

## CQ-CM41S

### DMX & Music 2-in-1 Console



Welcome to the CQ-CM41S Series DMX & Music 2-in-1 Console. The console is specially designed for DMX music lighting show, music fountain, music lighting device, lighting installation, sound and photoelectric synchronous control project. Through the computer software, you can control various DMX lamps such as move head, beam lamp, laser lamp, LED spot lamp, CCT LED, RGB, RGBW, and various DMX devices such as DMX lifting ball and DMX fountain. The console integrates DMX lighting control and music output. It can not only control DMX lighting equipment, but also output music synchronously. It is a powerful control tool for music lighting show.

With the upgraded DS3 software, you can program lighting with multiple steps and timelines, and support recording and editing of DMX console programs. The console has the functions of offline automatic operation, APP wireless control (Android/iOS), timing control, UDP central control, sensor, dry contact trigger and so on, which greatly meets the control needs of various lighting and music devices.

The console can be installed either with screws or with accessories, in a DIN rail or in a cabinet, making the installation of the project easier.

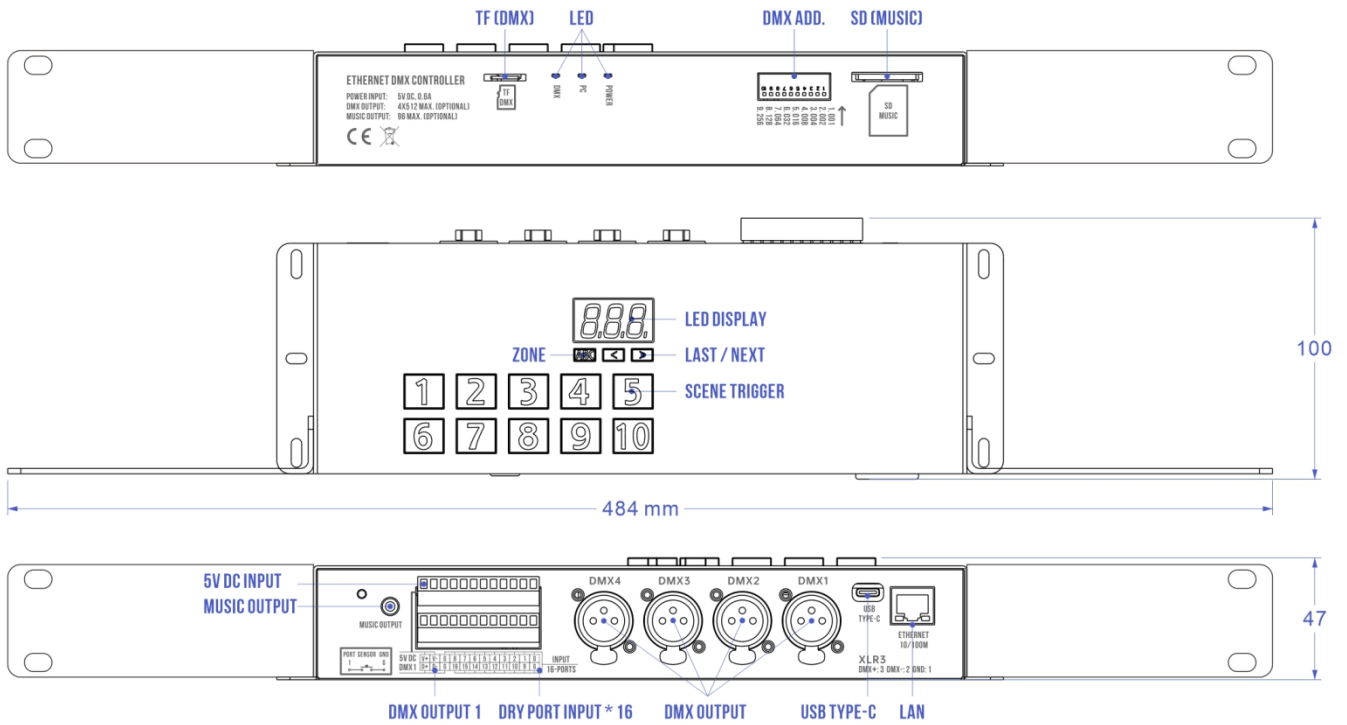
## 1. Features

- DMX light & music 2-in-1 synchronous output
- Import music, timeline programming
- DMX channels: 507/1019/1531/2043
- Compatible with LEDs, stage lights, laser lights, fountains (customized fixture library)
- Standard 3.5mm audio interface
- Music format: MP3, WAV
- Sample rate: 48KHz
- Power amplifier power: load 4 ohms, 3W
- 10 quick scene buttons, 3 scene buttons
- Windows Software Programming, Android / iOS APP remote control
- Automatic run after power-on
- UDP remote control, dry contact, time trigger,
- 3 kinds of mounting structure: Screw, DIN-Rail, 1U Rack Mount

