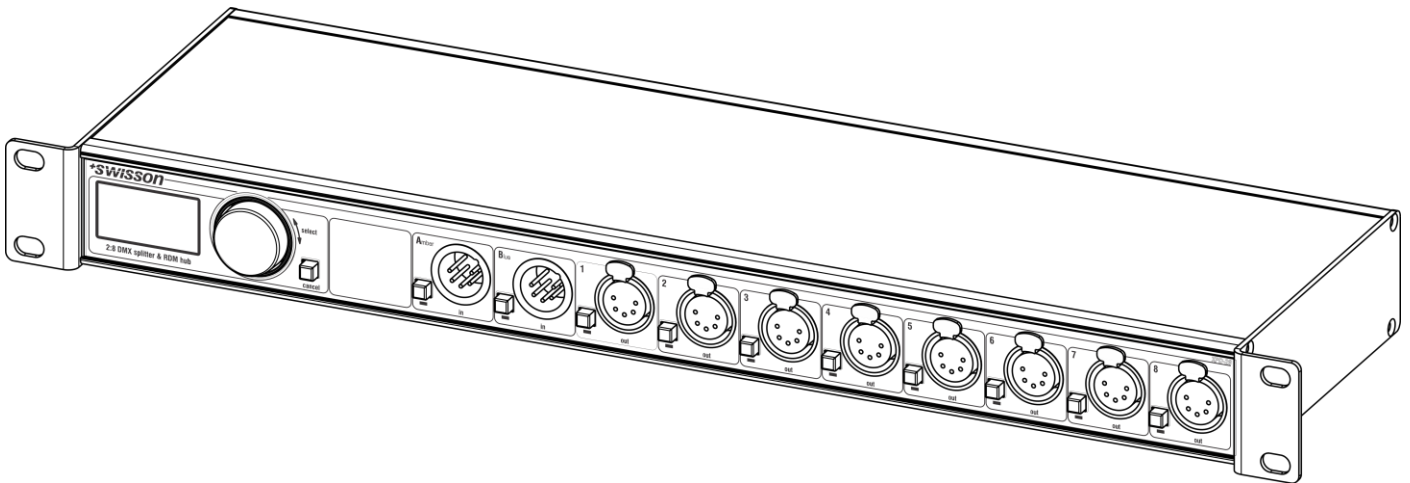


XPD-28

2:8 DMX & RDM Splitter

User Manual



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Introduction

XPD-28 is a DMX & RDM splitter provided with eight outputs, which can be connected to any of its two inputs. Each of the ten signal ports is optically isolated.

With its 128x64 pixels OLED display, an encoder and a push-button for each of the signal ports, the configuration of the splitter is quick and easy to do despite the device's versatility. An RGB LED next to each of the signal ports lets you know at a glance whether a good signal is available at any given port.

If you need to know more about the incoming DMX signal, the OLED display will show you the refresh rate and the number of received channels when you push the button next to any of the two inputs. Furthermore, a graphical overview of the received channel values is available.

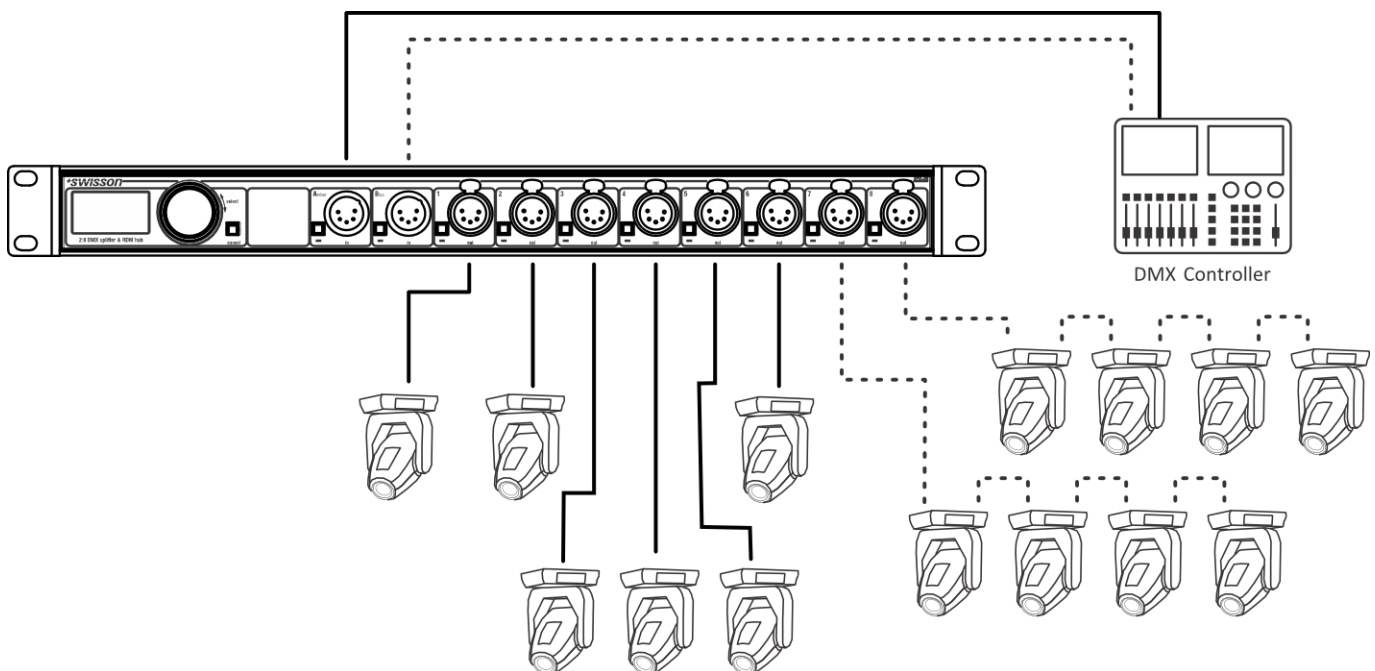
The various output modes of the XPD-28 also allow for using the device as an accelerator or decelerator.

