

Martin M2GO™ & M2PC™ USB DMX configuration

Introduction

This document will guide you through the USB DMX port configuration on M2GO & M2PC.

When is it needed?

If the DMX ports on your M2GO or M2PC are not responding in the software after a firmware update, it might be possible that you need to reconfigure the ports.

Anti-Static Precautions

The firmware update does not require you to open up the console as all upgrades will be performed within the M-Series software and without external tools. But in case you need to open up your console, please take note about the precautions below.

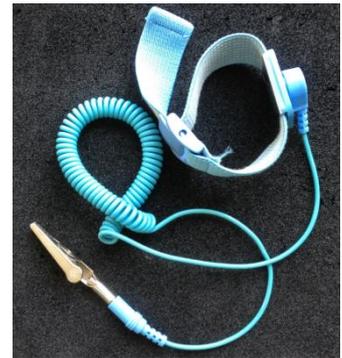
Important! Static electricity can destroy electronic components. Follow these ESD precautions to prevent damage to the product and injury to the user.

Carry out the upgrade at an anti-static workstation.

Wear a grounded anti-static wristband.

Touch a grounded conductor every few minutes to discharge any static buildup.

Hold components by their edges only. Do not touch the surfaces or any of the contacts of the PCB.

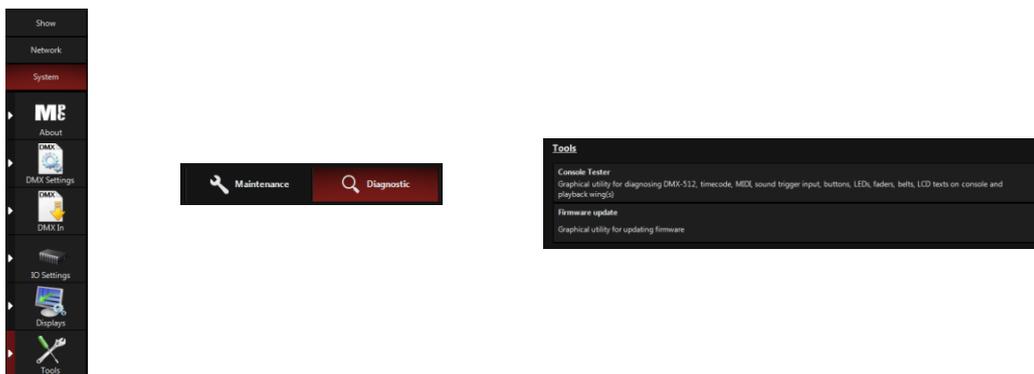


USB DMX configuration

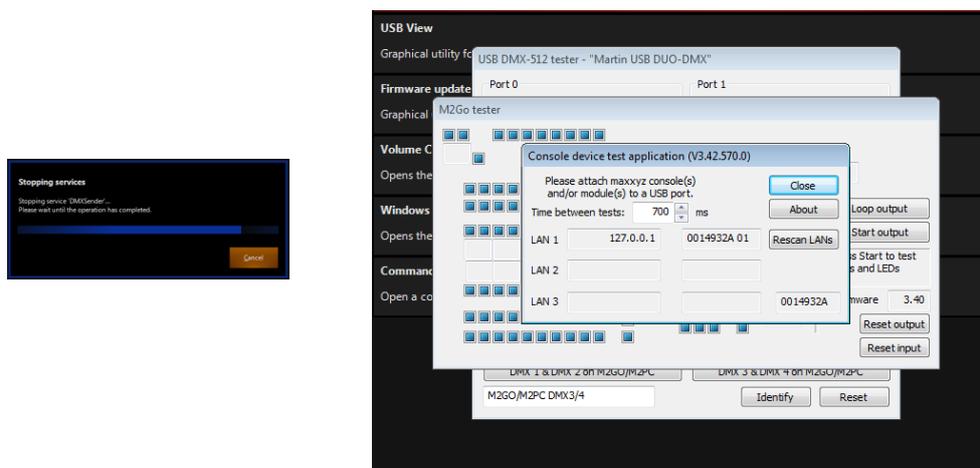
The below procedure is identical for M2GO and M2PC and requires only a correctly setup M2GO or M2PC console and no external tools. A working M-PC version is applicable when configuring the DMX ports on an M2PC console.

Starting up

- Start up your M2GO console or connect your M2PC console to a working M-PC version and make sure that the M2PC is initialised properly.
- Load/continue a show
- Go into the menu, select the **System** tab and go to the **Tools** section
- In the bottom of the page, select the **Diagnostic** tab
- In the **Tools** section, click on **Console Tester**



- A popup saying that all services are being stopped, will show up and the **Console Tester** tool is started



