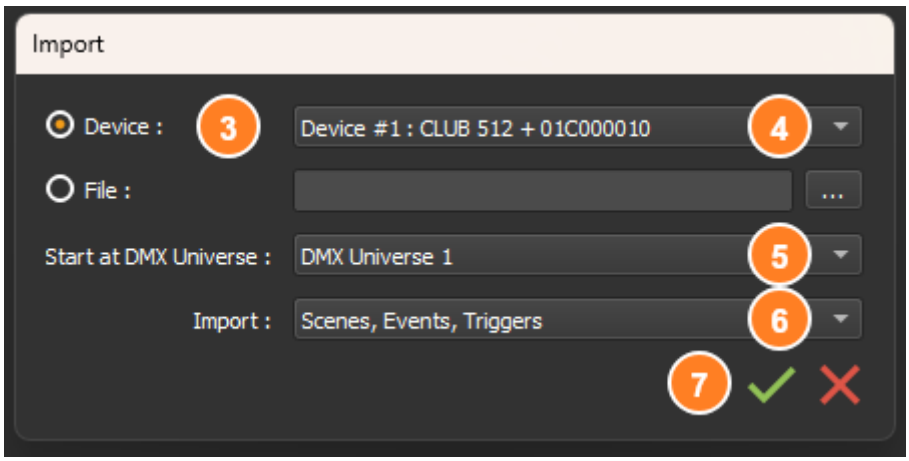
Before you start:

- The interface is connected by USB.
- Ideally, create a new, empty project in PRO DMX 2 first: the retrieved show is added to the open project rather than replacing it.

1. Click the **EDIT PANEL** tab.
2. Open the import command. How you do this depends on the PRO DMX 2 mode:The **Import** window opens. To find out which mode you are in, open the **Tools** menu: it offers **Switch to PLAYER** in Pro mode, and **Switch to PRO** in Player mode.
    - Pro mode: click the **Import scenes from device's memory** icon, in the icon bar on the left;
    - Player mode: right-click in the list of scenes, then click **Import scenes from device's memory**.
3. Choose **Device :**.
4. Choose the interface in the list.
5. Leave **Start at DMX Universe :** at the value offered.
6. In **Import :**, choose what you want to retrieve:
    - **Scenes**: the scenes only;
    - **Scenes, Events, Triggers**: the whole show.
7. Confirm. The message "Reading Memory..." is displayed during reading.



Import scenes from device's memory icon (Pro mode)



Import window

Note: if the interface contains no show, the message "Empty Memory" is displayed.

Check

- The retrieved scenes appear in the list of scenes.
- If you chose **Scenes, Events, Triggers**, the events and triggers appear in the **Stand Alone** window.

Erase the interface memory

Erasing deletes the show from the interface. The contact mode (chapter 9) is kept.

Caution: an erased show cannot be recovered. If you want to keep it, first retrieve it into PRO DMX 2 (see above).

Before you start: the interface is connected by USB and the **Stand Alone** window is open.

1. Click the **Reset memory** button (icon at the bottom right of the **Stand Alone** window).
2. The message "Erase the memory of the stand-alone devices? All the scenes stored in the devices will be lost." is displayed. Confirm.
3. Wait for the message "The memory has been erased.".



Reset memory button, at the bottom right of the Stand Alone window

Check

- The message "The memory has been erased." was displayed.
- At the next power-up, the interface plays nothing and its LED is steady green.

Note: if the message "The memory could not be erased. Check the connection of the device." is displayed, check the USB cable, then try again.

15. Update the firmware

The firmware is the internal program of the interface. A new version can bring improvements. The update file is supplied with PRO DMX 2: install the latest version of the software to get the latest firmware (chapter 2).

> **Note:** update the firmware before writing your first show with a new version of PRO DMX 2. Firmware that is too old cannot read shows written by the current version of the software.

Before you start:

- The latest version of PRO DMX 2 is installed.
- The interface is connected by USB. The update can only be done over USB.
- Keep a copy of your PRO DMX 2 project. Depending on the update, the show already written to the interface may no longer be readable by the new firmware: you will then need to rewrite it (chapter 11).

Start the update

1. Open the **Options** window at the **Device** page:
    - from the **Stand Alone** window: click the USB icon, at the top right;
    - otherwise: **Tools** > **Options** menu, then the **Device** page.
2. Find the CLUB 512+ interface row. The **Firmware** column shows the current version. If an update is available, the version number is displayed in colour.
3. Click the coloured version number.
4. The message "Update Firmware" is displayed. Confirm.
5. Wait for the update to finish. A progress bar is displayed. The interface LED flashes green 3 times, then alternates between green and red.
6. The message "Reconnect the updated Device and restart the software to use the new firmware." is displayed.
7. Unplug and then reconnect the interface USB cable.
8. Restart PRO DMX 2.