The XPD-28 is available with 3-pin or 5-pin XLR connectors or with Neutrik etherCON RJ45 connectors.

Applications

- Concert lighting
- Live events
- Multimedia shows
- Theaters
- TV studios
- Theme parks
- Architectural lighting

Typical Application



Unpacking

The XPD-28 is packaged in a cardboard box. The following items are included:

- The device.
- This user manual.

Safety Information

Consider the following notes mandatory when you set up, connect and use the XPD-28.

This product is approved for professional use only; it is not intended for household usage. Read this manual before operating the device, follow the safety precautions closely and pay attention to all warnings given in this manual.

Use this device only in accordance with local laws and regulations.

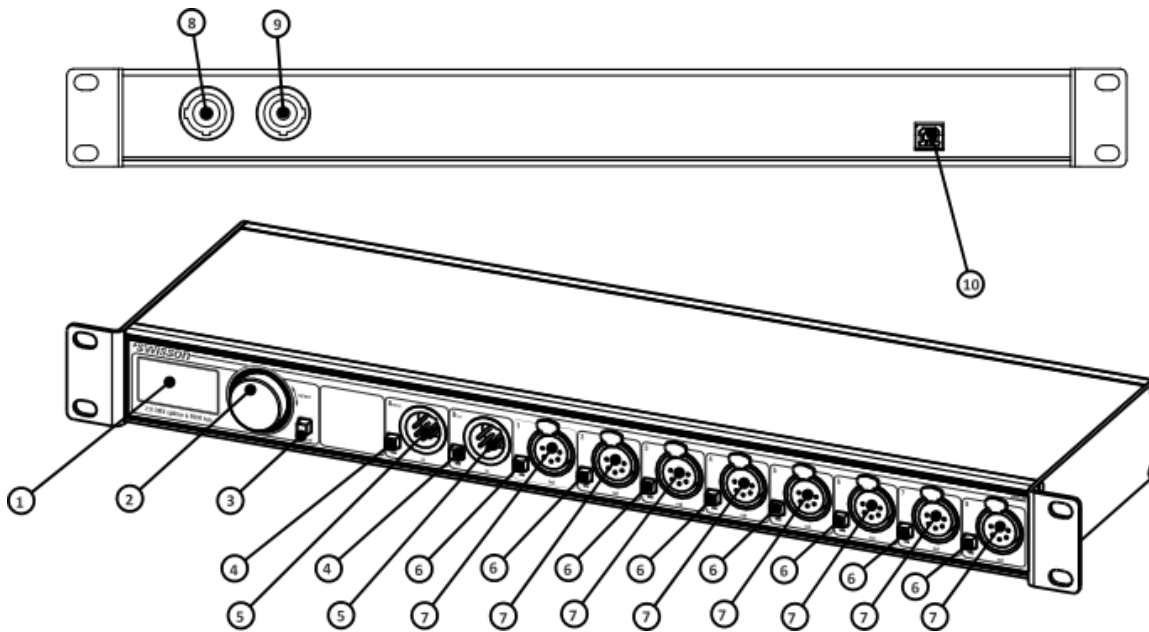
Safety Precautions

- **Disconnect the device from the AC power supply before removing any cover or part, including fuses, even when not in use.**
- **Ensure that the device is electrically connected to ground (earth).**
- **Use only a source of AC power supply that complies with local building and electrical regulations and which has both overload and ground-fault (earth fault) protection.**
- **Before using the device, check that the power distribution equipment and cables are in perfect condition and rated for the current required by all connected devices.**
- **Isolate the device from power supply immediately if the power cable or the power plug are in any way damaged, defective, or wet, or if they show signs of overheating.**
- **Do not expose the device to rain or moisture.**
- **Do not operate the device if any cover or component is missing, damaged or deformed.**
- **Refer any service operation not described in this manual to Swisson.**
- **Provide unrestricted airflow around the device.**
- **Do not operate the device if the ambient temperature exceeds 55°C (131°F).**
- **Do not modify the device in any way not described in this manual or install other than genuine Swisson parts.**
- **Do not attempt to bypass any fuse. Replace any defective fuse with one of the specified type and rating only.**
- **When suspending the device, ensure that the supporting structure and all hardware used can hold at least 10 times the weight of all devices suspended together.**
- **When suspending the device, install a secondary attachment such as a safety cable that is approved by an official body such as, e.g. TÜV (German Technical Monitoring Association), a safety attachment for the total weight it secures. The safety cable must comply with EN**

60598-2-17 section 17.6.6 and be capable of bearing a static suspended load 10 times the weight of the device.

