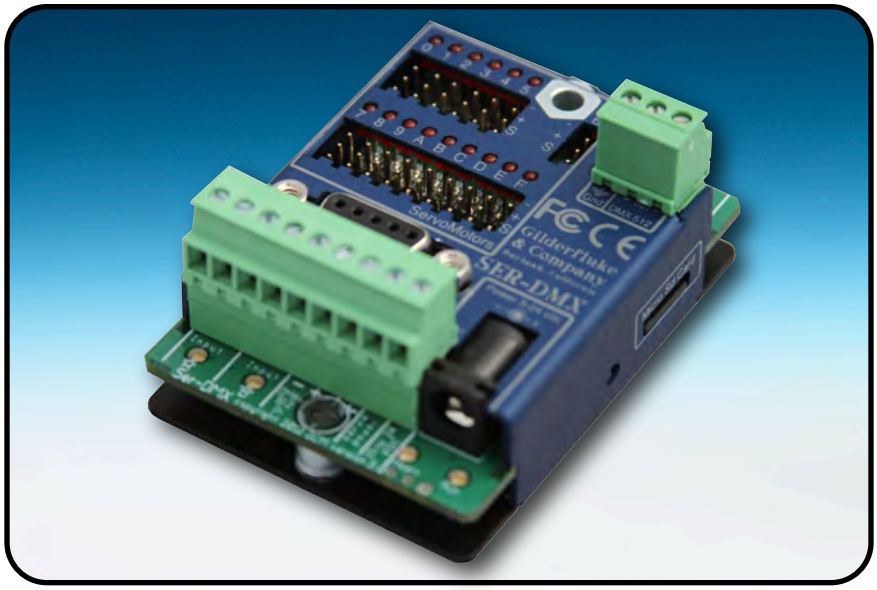
SER-DMX DMX-512 & Sixteen ServoMotor Output miniBrick

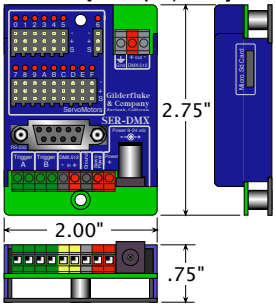


The **SER-DMX** is used for controlling remote control-style ServoMotors from its micro Sd card, or from any Gilderfluke Animation Control System or other DMX-512 source. ServoMotors are an inexpensive way to add analog movements to animated figures.

A Digital device is either on or off, like a light switch. An Analog device is on, off, or at any point between. A common example of an analog device is a lamp dimmer. In animation, analog movements give the fluid, lifelike movements that are needed to bring an animated figure to life. Analog movements can be moved as quickly or slowly as you desire, and stopped at any point within their range of movement.

Features of the SER-DMX include:

- The **SER-DMX** controls up to sixteen remote control-style ServoMotors. These use a Pulse Code Modulated (PCM) command signal with pulses that typically vary between 1.0 and 2.0 milliseconds to give you a 90º ServoMotor shaft rotation. Each ServoMotor output can be adjusted anywhere between .5 and 2.5 milliseconds, or even reversed. Depending on your ServoMotor, this can give you up to 180 degrees of movement. The ServoMotor endpoints do not interact during adjustment.
- Accepts eight or twelve bit resolution commands from your Pc•MACs Animation Programming System.
- Built-in Ease-In when shows or DMX-512 starts or stops. These keep the ServoMotors from jumping.
- Networkable! The **SER-DMX** can act as a 'master', sending up to 512 channels of DMX-512 data to other GilderGear and DMX-512-compatible equipment that act as a 'slaves', or the **SER-DMX** can receive DMX-512 from an external source, and itself be a 'slave'. Error checking prevents any updates from bad DMX-512 data. As a 'Master', the **SER-DMX** has the DMX-512 output capacity to run most shows.
- Micro Sd Flash card for a virtually unlimited show capacity. Up to 255 shows can be loaded onto a **SER-DMX** at one time. In many installations, the **SER-DMX** can take the place of a lighting board.
- Indicator LEDs for heartbeat, trigger inputs, ServoMotor outputs, and DMX-512 status.
- Two optoisolated inputs or the RS-232 serial port can be used to start, stop, or access shows.
- The **SER-DMX** cards can be mounted in 'inaccessible' locations, since they are configured through the RS-232 serial port. Hang a wire where you can get to it, or use a Bt-Rs232Rx for wireless Bluetooth.
- The **SER-DMX r**uns on 7 to 24 vdc. ServoMotors typically use 4 to 6 volts. Some ServoMotors use up to 12 or 24 vdc. If using ServoMotors that need more than seven volts, you can run the **SER-DMX** from the same supply as the ServoMotors.
- Identical in size and shape to a Br-miniBrick8. Can be mounted on snap-track, DIN rail (using the optional **DIN-Adapt** clips), or just screw or velcro it to the backside of whatever it is controlling.



Gilderfluke & Co.
ROBOTICS & SOUND SYSTEMS
205 South Flower Street • Burbank, California
800/776-5972 • 818/840-9484 • FAX 818/840-9485 • www.gilderfluke.com