

DMX Lighting Setup 2025

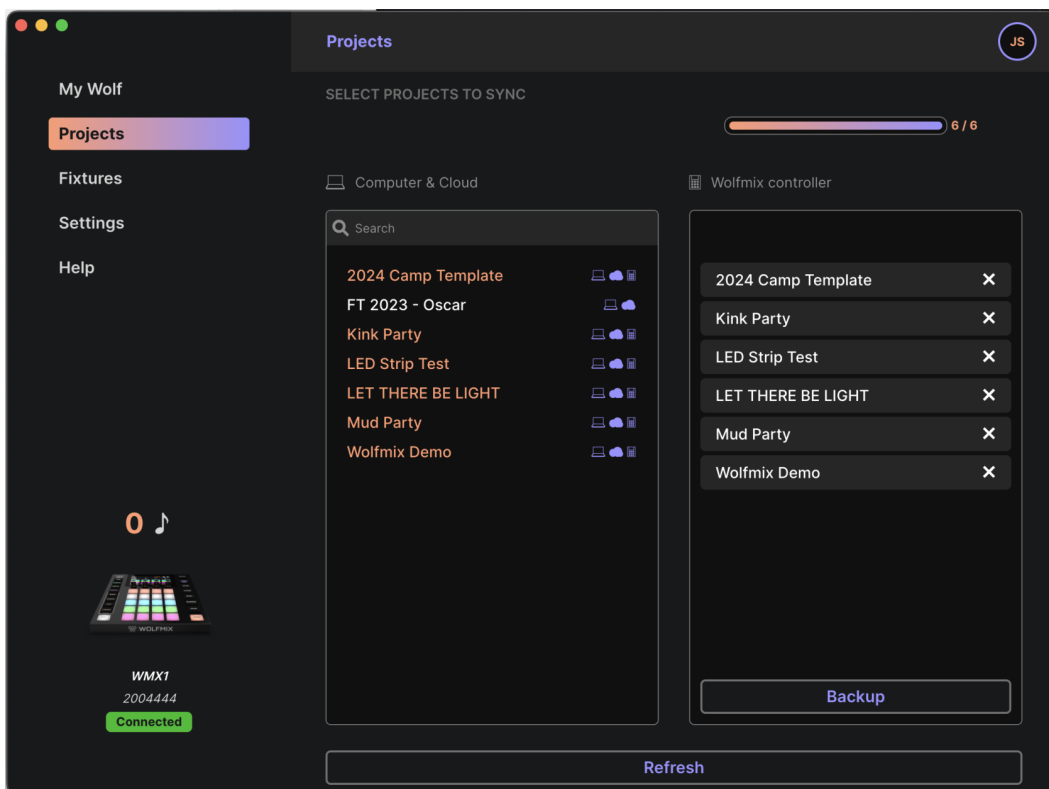
See also: [Lighting Equipment](#)

This [spreadsheet](#) has the detailed lighting schedule, including the address of every fixture and an analysis of all DMX and power cables and connectors needed.

Our primary lighting controller is a ADJ / Wolfmix WMX1.

It can control 1 universe of DMX512 via DMX cables. (You can pay extra to unlock a second universe)

Ask Joel for the password to the online account on Nicolaudio Connect (<https://cloud.nicolaudiogroup.com/#>) which is a cloud service that lets you sync and save projects. Only 6 projects can be saved on the controller, but you can store more on the cloud. There is a Mac app called WTools that lets you move projects between the cloud and the controller:



Fixture Setup 2025

Par Floods

Fixtures 001-016: **ADJ 7P HEX IP PAR Floods** set up in seven channel mode. The 7 channels will be Red, Green, Blue, White, Amber, UV, Master Dimmer.

Some have 3pin connections and some of 5pin connections. The plan for 2025 is designed so there is only one transition from 3 to 5.

These fixtures are well supported by the WMX1.