## 2. Specification

<b>Power Input</b>	5V DC (Screw Terminal) / 5V DC (USB)
<b>Output Protocol</b>	DMX512
<b>DMX Channels</b>	507/1019/1531/2043
<b>Number of Scenes</b>	5 Zones, 99 Scenes
<b>Number of Music</b>	3 Folders, 96 Musics
<b>Memory</b>	TF Card (DMX) / SD (Music)
<b>OS of Software</b>	Win10, iOS, Android
<b>Trigger</b>	UDP Remote Control, Dry Contact, Time trigger, WiFi APP
<b>Connection</b>	USB, Ethernet
<b>Temperature</b>	0~50°C

**3. Dimensions**

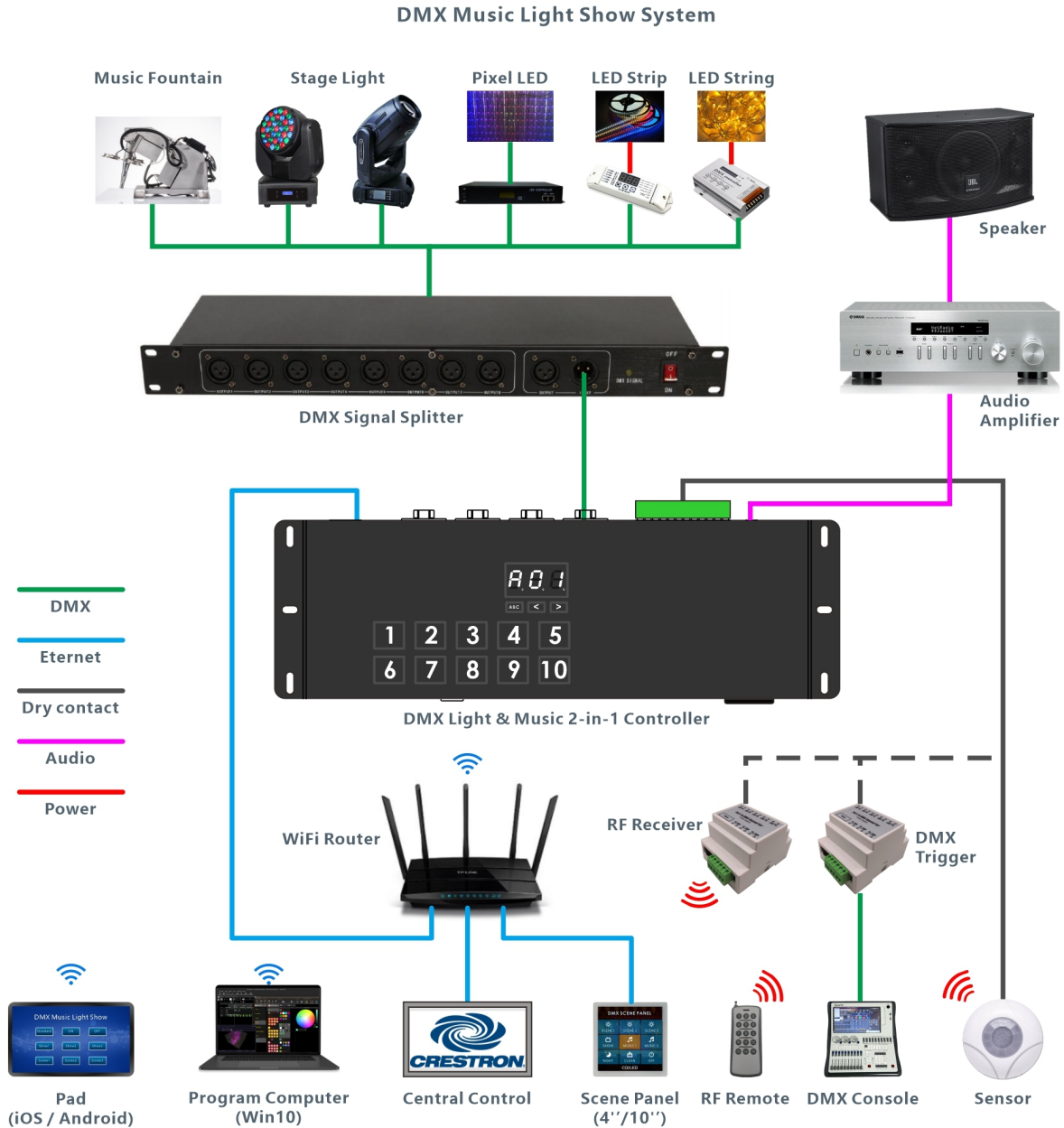


Model No.	DMX Channels	Number of Music	Installation Mode
CQ-CM41S	507	96	Screw / DIN Rail / 1U Rack
CQ-CM42S	1019		
CQ-CM43S	1531		
CQ-CM44S	2043		

**4. Wire Diagram**

**4.1 Program**

By connecting the DMX lighting fixtures to the controller, connecting the controller to the computer (Win10) via USB or LAN, you can use the software to program the fixtures. The lighting fixtures can be directly controlled, real-time preview, output light control signal.



### 4.2 Stand Alone

In Stand Alone mode, the program has been downloaded to the TF card. No need a computer, when the power is on, the controller will replay of all pre-programmed lighting effects. In the stand alone mode, it can time trigger, dry contact trigger, sensor control, APP or UDP network control.

