

Customer Name

Project Name

Part Number



LED DMX Bi-Pixel Vertical Tube 1.5m  
DMX-TUBE-4824<sup>™</sup>

**CE** **RoHS**

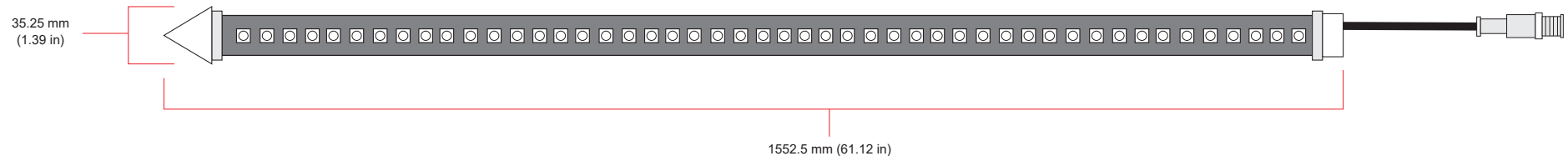
## Features

- Double sided effects for 360° viewing angles.
- Full dimming capability 0%-100%.
- Full RGB capability.
- Every 2 LEDs is one RGB Pixel.
- Works with any type of DMX512 control.
- Colorful and vivid effects can easily be achieved.
- If set up in group, great 3D effects can be achieved.
- One year warranty.
- High quality clear plastic casing for optimum optics.

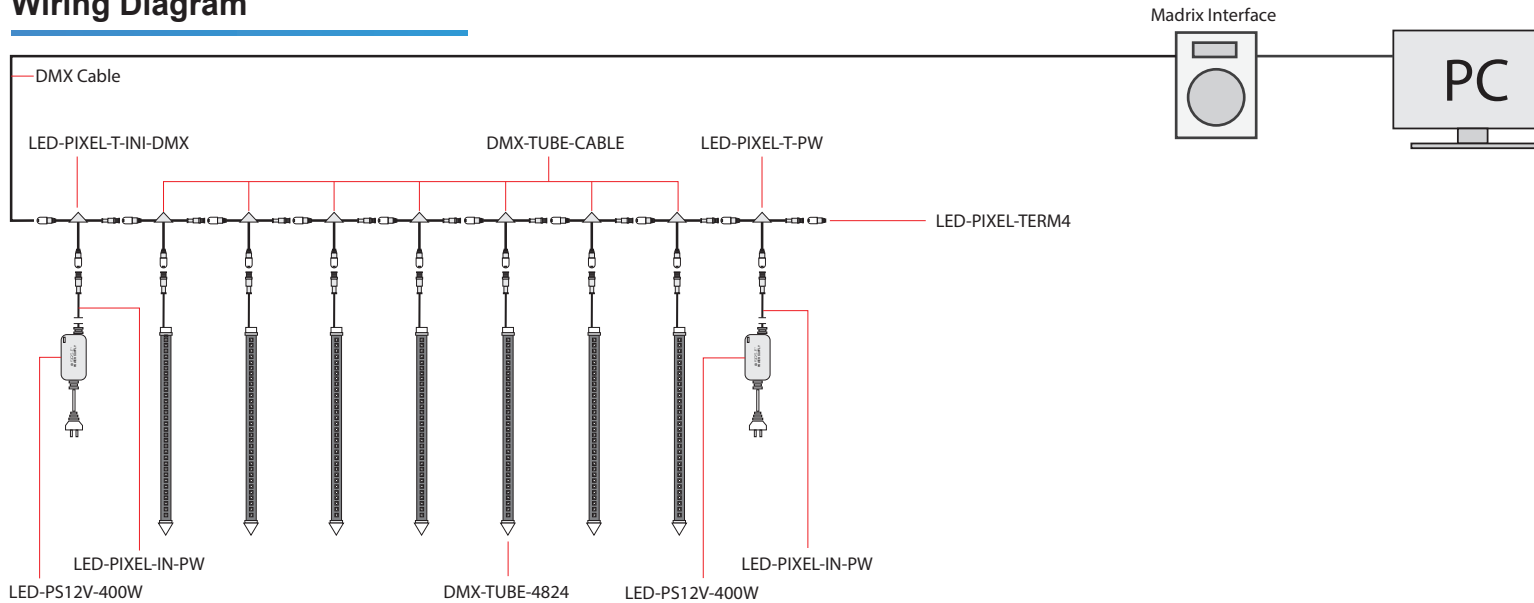
## Product Specs

<b>Model Number:</b>	DMX-TUBE-4824
<b>Operating Voltage:</b>	DC 12V
<b>Max Current:</b>	35W
<b>Ambient Temperature:</b>	-20°C ~ 50°C
<b>IP Rating:</b>	IP65
<b>LED Type:</b>	SMD RGB 5050
<b>Total LEDs:</b>	96 (48 on each side)
<b>Total Pixels:</b>	24
<b>Total DMX Channel:</b>	72
<b>Tubes per Universe:</b>	7
<b>DMX Addressability:</b>	Manual Addressing with external device (DMX-TUBE-PROG)
<b>Viewing Angle:</b>	360°
<b>Housing Material:</b>	Clear Polycarbonate Plastic
<b>Weight:</b>	500g
<b>Dimensions:</b>	1552.5 mm x 35.25 mm x 35.25 mm 61.12 in x 1.39 in x 1.39 in

## Physical Layout



## Wiring Diagram



**NOTE:** You can repeat this setup up to 7 tubes per Universe.



## NOTES

- The DMX-TUBE-4824 works by connecting a series of them in a daisy chain.
- They are manually addressed using an external addressing device (DMX-TUBE-PROG).
- The initial DMX signal is acquired by connecting one initial T cable (part number: LED-PIXEL-T-INI-DMX) which provides the main DMX signal input as well as the main 12V DC power input.
- After the initial T Cable, the subsequent cables needed to daisy chain the vert tubes are the LED-PIXEL-T-PW which do not have the DMX connector.
- It is always best to power each 7 tube line that you may have created using the vert tubes from both sides of the line using 2 power supplies (12V 400W each), this will decrease voltage drop and keep everything evenly lit.
- You can have up to 7 Vert Tubes per universe.
- After the first 7 tubes, a new universe will need to be created.

