



PIXMOB BROADCASTER

INSTALLATION MANUAL

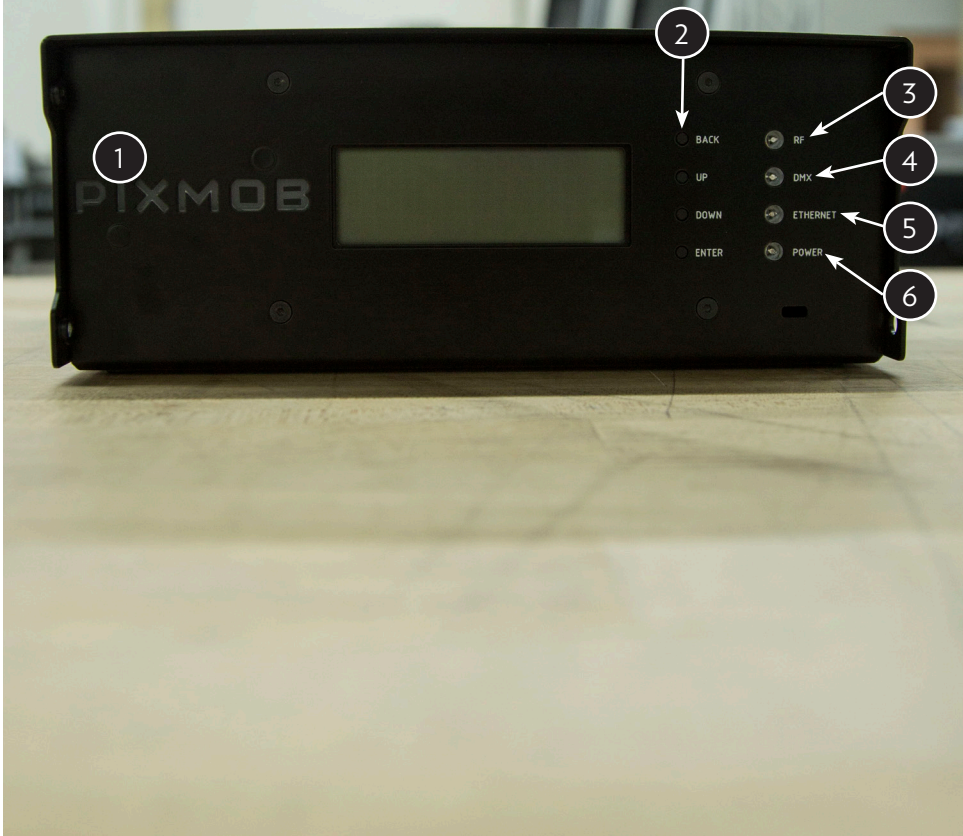
Version 1.4
2015-08-25



TABLE OF CONTENTS

1. PixMob Broadcaster	<i>p. 4</i>
2. Materials needed	<i>p. 6</i>
3. Installation	<i>p. 8</i>
4. Broadcaster menu	<i>p. 10</i>
5. Troubleshooting	<i>p. 14</i>
6. Broadcaster characteristics	<i>p. 15</i>

1. PixMob Broadcaster



A Broadcaster is a Bluetooth transmitter that controls PixMob luminous objects wirelessly. Similarly to a LED flood light it is controllable by a lighting board through DMX.

1. Color indicator
2. Control buttons
3. Outgoing RF indicator light
4. DMX signal indicator light
5. Ethernet indicator light
6. On / Off indicator light



- 6. DMX XLR5 IN
- 7. DMX XLR5 OUT
- 8. Ethernet (not activated)
- 9. Powercon IN (110V - 220V AC)
- 10. Powercon OUT (110V - 220V AC)
- 11. Antenna

2. Material needed



With light console

1. PixMob Broadcaster
2. Antenna
3. DMX XLR5 cable
4. Power cable (Powercon)



Connecting the Broadcaster

1. Plug DMX IN (female) at Broadcaster.
2. Plug DMX OUT (male) at console.
3. Install fixture in console (pc).



Examples for connecting the Broadcaster.

3. Installation



Installing the Broadcaster

This picture shows the different connections of the Broadcaster. Broadcasters can also be connected in daisy-chain by connecting DMX OUT to DMX IN of the next Broadcaster and AC OUT to AC IN of the next Broadcaster.