- Make sure that any external cover and rigging hardware is securely fastened.
- Provide an adequate clearance underneath the work area and a stable platform whenever installing, servicing or moving an overhead device.
- Do not use the device in areas where it is exposed to direct sunlight.
- Do not use the device in areas that are considered to be “highly inflammable”.

Device Overview



1. OLED display.
2. Encoder wheel / [OK] button. The encoder is primarily used for selecting menu items by turning the knob. It also functions as a push-button. This manual refers to this button simply as [OK] button or [OK].
3. [Cancel] button.
4. Input port buttons [A] and [B]. These push-buttons are used to display detailed status information of the respective input. An input port status LED showing essential, basic status information, is located directly below each of those buttons.
5. Signal input ports for the universes A and B.
6. Output port buttons [1] – [8]. These push-buttons are used to change to which universe the respective output is connected. An output port status LED showing to which universe the respective output port is currently connected as well as further status information is located directly below each of those buttons.
7. Signal output ports 1 – 8.
8. Neutrik powerCON input socket.
9. Neutrik powerCON output socket.
10. Type B USB socket for firmware updates.

Mains Connection

The user must supply a suitable power cable. He may then either hard-wire the power cable to the building's electrical installation and provide an easily accessible power on/off switch close to the device, or install on the power cable a grounding-type (earthed) mains plug that is suitable for the local power outlets, following the power plug manufacturer's instructions. Consult a qualified electrician if you have any doubts about the proper installation.

A blue *Neutrik powerCON NAC3FCA* cable mount connector must be used to supply power at the XPD-28's power input socket.

Warning! For protection against dangerous electrical shocks, the device must be grounded (earthed). The local AC power source must be supplied with both overload and ground-fault (earth fault) protection.

Important! Only attach or remove a Neutrik powerCON connector while it is connected to the mains to apply or cut power in an emergency situation, as by doing so may cause arcing at the terminals that will damage the connectors.

Power Outlet

Warning! The total current load of all devices connected to the AC mains power outlet of the XPD-28 must not exceed 19.8 amperes.

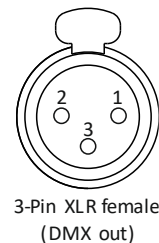
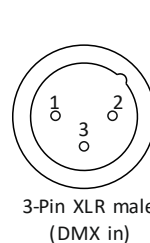
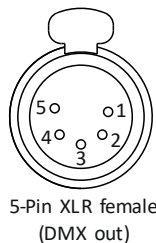
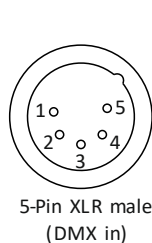
- A power cable that meets the requirements specified in the safety instructions section of this manual must be used to connect the XPD-28 to AC mains power and to connect other devices to the power outlet.
- A light-grey Neutrik powerCON NAC3FCB cable-mount connector must be used to draw AC mains power from the XPD-28's power outlet.
- No matter what the AC mains power voltage is, the current drawn by all the devices that draw AC mains power from the power outlet of an XPD-28 must not exceed a total of 19.8 amperes.

DMX Connections

Depending on the version, the XPD-28 is equipped with 5-pin or 3-pin XLR connectors or with Neutrik etherCON RJ45 connectors.

XLR Connectors

Pin	Connection
1	Com
2	Data -
3	Data +
4	Not connected
5	Not connected



RJ45 Connectors

Pin	Connection
1	Data +
2	Data -
3	Not connected
4	Not connected
5	Not connected
6	Not connected
7	Com
8	Com
Shield	Earth

The DMX inputs are fully isolated and have a built-in termination. All outputs are isolated transmitters with a bias network for RDM operation. Each output port is individually optically isolated, meaning that it is totally isolated from the other output ports and from the input section.

Settings and Menu

General Navigation

The encoder wheel (see page 7) is the primary means for navigating through the menus. Most of the menus arrange items vertically. In those menus, turn the encoder clockwise to select the item below the currently selected item or turn the encoder counter-clockwise to select the item above the currently selected item. In menus that arrange items horizontally (e.g. text fields), clockwise means “to the right” and counter-clockwise means “to the left”.

Other than that, the encoder wheel also functions as a push-button. This button is generally used to confirm a selection or to navigate to a selected submenu. This manual will also refer to pushing the encoder knob as “push [OK]” or “push the [OK] button”.

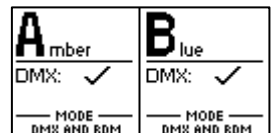
On the right side of the encoder knob you can find the [Cancel] button (depicted on page 7), which is generally used to dismiss a selection or to exit a menu.

By keeping the [Cancel] button pressed for at least two seconds, you can always navigate to the Home screen. From the Home screen, the menu is launched by simply pushing the [OK] button.