Instructions for setting up each PAR light

When the PAR flood lights wake up, the LCD screen shows you their settings for the two most important things.

1. The number of channels should be 7
2. Each flood light has a DMX address (1, 8, 15, 22, etc)

If the screen is locked, press and hold **Mode** to unlock it.

If a flood light is **not** set up correctly, follow these exact instructions to get it set up:

1. Factory Reset

- **Mode** (hold if necessary to unlock)
- Press **Down** until you see Menu Function then **Enter**
- Press **Down** until DFSET then **Enter UP Enter**
- **Mode**

2. Disable the screen autolock feature

- **Mode** (hold if necessary to unlock)
- Press **Down** until you see Menu Function then **Enter**
- Press **Down** until LCD.SET then **Enter**
- Press **Enter** until Key Lock

- Press **Down** until Off
- Press **Enter** until LCD.SET
- Press **Mode**

3. Set this flood light's address

First light's address is 1, then add 7 for each subsequent light, i.e., 1, 8, 15, 22, etc.

- Press **Mode** until Menu Set Addr then **Enter**
- Use **Up/Down** to set address then **Enter**

4. Set to 7-channel mode

- Press **Mode** until Menu User Mode then **Enter**
- Press **Up** to set CH: 07 then **Enter**
- Press **Mode**

Still flummoxed? Here's the [ADJ 7P Hex IP - User Manual.pdf](#).

Pinspots

ADJ Saber Spot RGBW LED Pinspot set up in five channel mode. The 5 channels will be Red, Green, Blue, White, Master Dimmer.

These fixtures are well supported by the WMX1.

Instructions for setting up each pin spot

1. Press the either the MENU, UP, or DOWN buttons until "DMX MODE" is displayed, press ENTER.
2. The current address will now be displayed and flashing.

Press the UP or DOWN buttons to find your desired address.
Press ENTER to set your desired DMX address (113, 118, 123, and 128).
CHANNEL - This will let select your desired DMX channel mode.
1. Press the either the MENU button until “CHANNEL” is displayed, press ENTER. The current DMX channel mode will be displayed.
2. Press the UP or DOWN buttons to set the DMX channel mode to 5 and press ENTER to confirm and exit.

Here is the manual: [ADJ Saber Spot RGBW Manual.pdf](#)

Moving Heads

DJXFLI 120W Mini SPOT LED Moving Heads. These have 12 channels each: X, X Fine, Y, Y Fine, Speed from fast to slow, Dimming, Strobe, Color, Gobo, Prism, Reset.

These fixtures require a special fixture on the WMX1 called **DJXFLI 120W Moving Head Light**. We have downloaded the profile for this fixture to the cloud account so it should show up under **Cloud** in the WMX1 fixture library. If you don't see it there, you can sync it using the WTOOLS app.

Instructions for setting up each moving head

Sorry buddy you are on your own with this one.

DJ and Bar LED Strips

Joel is building a setup with three **Alitove SP201E Decoders** which control LED strips.