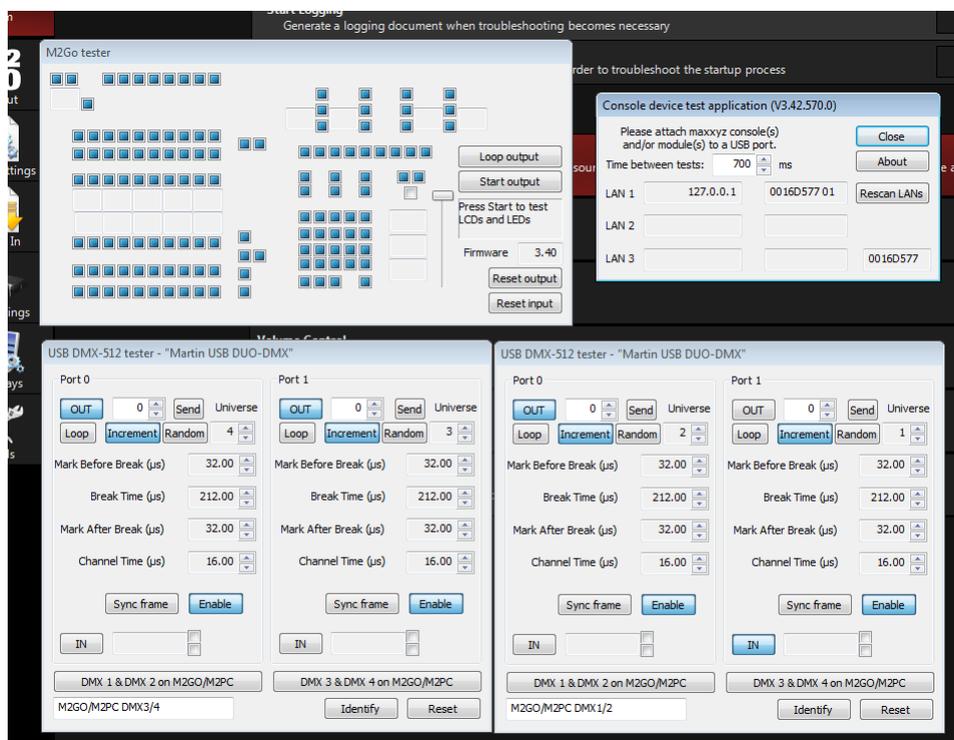
Martin
by HARMAN

Exploring the Console Tester tool

The software opens 4 windows. Use the touchscreen or an external mouse to drag all windows away from each other so you can see all of them.

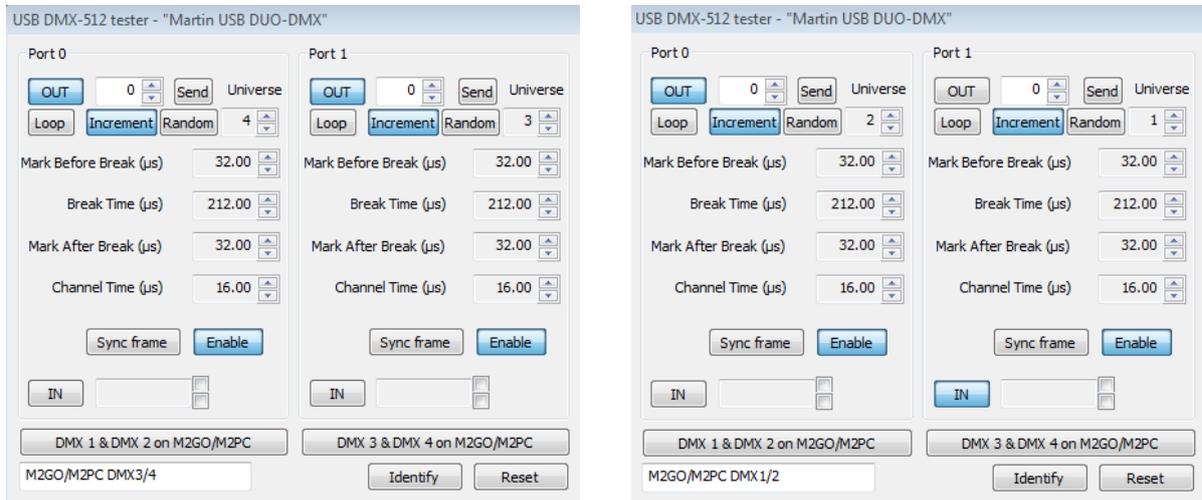
- M2GO tester: graphical representation of the front panel layout. All buttons, faders, encoders and LCD can be tested here.
- USB DMX-512 tester: Max. 2 windows that show the configuration of the 2 DMX ports. 1 window per PCB or 2 DMX ports.
- Console device test application: the actual Console Tester tool. Click **Close** to close all test windows and to return into the M-Series menu.

Please note that when you click next to a window, all windows will be put in the background. You can recall them again using the **ALT + TAB** buttons on an external USB keyboard.



Configuring the DMX ports

Look at the USB DMX-512 tester window. You might see two windows if your M2GO or M2PC has 4 DMX ports.



- Now click on **IN** on one of the windows
- Check on the backside of the console if the LED lights up with a green color (or OFF) on DMX port 1&2 or 3&4.
- If the LED lights up green (or OFF) on DMX port 1&2 then click on the button **DMX 1 & DMX 2 on M2GO/M2PC** in the SAME window, to configure the ports as DMX 1 and DMX 2.
- If the LED lights up green (or OFF) on DMX port 3&4 then click on the button **DMX 3 & DMX 4 on M2GO/M2PC** in the SAME window, to configure the ports as DMX 3 and DMX 4.
- If you have 4 DMX ports, then select the other **DMX x & DMX y on M2GO/M2PC** button in the second USB-DMX window.

All DMX ports are now configured. Click **Close** in the “Console device test application” window to close all test windows and to return into the M-Series menu. Normal operation of your console

For further assistance, please contact controllersupport@martin.dk

Revision	Made by	Description	Approved by	Date
A	Kris Van Hullebusch	Initial version		5/03/2015