### 4.3 Central Control / Scene Panel / APP Remote Control

In stand alone mode, you can also connect the controller to the wifi router, control the scene through the central control host and the scene panel, or connect the central control system to link with other audio and video systems to achieve synchronous interpretation of sound.

## 5. Program Software

### DS3 (Win10) DMX Lighting Show Software

<http://www.cqiled.com/en/product/ds3.html>

### Arcolis Remote Pro (iOS / Android) Remote APP

<http://www.cqiled.com/en/product/easy-remote-pro.html>

### RDM Manager (Windows / Mac)

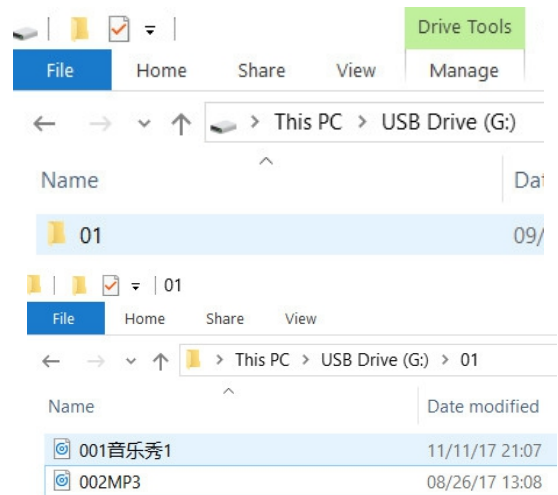
<http://www.cqiled.com/en/product/rdm-manager.html>

## 6. Sync Music

### 6.1 Music Files

1. Insert the SD card into the computer and create folders under the root of the SD card: 01, 02, 03 (32 songs can be saved per folder);

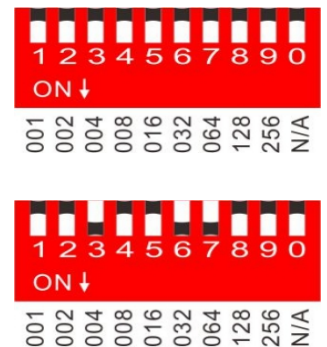
2. Copy the music file to the folders and add the number: 001, 002, 003 before the music file name... Example: 001-Show1.mp3, 002-Show2.mp3



### 6.2 DMX Address (Music)

DMX Music Player, use the DIP switch to set the DMX address. When the switch is down, you get the address code in its position. Add all the address codes together, which is the DMX address of the player.

**Example:** As shown in the figure, the switch 3, 6, 7 is down, representing the address:  $4+32+64=100$ . The DMX channel for this music player is 100.