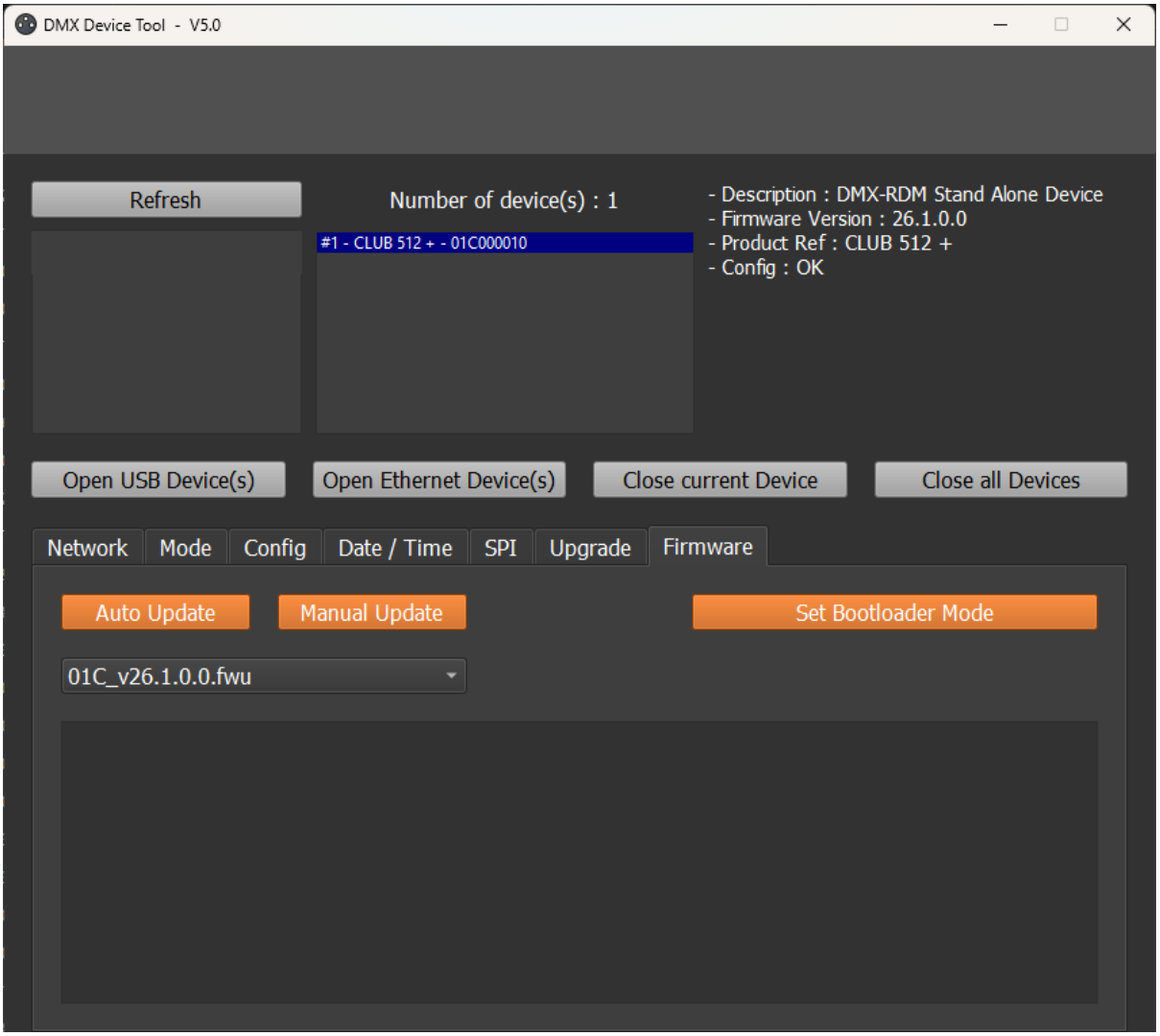
> **Caution:** do not disconnect the interface during the update.
>
> **Note:** when PRO DMX 2 starts, the wizard may display "A new device's Firmware is available". If your installation works well and you do not need the new features, the update is not compulsory.

Alternative method: with DMX Device Tool

You can also update the firmware with the **DMX Device Tool** software.

1. Close PRO DMX 2: only one program can communicate with the interface at a time.
2. Start **DMX Device Tool**.
3. Click **Open USB Device(s)**.
4. Select the interface in the list, for example "#1 - CLUB 512 + - <serial number>".
5. Click the **Firmware** tab.
6. Check the file offered in the list: its name starts with **01C** and contains the firmware version, for example **01C_v26.1.0.0.fwu**.
7. Click **Auto Update**. The file chosen in the list is installed. (The **Manual Update** button lets you browse the computer for a firmware file; it is only useful if Chromateq support asks you to use it.)

8. Wait for the message **Successfully downloaded to device**.
9. Check the new version in **Firmware Version**, at the top right of the window.
10. Click **Close current Device**.
11. Close DMX Device Tool.



DMX Device Tool, Firmware tab (version numbers shown are examples)

Caution: do not use the **Set Bootloader Mode** button: it is reserved for troubleshooting.

If the interface shows "Bootloader"

If an update was interrupted, the list of interfaces in the **Options** window, **Device** page, shows **Device 1 : Bootloader**, and the **Firmware** column shows **Update**.