Below, the following notation is used to describe locations in the menu: *Home > Menu > Sub menu > ...*

For example, the manual could say “navigate to *Home > Menu > Input A > Mode*”. This can be read as follows:

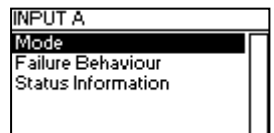
Keep [Cancel] pressed for 2 seconds to reach the Home screen.



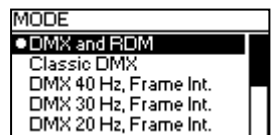
Then, press [OK] to get to the menu.



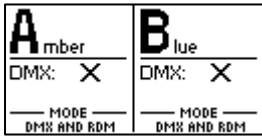
Select “Input A” using the encoder wheel and press [OK] again to confirm the selection.



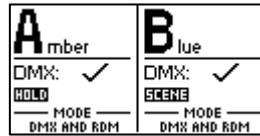
Select “Mode” and confirm your selection once more with the [OK] button.



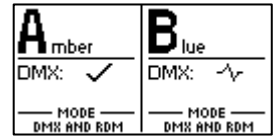
Home Screen



Home screen indicating that no signal is available on either input port.



Home screen indicating a valid DMX signal and different failure modes for each input.



Home screen showing a valid signal on input A and a disturbed signal on input B.

The Home screen (Main screen) is divided into a left and a right section. The left section contains information about the signal status of the input A and the currently active DMX mode of the outputs connected to input A. The other half of the Home screen shows the same information for the input port B and its connected outputs.

If at an input, no DMX data is recognized but non-zero start code packets are observed, “ALT. X” is displayed instead of just “X”.

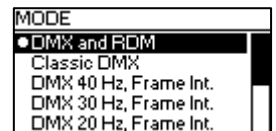
Above the “Mode” label, status indicator labels for the failure behaviour “Hold Last Look” or “Scene” are displayed to show the current failure behaviour setting for the corresponding port. If no indicator is shown, the failure behaviour is set to “Off”. A blinking label indicates that the device is currently in failure state. See page 11 Failure Behaviour for further information.

Input / Universe Settings and Information

The settings for the universe A (B) and its input are accessible under *Home > Menu > Input A* (*Home > Menu > Input B*). This menu offers the sub menus “Mode”, “Failure Behaviour”, “Universe Label” and “Status Information”, which are described next.

DMX Mode

The DMX mode of the outputs connected to universe A (B) can be selected under *Home > Menu > Input A > Mode* (*Home > Menu > Input B > Mode*). A mode is activated by selecting it using the encoder and confirming the selection with the [OK] button. The currently active mode is flagged by a bullet point on the left side.



The following modes are available:

DMX and RDM

In this mode, any arriving DMX and RDM data is forwarded to the outputs of the corresponding universe as it arrives at the input. XPD-28 is discoverable via RDM and responds to RDM packets addressed to the device. For RDM-traffic addressed to devices connected to the outputs of the universe, the device operates as a bidirectional RDM-splitter.

DMX and RDM is the default mode which is applied to both universes when you restore the default settings as described on page 19.

Classic DMX

DMX data is forwarded as it arrives. The splitter is not discoverable via RDM and does not work as a bidirectional splitter.

DMX 40 Hz, Frame Int.

This mode sends DMX data with a well-defined timing characteristic, regardless of the timing of the received signal. At the cost of a small delay, the “Frame Integrity” is maintained. This means, that no partially updated DMX frames are sent out. This may be important when multi-slot parameters are in use. The splitter is not discoverable via RDM and does not work as a bidirectional splitter.

DMX 30 Hz, Frame Int.

As above.

DMX 20 Hz, Frame Int.

As above.

DMX 10 Hz, Frame Int.

As above.

DMX 40 Hz

This mode sends DMX data with a well-defined timing characteristic, regardless of the timing of the received signal. The “Frame Integrity” is not maintained. This means that partially updated DMX frames may be sent out. The splitter is not discoverable via RDM and does not work as a bidirectional splitter.

DMX 30 Hz

As above.

DMX 20 Hz

As above.

DMX 10 Hz

As above.

DMX Timings

Mode	Break	Mark-After-Break	Mark-Before-Break	Inter-Slot-Delay
DMX 40 Hz	180 µs	20 µs	30 µs	4 µs
DMX 30 Hz	180 µs	20 µs	30 µs	20 µs
DMX 20 Hz	180 µs	20 µs	30 µs	53 µs
DMX 10 Hz	180 µs	20 µs	30 µs	151 µs

Failure Behaviour

For each of the two input universes, one of three failure behaviours can be chosen under *Menu > Input A > Failure Behaviour* (*Home > Menu > Input B > Failure Behaviour*).

The failure behaviour determines how the respective universe reacts upon the occurrence of a failure. Generally, it is considered a failure when no valid DMX signal is observed at the input for one second. The same behaviour applies to the “DMX and RDM” mode. If there are still RDM messages present but no DMX signal for one second, the universe will go into failure mode anyway¹. This ensures the correct behaviour if the XPD-28 is connected to an RDM proxy.

Off

No DMX is sent on the outputs. In the modes “DMX and RDM” and “Classic DMX”, the outputs continue to forward whatever arrives at the inputs.

Hold Last Look

The outputs of the universe continue sending out the last received look. If no data has been received before, no data is sent to the outputs.