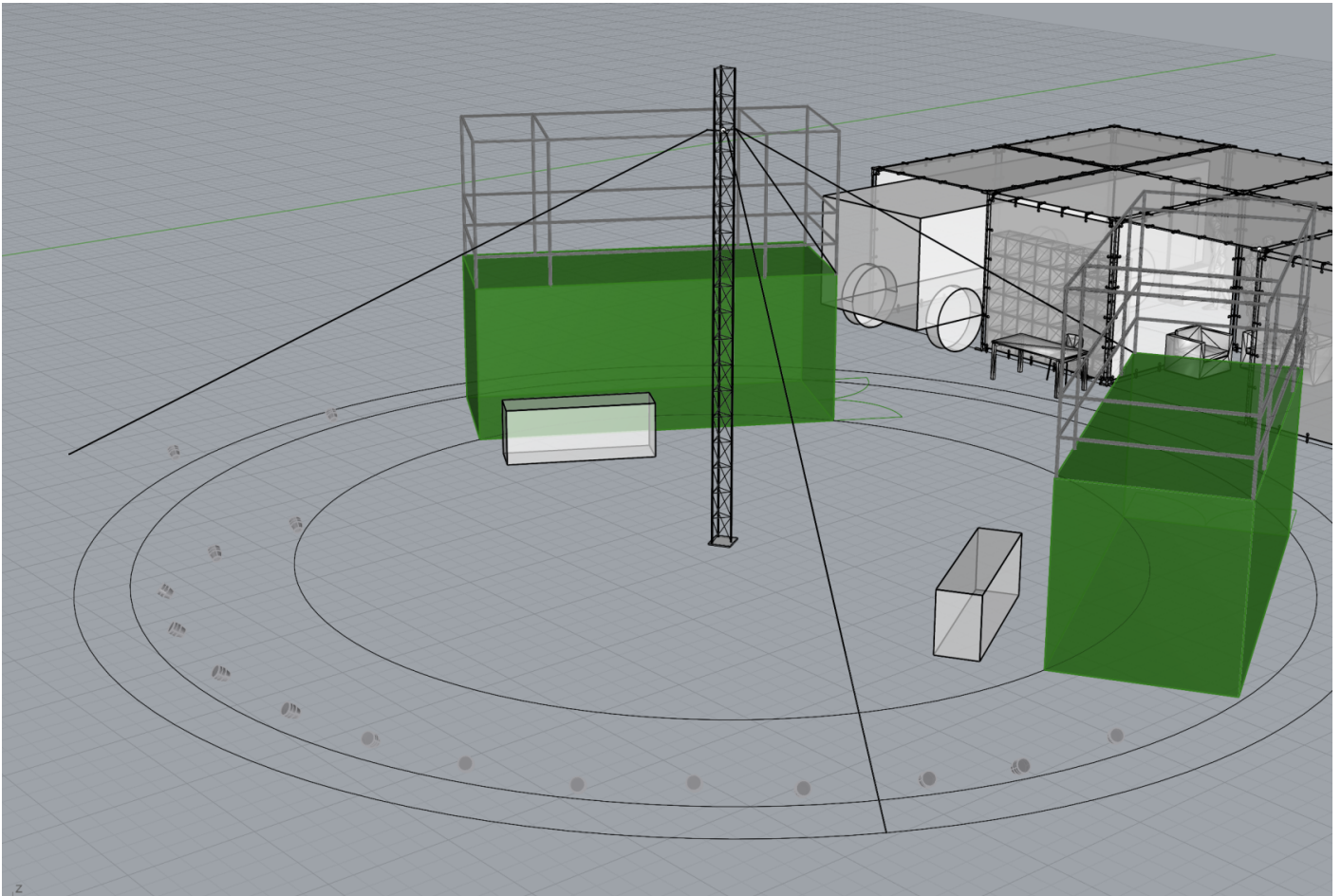
DJ Booth Front - Set up as a generic RGBW four channel

Bar Front - Set up as a generic RGBW four channel

DJ Desk - shines a light on the DJ, with RGBWV five channel (V is Ultra Violet so you can make the DJ glow)

