

DB32 DarkBox Programmer V2

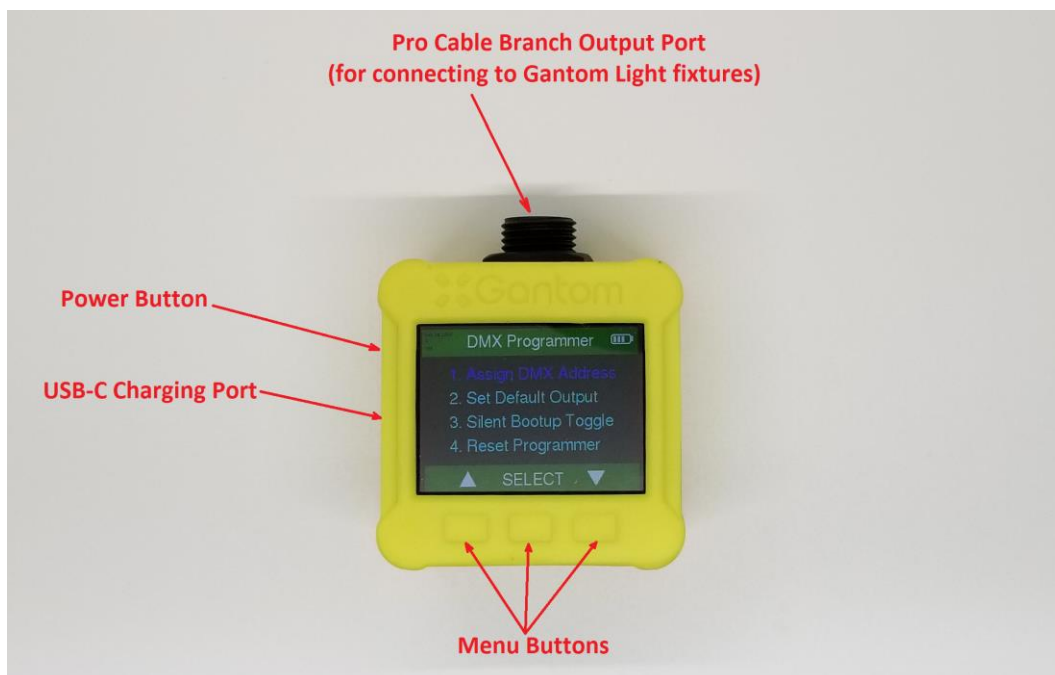
USER GUIDE



The DarkBox Programmer offers a simple and reliable way to configure the settings of Gantom light fixtures. Just plug your Gantom Fixture into the device and use the easy-to-navigate menus to:

- Test the output of a light
- Set the DMX address for a light fixture
- Save a standalone color/brightness setting into the memory of the light fixture
- Toggle on/off bootup flashing

The DarkBox Programmer V2 features an internal rechargeable battery which is capable of powering a fixture for programming purposes. The device is recharged using a standard USB-C cable. The device should be able to be used for up to an hour before needing to be recharged.



Device Functions

Powering on and off the Device

To power on the device, press the power button on the left side of the device. The location of this button is shown in the diagram earlier in this document. **To power off the device**, press the power button twice quickly.



Figure 1: Main menu screen



Figure 2: Assign DMX address screen

The main menu for the device is shown in Figure 1 above. You can navigate this menu using the left and right buttons and select the highlighted function using the center button. Here are details for each of these functions:

1. Assign DMX Address

This menu is used for assigning the DMX address for the light fixture. Please be sure when addressing the fixtures that you space them based on how many DMX channels the fixture occupies. A reference guide for how many DMX channels different Gantom fixtures occupy can be found at the end of this document.

The left and right buttons can be used to select the starting address, and the “select” button will save that address into the memory of the fixture. The device will vibrate and the light fixture will flash when the new address is saved into its memory.

Holding the center button will exit this function and return back to the main menu.



Figure 3: Main menu screen



Figure 4: Set default output screen

2. Set Default Output

This menu is used for assigning a standalone default setting for the light fixture when DMX control signal is not being used. Some applications may not require live DMX control, and instead a single brightness and color setting can be saved into the memory of the light fixture.

The left and right buttons can be used to select a channels and adjust their DMX value from 0-255. Note that if a DMX address has been assigned to the fixture, you will need to scroll to the channel that the fixture has been addressed to. After the 0-255 value for each channel has been selected, hold the center button to exit adjusting that channel and save the current setting into the memory of the fixture. The device will vibrate and the light fixture will flash when the new default setting is saved into its memory.

Now, when the light fixture receives power it will automatically go to this newly saved DEFAULT setting once it's boot sequence is complete.

Holding the center button will exit this function and return back to the main menu.

2. Silent Bootup Toggle

When Gantom light fixtures receive power, by default they flash a pattern which indicates the DMX address that they have been assigned to. You may not want your fixture to report its channel mapping profile and address every time it receives power. Selecting the Silent Bootup Toggle function will turn this feature on/off. The device will vibrate and the light fixture will flash when the new default setting is saved into its memory.

4. Reset Programmer

Selecting this will reset all setting in the DarkBox Programmer device back to their original defaults.is saved into its memory.

Product Support:

We hope that this guide has been effective for learning how to use your Gantom 7 light fixture. However, if you run into a wiring issue, a bug in the software, or just a light that doesn't seem to want to cooperate, we at Gantom are ready to help you out! Just send an email to Support@GANTOM.com and we will get back to you as soon as possible.

Gantom Fixture Channel Mapping Guide

Fixture Name	# of DMX Channels Used	Channel Mapping	
		Channel	Function
Gantom DMX RGBW	4	1	Red Intensity (0-255)
Gantom DMX V2 RGBW		2	Green Intensity (0-255)
Storm DMX RGBW		3	Blue Intensity (0-255)
		4	Cool White Intensity (0-255)

Fixture Name	# of DMX Channels Used	Channel Mapping	
		Channel	Function
Gantom DMX Dynamic White	2	1	Cool White Intensity (0-255)
Gantom DMX V2 Dynamic White		2	Warm White Intensity (0-255)
Storm DMX Dynamic White			

Fixture Name	# of DMX Channels Used	Channel Mapping	
		Channel	Function
Gantom 7*	8 (default)	1	Master Dimmer
		2	Red Intensity (0-255)
		3	Green Intensity (0-255)
		4	Blue Intensity (0-255)
		5	Amber Intensity (0-255)
		6	Cool White Intensity (0-255)
		7	Lime Intensity (0-255)
		8	Ultraviolet Intensity (0-255)

* Note: The Gantom 7 can only be assigned to address 001-506

Fixture Name	# of DMX Channels Used	Channel Mapping	
		Channel	Function
Gantom iQx	3	1	Intensity (0-255)
		2	Special Effects Speed (0-255)
		3	Special Effects selection (0 is off)

Fixture Name	# of DMX Channels Used	Channel Mapping	
		Channel	Function
Gantom One DMX	1	1	Intensity (0-255)
Storm One DMX			
Precision Z DMX			
Storm Z DMX			
Juni DMX			
Storm Form DMX			
Storm Z DMX			