Scene

A previously recorded scene is replayed in the case of a DMX signal loss. After pressing [OK] with the *Scene* menu entry highlighted, a list with all scene slots appears. The currently selected scene is marked with a bullet point. For more information about scene recording, see *Scenes* on page 14

¹ For firmware versions 1.06 and older: Failure mode is only activated when neither DMX nor RDM messages are present.

Start to Scene

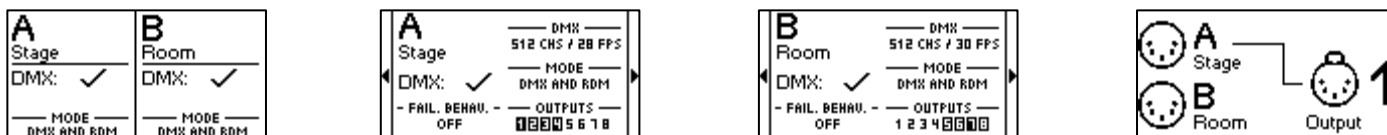
This menu only appears when *Failure Behaviour* is set to “Scene”. After starting up the XPD-28, the device is not in a failure state, because a DMX signal never has been present. To output a scene directly after start-up anyway, the *Start to Scene* function can be enabled. When enabled, the XPD-28 will output the scene selected as failure behaviour right after start-up. Backup ports are not affected by Start to Scene and will switch to input B anyway if there is a valid signal on input B and no signal on input A.

Universe Label

For each of the two inputs, a universe label can be entered under *Home > Menu > Input A > Universe Label > Set Universe Label* (*Home > Menu > Input B > Universe Label > Set Universe Label*). Setting a universe label works just like editing the device label, as detailed on page 16.



The labels are then displayed on the Home Screen (see page 10), the DMX Input Overview screen (see page 21) and the output linking screen (see Linking Outputs to Inputs below) in place of the generic titles Amber and Blue.



The universe label can have a length of up to six characters. If no label is needed and the generic Amber or Blue description is preferred, simply erase the universe label in the edit view of the respective input.

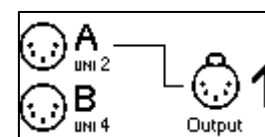
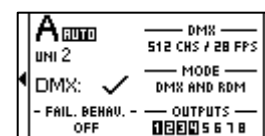
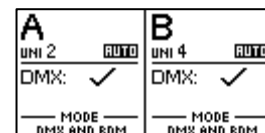
Auto Universe Label

The XPD-28 can automatically set its universe labels when connected to a Swisson device supporting this feature. If the device which is transmitting the DMX signal (e.g. Swisson XND-8) has the *Auto Universe Label feature* activated, the XPD-28 will automatically show the universe number of the port it is connected to.

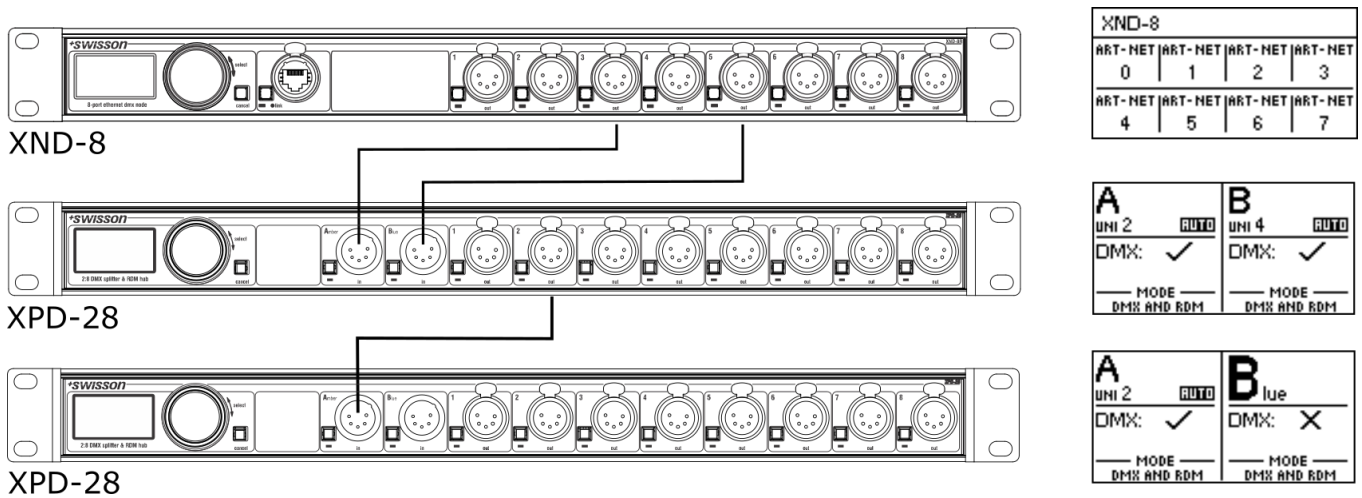
An automatically set universe label is shown by an **AUTO** status indicator beside the universe label. If no new universe label has been received within 5 seconds, the displayed label will remain and the **AUTO** status indicator will start blinking.