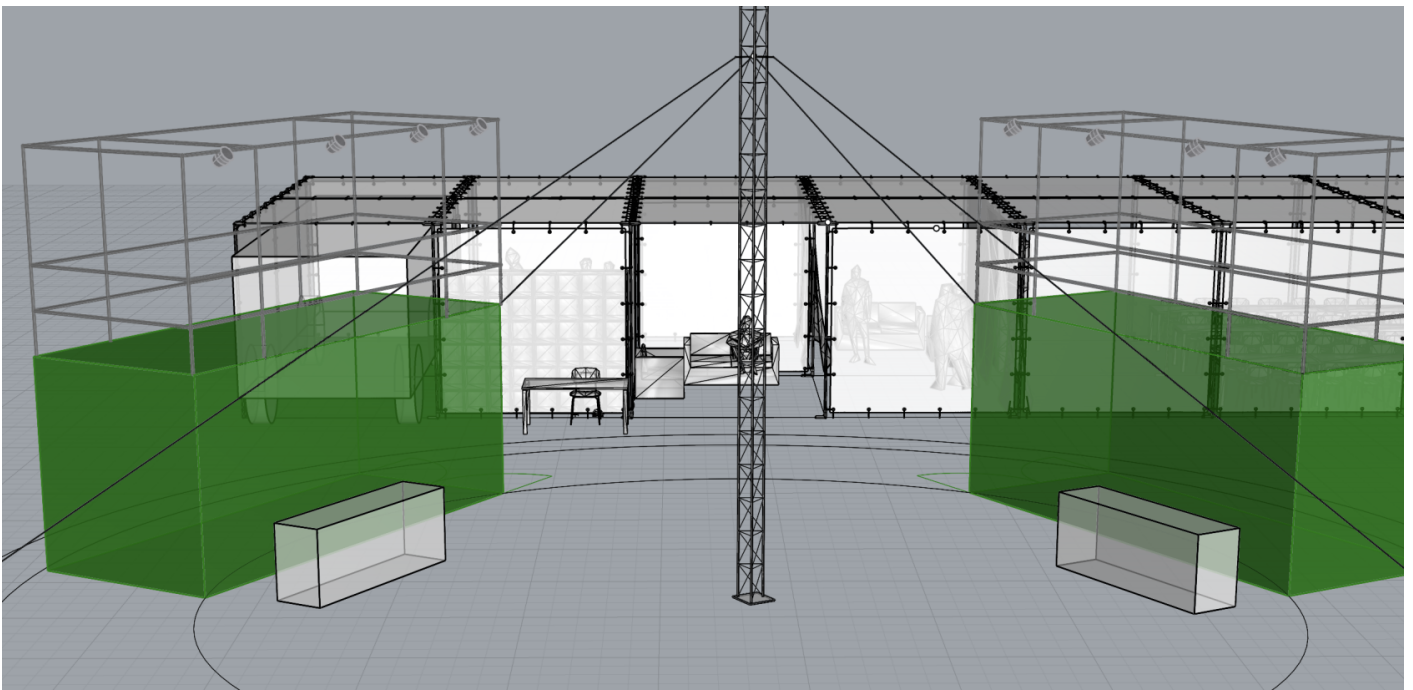
Layout

Par Floods are on the ground around the edge of the pavillion, pointing up at the sails. They are positioned to give even light to illuminate the sails:

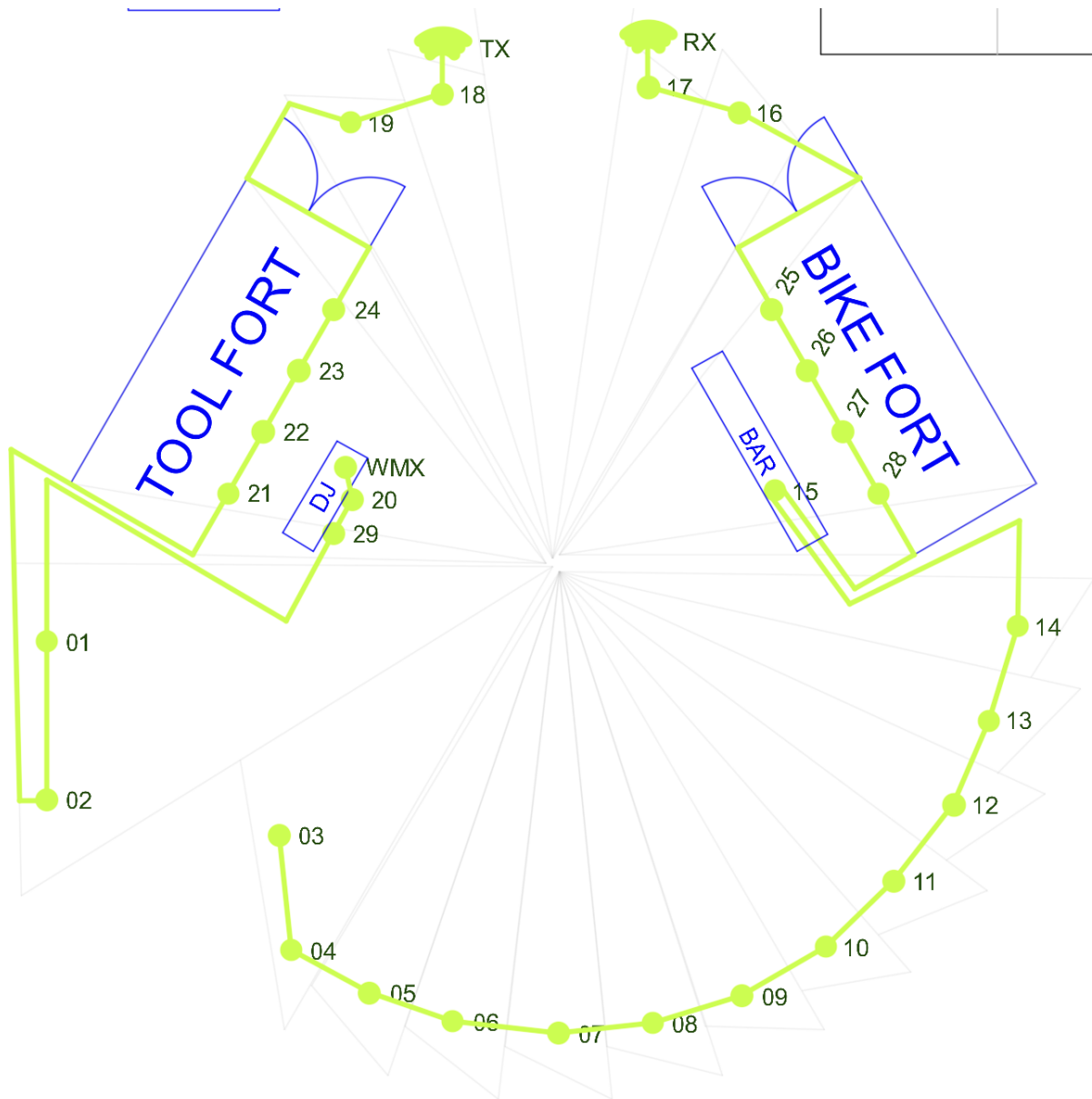


The four Saber Spot Pinlights will be used for the rear sails.

Moving lamps will be clamped to the top, inner guardrail, with four on each shipping container:



Here's how it all looks:



Cabling

The DMX path will be clockwise. It starts at the DJ booth (to the right of the Tool Fort), then goes first to fixture #02, then proceeds strictly clockwise to fixture #03. This way there is only one spot where it has to cross a walking path, which is between fixtures #18 and #17. At this point we will use a DMX transmitter and receiver. If that fails, we can pull an DMX cable up and over the entrance to the lounge.

Power cables are daisy chained wherever possible. There are spider boxes at the DJ booth and bar which get their power from separate cables so no power cables have to cross the dance floor or passageways.

WMX1 Presets

The Wolfmix (WMX1) Controller allows us to program up to 10 pages of 20 presets (200 total) to easily control lights (press the big "Preset" Button to access). Before the burn, we'll have the following pre-programmed in the controller

- Pages 1-5: "Smart presets" that were built by the software that have some default scenes
- Pages 6-8: Specific presets built by Turtles to provide quick access to scenes for parties
- Pages 9-10: Scenes to be played during non-party nights that will look cool from far away and will not be distracting to people in the common space. They will be played on a slow loop

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