**6.3 DMX Channels of Music Player**

Channel	Value	Function	Value	Function	Value	Function	Value	Function
<b>1</b> <b>Volume</b>	0	Mute						
	1~255	Volume 1~100%						
<b>2</b> <b>Function</b>	0~63	Stop						
	64~128	Pause						
	129~255	Play						
<b>3</b> <b>Music</b> <b>Folder</b> <b>1</b>	0	No Function	49~54	Music 9	103~108	Music 18	157~162	Music 27
	1~6	Music 1	55~60	Music 10	109~114	Music 19	163~168	Music 28
	7~12	Music 2	61~66	Music 11	115~120	Music 20	169~174	Music 29
	13~18	Music 3	67~72	Music 12	121~126	Music 21	175~180	Music 30
	19~24	Music 4	73~78	Music 13	127~132	Music 22	181~186	Music 31
	25~30	Music 5	79~84	Music 14	133~138	Music 23	187~192	Music 32
	31~36	Music 6	85~90	Music 15	139~144	Music 24	193~255	Loop
	37~42	Music 7	91~96	Music 16	145~150	Music 25		
	43~48	Music 8	97~102	Music 17	151~156	Music 26		
<b>4</b>	0~255	Music Folder 2						
<b>5</b>	0~255	Music Folder 3						

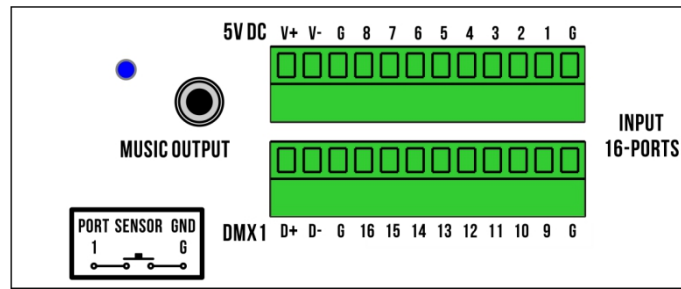
**7. UDP Remote Control**

CQ-CM41S, For UDP network control, the requirements are as follows:

1. Static IP, you need to use Hardware Manager, set the controller to asStatic IP address;
2. UDP port: 2430
3. Protocol format: hexadecimal
4. Protocol content: 53697564693131410a01ffffffffffff01001b000103**01**0064

the last red 01 represents scene numbers, 00 is scene 1, 01 is scene 2, and 02 is scene 3

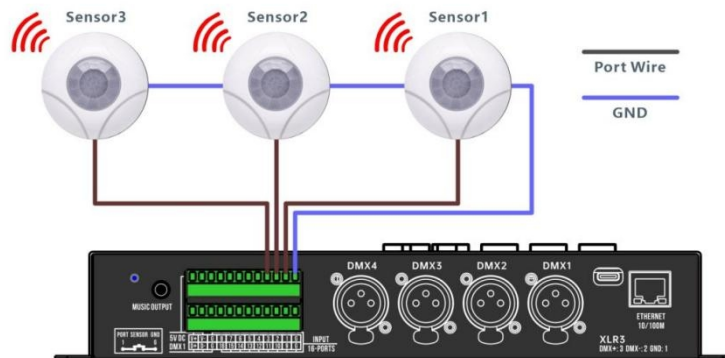
### 8. Screw Terminals



The green terminal on the back of the controller has 3 interfaces:

- **V+, V-:** Power Input, 5V DC, **Attention:** should be paid to polarity and should not be reversed; (The controller can be powered either by terminals or by USB);
- **D+, D-, G:** DMX1 Output port, same to the XLR3 (DMX1);
- **1-16, G:** Dry Contact Input port;

### 9. Dry Contact Trigger



The controller can trigger the scene via the dry contact. When using the function, connect the sensor's GND in parallel to the "port G" of the controller, and then connect each dry contact wire to the P1~P16 port. Dry contacts can be triggered individually or in combination. CQ-CM41S, with enhanced TCA advanced trigger function, can be set by software, trigger logic, to achieve richer interactive control effects.

### 10. Attention

- If you want to time trigger, confirm that the battery (LIR 2032, 3.6V) is installed in the controller and pay attention to the positive and negative poles of the battery. If the battery is replaced, it is also necessary to use the Hardware Manager software for clock correction.
- Disable live wiring, wiring is completed, check that there is no short circuit, in order to power up!
- It is recommended that the DMX signal from the main controller be connected to the DMX signal amplifier first, and then connected to the DMX fixtures.