The Auto Universe Label information is transmitted via small RDM packets. They are sent out every two seconds with almost the minimal possible packet size. This means the traffic overhead for the signal line is insignificant. These packets are received by Swisson devices only and will not disturb any other standard compliant DMX or RDM receivers on the line.

Auto Universe Labels will work in every XPD-28 mode (not only “DMX and RDM”) because it is based on unidirectional communication. Nevertheless if set to one of the regenerating modes, the XPD-28 will filter out every non-zero start code frame and therefore won’t forward *Auto Universe Labels* any further.



An example setup using the Auto Universe Label feature is depicted below.



Enable/Disable Auto Universe Label

Auto Universe Label is enabled by default. It can be disabled under *Home > Menu > Input A > Universe Label > Auto Universe Label > Enable/Disable* (*Home > Menu > Input B > Universe Label > Auto Universe Label > Enable/Disable*).

Save Auto Universe Label

The current auto universe label can be saved as persistent Universe Label by navigating to *Home > Menu > Input A > Universe Label > Auto Universe Label* (*Home > Menu > Input B > Universe Label > Auto Universe Label*). When selecting *Save Auto Universe Label* and confirming the dialog with [OK], the label is stored persistent and will remain after disabling *Auto Universe Label* and restarting the device.

Clear Auto Universe Label

If an auto universe label was received once but no new labels are received within five seconds, the **AUTO** status indicator starts blinking and the label remains on the display. This can be cleared by navigating to *Home > Menu > Input A > Universe Label > Auto Universe Label* (*Home > Menu > Input B > Universe Label > Auto Universe Label*) and selecting *Clear Auto Universe Label*.

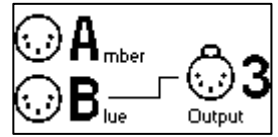
Status Information

Status information about each of the inputs is accessible under *Home > Menu > Input A > Status Information* (*Home > Menu > Input B > Status Information*). As a shortcut, the button on the left below the respective input port can also be used to recall this information. Further details about this menu are explained on page 20 under DMX Input Monitoring and Diagnostics.

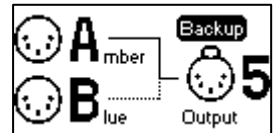
Output Settings and Information

Linking Outputs to Inputs

Output ports can be linked to one of the two inputs under *Home > Menu > Output N*, where N stands for the number of the output. The number of each output is printed on the left above each XLR (or etherCON) output port. As a shortcut, the button on the left below each output port (button [1] – button [8]) can be used to access the same menu.



From the menu depicted above, the encoder wheel or the button on the left below the output port can be used to change the universe to which the output port is connected. Each output can either be linked to universe A, to universe B or it can be put in Backup mode. If the respective output is in Backup mode, this is displayed as shown below.



Backup Mode

This mode behaves as follows:

- It prioritizes input A over B.
- If input A fails and B is still observing a valid signal, all outputs configured to the Backup mode switch over to input B.
- If input A becomes available while input B is active, all ports governed by the Backup mode, switch back to input A.
- If both inputs fail, all output ports where the Backup mode is active stay connected to the input port to which they have been connected before and the respective failure behaviour determines what is sent to those outputs.

DMX Output Mode

The DMX output mode is configured per universe. See DMX Mode on page 10.

Failure Behaviour

The failure behaviour is configured per universe. See Failure Behaviour above, under Input / Universe Settings and Information.

Scenes

The XPD-28 can record up to 10 static scenes from its inputs. These scenes can be automatically applied to the outputs when the device is in a state of failure (see page 11 for setting up the failure behaviour). To record, rename or remove scenes, go to *Home > Menu > Scenes*. A list with 10 scene slots is shown here. Unused scene slots are labelled “Empty”, while used ones are by default labelled with “Scene” or a custom name.

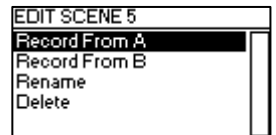
SCENES
1: Cleaning light
2: Front 50%
3: Front 100%
4: Emergency
5: Empty

Recording Scene

Apply the desired DMX look to input A (input B). Go to *Home > Menu > Scenes* and select a slot to store the scene by turning the encoder knob and pressing [OK]. When selecting an already used slot, the current scene of this slot will be overwritten with the new look after recording is done.

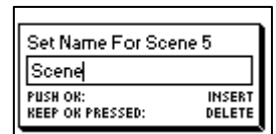
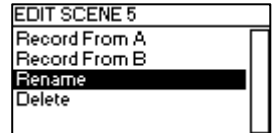
SCENES
1: Cleaning light
2: Front 50%
3: Front 100%
4: Emergency
5: Empty

Select *Record From A* (*Record From B*) to store the current look from the desired input port. Confirm the shown dialog with [OK] to record the scene or press [Cancel] to abort. If there is no DMX signal present on the chosen input, a dialog will show “Recording Failed!”. This dialog can be closed by pressing [OK] or [Cancel].



Renaming Scene

By default, a recorded scene is named “Scene”. To set a custom name, go to *Home > Menu > Scenes* and select the desired scene slot using the encoder wheel. When the desired scene slot appears highlighted, press [OK]. In the Scene Edit menu, select *Rename*. In the subsequently shown dialog, the new scene name can be entered similarly to entering the device label, as discussed on page 16.