1. Click **Update** in the **Firmware** column.
2. Confirm, then follow steps 5 to 8 of "Start the update".

Check

1. Reopen the **Options** window, **Device** page.
2. The **Firmware** column shows the new version, no longer highlighted in colour.
3. Close PRO DMX 2 or unplug the USB cable, then check that the interface plays its show (chapter 12). If nothing starts, rewrite the show (chapter 11).

Note: the PRO DMX 2 help also contains a **How to update firmware** guide.

16. Troubleshooting

Look for your problem in the tables below. If the suggested solution is not enough, contact Chromateq support.

Connection to PRO DMX 2

Problem	Possible cause	Solution
The interface does not appear in the list	USB cable not connected properly	Check the USB-C cable, then click **Tools** > **Open Devices** (chapter 4).
The interface does not appear in the list	DMX Device Tool is open	Close DMX Device Tool: only one program can communicate with the interface at a time.
The list shows **Disconnected** (greyed-out row)	The interface is detected but not recognised	Unplug and then reconnect the USB cable, then click **Tools** > **Open Devices**.
The list shows **Bootloader** (greyed-out row)	A firmware update was interrupted	Finish the update (chapter 15, "If the interface shows Bootloader").
The **Options** command does not appear in the **Tools** menu	The **Stand Alone** window is open	Click the USB icon, at the top right (chapter 6).

Writing to memory

Problem	Possible cause	Solution
"Not enough place to write the show into device's memory."	The show exceeds the interface memory (8 MB)	Remove scenes or events, then try again (chapter 11).
"No output channels selected."	No output is set	Check that **DMX A** is set to **OUT** in the **Device config** tab (chapter 5).
"Stand Alone memory writing failed"	USB connection interrupted	Check the cable, then restart writing, in secure mode if necessary (chapter 11).
A cell is red in the **Triggers** tab	Scene or event that will not be written, or more than 10 contact rows	Hover the pointer over the cell and follow the explanation (chapter 10).

DMX output

Problem	Possible cause	Solution
The fixtures do not respond although the show is playing (green LED, slow flashing)	**DMX A** set to **IN** or **OFF**	Set **DMX A** to **OUT** in the **Device config** tab (chapter 5), then rewrite the show.

Problem	Possible cause	Solution
The fixtures do not respond after recording from a console	The **DMX A :** line was left on **IN** in the options	Set it back to **OUT** (chapter 6).
The fixtures do not respond or respond incorrectly	DMX wiring reversed	Check the pin order for your version, XLR or terminal block: it is not the same (chapter 3).
A fixture does not respond	Incorrect DMX address or universe	Check the fixture address and the **Universe** of **DMX A** (chapter 5).

Stand-alone operation

Problem	Possible cause	Solution
Nothing starts at power-up	No start event chosen	Choose a **Default start event** (chapter 8), then rewrite the show.
Nothing starts although writing was successful	Firmware too old for the written show	Update the firmware (chapter 15), then rewrite the show.
A trigger does not change the scene	**Multi scenes overflow** is set to **Block last**	Choose **Release first** (chapter 8), then rewrite the show.
A trigger does not respond during a scene	The scene disables this trigger	Check the **Disabled triggers** column (chapter 7).
A contact does not respond	Wrong contact number	Use **01**, **02** or **04**. Numbers 03, 05, 06 and 07 require **Muxed** mode (chapter 9).
A remote control key does not respond	The remote control is in **Speed**, **Dimmer** or **Color** mode	Press **Scene**, then try again (chapter 13).
A named key (**Power**, **Pause**…) does not start the programmed event	These keys have a fixed function	Program keys **1** to **15** only (chapter 9).
The remote control does not respond at all	Infrared receiver out of range	Point the remote control at the front panel (**IR** marking).

Status LED

LED	Meaning	Solution
Steady green	The interface contains no valid show	Write the show (chapter 11).
Green and red, fast flashing	—	Contact Chromateq support.
Off	The interface is not powered	Check the power supply (chapter 3).

17. Specifications

Stand-alone operation

Specification	Value
Output	1 DMX line of 512 channels (3-pin female XLR socket or 3-pin terminal block, depending on the version)
Scenes	one scene played at a time; one scene per event
Events	up to 1,394
Contacts	3 inputs (TRIG A, TRIG B, TRIG C), up to 10 triggers
Infrared remote control	supplied; 15 programmable keys
Show memory	8 MB
Automatic start-up	yes (start event)
Recovery after a power cut	yes (scenes set with **Recovery**)
Not available	clock and calendar, triggering from a DMX console, network, SD card

Hardware

Specification	Value
Connection to the computer	USB-C (cable supplied)
Power supply	through USB-C (5 V, 0.2 A) or through the terminal block (9 to 24 V DC); power supply: not supplied
Dimensions	103 × 50 × 37.5 mm
Weight	0.10 kg
Housing	aluminium, IP40
Mounting	free-standing or screw-mounted; DIN-rail mounting with the optional bracket
Operating temperature	from −45 °C to +85 °C
Certifications	CE, FCC, RoHS, UKCA
Warranty	3 years

Software

Specification	Value
Programming software	PRO DMX 2 (latest version)
Firmware described in this manual	26.1.0.0