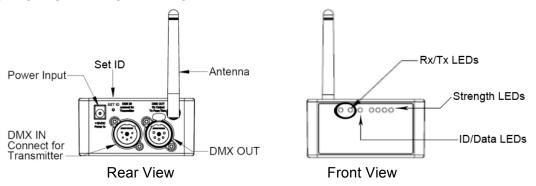


SHoW DMX SHoW Baby[®] 6 Quick Start Guide

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DMX512 SETUP AND OPERATION



A SHoW DMX SHoW Baby[®] 6 system will normally consist of at least two SHoW Baby[®] 6 units.

Transmitter Setup

Although a simple SHoW Baby 6 system will have one transmitter and one or more receivers, you can use up to six SHoW Baby 6 units as transmitters set on different SHoW IDs to create a multi universe system. The following instructions describe how to set up a single universe system.

- Install the SHoW DMX SHoW Baby 6 you will use for a transmitter in a convenient location where you can reach it with the DMX cable from your console or controller. For best results, locate the unit as high in the air as possible to enable it to be clear of obstructions. Consider where you will put your SHoW Baby 6 receivers and place the SHoW Baby 6 transmitter where its antenna will be within line of sight with the receivers, if possible.
- 2. Install the provided antenna and point it straight up in the air.
- 3. Connect the provided 12V DC Power Supply to the unit, and connect to mains power.
- 4. Select a SHoW ID for your <u>transmitter</u> by choosing an ID/Data LED color using the Set ID button located on the rear next to the power jack.
- 5. Connect a DMX cable from the console/controller to the DMX IN. The SHoW Baby 6 will automatically configure itself as a transmitter and the *Tx* LED will light. The DMX IN will be automatically terminated, and the DMX OUT will be available as a DMX pass-thru. If you also connect a cable to the DMX OUT the termination is lifted.
- 6. As soon as you begin sending DMX from your console, the SHoW Baby 6 will begin broadcasting and the *Data* LED will light solid.

Receiver Setup

You will need at least one SHoW Baby 6 to use as a receiver.

- Install the SHoW Baby 6 you will use for a receiver in a convenient location where you
 can reach it with a DMX cable to the device (or devices) it will be providing DMX for. As
 with the SHoW Baby 6 transmitter, locate the unit higher in the air for best results, and
 try to place your SHoW Baby 6 receiver where its antenna will be within line of sight with
 the transmitter.
- 2. Install the provided antenna and point it straight up in the air.
- 3. Connect the provided 12V DC Power Supply to the unit, and connect to mains power. The SHoW Baby 6 will be configured as a receiver and the *Rx* LED will light.
- 4. Select a SHoW ID by matching the ID/Data LED color to that of the transmitting SHoW Baby 6 you wish to receive DMX data from by using the button located on the rear of the unit next to the power jack. <u>Transmitter and receiver SHoW ID colors must match for them to communicate.</u>
- Connect a DMX cable from the SHoW Baby 6 DMX OUT to the first DMX device you
 want to provide DMX to. You can then continue to add up to 32 more DMX devices to
 the chain. Like any other DMX system, be sure the last connected device in the chain is
 properly terminated.
- 6. As soon as you begin broadcasting from the SHoW Baby 6 set up as your transmitter, the data will be received by the SHoW Baby(s) 6 set up as receiver(s) and the transmitted DMX will be output from the receiver unit's DMX OUT. The received signal strength will be displayed on the four LO RF Signal HI LEDs. This four LED "meter" will light to show you your signal strength; a good wireless signal is three or more LEDs, and weaker signal is two or less.

You can set up any number of additional SHoW Baby 6 units as receivers.

Choosing SHoW IDs

Color	Green	Cyan	Magenta	White	Red	Yellow
SHoW ID	201	102	117	133	149	165
Use	Adaptive hopping (default selection)	Full bandwidth broadcast	Broadcast limited to lower end of band	Broadcast limited to middle of band	Broadcast limited to upper end of band	Broadcast limited to area of Wi-Fi channel 14

Please refer to the City Theatrical SHoW Baby 6 Wireless DMX Transceiver User's Manual for more information, including information about safety and compliance, antenna options, and RDM operation.