Deleting Scene

To delete a scene, select the desired scene slot as described under Renaming Scene. In the *Edit Scene* menu, select *Delete*. Confirm the dialog by pressing [OK] or abort by pressing [Cancel].

Factory Presets

The *Factory Presets* menu entry of the main menu allows you to load one of the following factory defined presets:

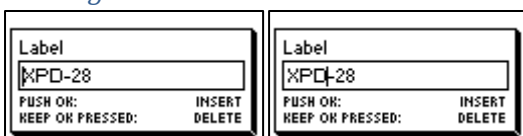
- 1-4: A, 5-8: B:
 - Ports 1 – 4 are configured to output DMX data from input A.
 - Ports 5 – 8 are configured to output DMX data from input B.
 - RDM is enabled for both inputs.
- 1-4: A, 5-8: B, No RDM:
 - Ports 1 – 4 are configured to output DMX data from input A.
 - Ports 5 – 8 are configured to output DMX data from input B.
 - RDM is disabled, the DMX mode is set to Classic DMX (see page 10) for both inputs.
- All Outputs on A:
 - Ports 1 – 8 are configured to output DMX data from input A.
 - RDM is enabled for both inputs.
- All Outputs on B:
 - Ports 1 – 8 are configured to output DMX data from input B.
 - RDM is enabled for both inputs.
- Backup Mode:
 - Ports 1 – 8 are configured to Backup mode (see Backup Mode, page 14).
 - RDM is enabled for both inputs.

Device Settings and Information

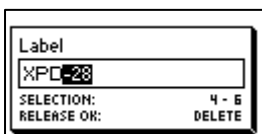
Label

The device label can be viewed and edited under *Home > Settings > Label*.

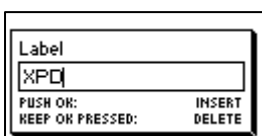
Deleting Text



In order to delete a text line or a part of it, position the cursor immediately to the left of the first character you want to have deleted.

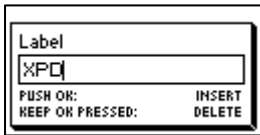


Then keep [OK] pressed and turn the encoder clockwise until all of the text that you wish to delete appears highlighted.



As you release the [OK] button, the highlighted text is removed.

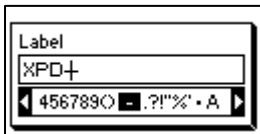
Inserting or Appending Text



To append or insert text, move the cursor to the position where you want to add your text.



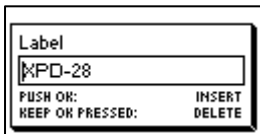
Then push the [OK] button and select a character to add.



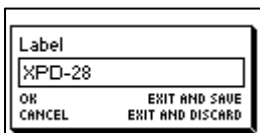
Confirm your selection by pressing [OK].



Repeat the above steps for the remaining characters. Then, press [Cancel] to finish editing.



Press [Cancel] again to quit the editor.



Press [OK] to store the changes or press [Cancel] to discard all changes.

Screen Saver

Under *Screen Saver*, a selection list is presented to you with the following options:

- *Enable*: Screen saver is enabled.
- *Disable*: Screen saver is disabled.

A bullet point is shown next to the currently active setting. Use the encoder wheel to select the desired setting and push [OK] to apply the setting.

Please refer to the section Screen Saver on page 20 for more details about the behaviour of the screen saver.

Mute LEDs

Under *Mute LEDs*, a selection list is presented with the following options:

- *Mute*: All status indicator LEDs of the device remain dark regardless of the device's status.

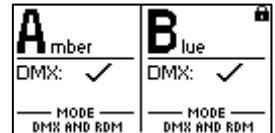
- *Unmute*: The status indicator LEDs behave as described under Status LEDs on page 20.

A bullet point is shown next to the currently active setting. Use the encoder wheel to select the desired setting and push [OK] in order to apply the setting.

User Input Locking

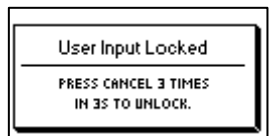
The menu item *User Input Locking* allows you to lock your device with a password or with a simple key lock to protect your device from unauthorized or accidental manipulation. When the device is locked, the user will only be able to see the Home Screen (see page 10) and the DMX input screens (see DMX Input Monitoring and Diagnostics, page 20). Since the menu is unavailable while the device is locked, the DMX input screens are only accessible via the buttons next to the input ports.

A padlock symbol in the top right corner of the Home screen indicates that the user input is currently locked.



Simple Locking

Simple Locking is an easy way to lock the device against accidental manipulation. Unlocking is done by pressing [OK] on the Home screen. The dialog appearing says to press [Cancel] three times in three seconds, which will unlock the device. The dialog can be closed by pressing [Cancel] for two seconds.



Password Locking

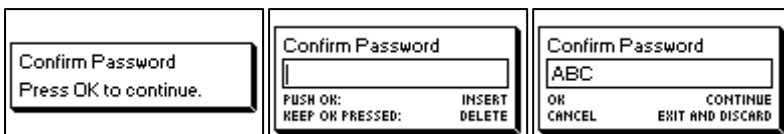
Password locking is intended to protect the device from unauthorized manipulation. When enabled, the device can only be unlocked with the correct password. To unlock, press the [OK] button from the Home screen, it will prompt for the password. If it is entered correctly, the device becomes unlocked and the main menu is displayed.

Set Password

Choose the menu entry *Settings > User Input Locking > Set Password* to set a password. A dialog will show up that prompts for a password. Password editing works just like editing the device label, as detailed on page 16.

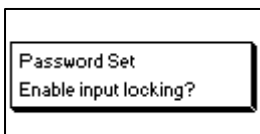


Once the password has been entered, XPD-28 will ask you to enter the password a second time.



If the two entered texts match, the password is set.

Finally, after the password was successfully stored, the user will be asked whether he wants to enable password locking, if it is not already enabled.

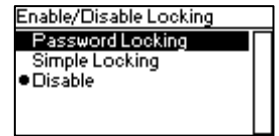


By pressing [OK], password locking is enabled. Pressing [Cancel] closes the dialog and keeps password locking disabled, but the password is set anyway.

To change the password, simply open the *Set Password* dialog again. It is not required to enter the current password before changing it.

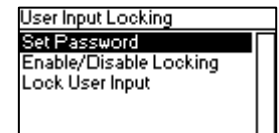
Enable/Disable Locking

The menu entry *Settings > User Input Locking > Enable/Disable Locking* lets the user choose between password locking, simple locking and no locking (disable). If the user requests to enable password locking, and a password has already been set, the user will be asked to enter the password before password locking is enabled. If the user requests to enable password locking when no password has been set up, the user will be prompted to enter and confirm a password before password locking is enabled.



Lock User Input

Once locking has been enabled, the additional menu item *Lock User Input* will appear on the top level of the menu and under *Settings > User Input Locking*. If the user activates this menu item, he will be asked whether the device should be locked. [OK] will lock the device, [Cancel] will keep it unlocked.



The device will also be locked when the screen saver becomes active or after a power cycle if locking has been enabled.

Information

The following information about the device is available under *Home > Menu > Settings > Information*.

Model

The device model is reported as “XPD-28” for all variants of the XPD-28.

UID (A) and UID (B)

The RDM Unique Identifier for each of the universes.

Boot Software

The full version number of the boot software.

Firmware

The full version number of the firmware.

Hardware

The hardware revision.

Restore Default Settings

The default settings can be restored under *Home > Menu > Restore Default Settings*. In this menu, you will be asked whether you want to continue restoring all settings. Push [OK] to confirm or [Cancel] to abort.

This function will restore all settings to the defaults:

- Device label: XPD-28
- DMX mode: DMX and RDM (on both universes)
- Failure behaviour: Off (on both universes)
- Ports assigned to input A: 1-4
- Ports assigned to input B: 5-8
- Screen saver: Disabled¹

¹ For firmware versions 1.06 and older: Enabled

Status LEDs

All LEDs can be muted, in which case they stay dark independently of the device's status. The information below applies when the LEDs are not muted (unmuted). Please refer to Mute LEDs on page 17 for more information about muting and unmuting the LEDs.

Selected Port

When a port is selected, either with the push-button next to it or via the menu, the port's status LED flashes up for 0.1 seconds once every 0.2 seconds in the colour of its universe. The colour of the universe is amber for the universe A and blue for the universe B.

Not Selected Port

While at a port, a bad signal is present, its LED lights up in red. The LED stays red for 0.1 seconds when the erroneous signal is no longer observed.

If a port is not selected and no faulty signal is present, the port's status LED provides the following information:

- For at least 0.5 seconds a second, it lights up as follows:
 - Input A: LED lights in Amber.
 - Input B: LED lights in Blue.
 - Output connected to universe A but not in Backup mode: LED lights in Amber.
 - Output connected to universe B but not in Backup mode: LED lights in Blue.
 - Output in Backup mode, while connected to universe A: LED lights up in Green.
 - Output in Backup mode, while connected to universe B: LED lights up in Green and Flashes up in Blue shortly.
- It turns black for 0.1 seconds every second, if at the port no signal is available.
- It turns white for 0.4 seconds once a second, if the port's universe has received the command to "identify" itself via RDM.

Screen Saver

When enabled, the OLED display will automatically turn itself off when no user input is received for 40 seconds in order to improve the durability of the product, if the screen saver is enabled. Once the display is turned off, it can be turned on again by pushing any button or by turning the encoder wheel by one unit in any direction.

The screen saver can be enabled or disabled under *Home > Menu > Settings > Screen Saver*.

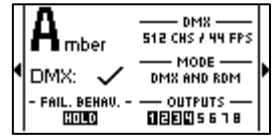
DMX Input Monitoring and Diagnostics

In order to get detailed information about the signals at one of the DMX inputs, simply press the button on the left of the respective DMX input port. Use the encoder wheel to switch between the DMX Input Overview, DMX Channels screen and Statistics screen. The three screens are described next.

If no user input occurs for 20 seconds while one of these screens is active, the screen closes itself.

DMX Input Overview

This screen indicates on the left-hand side whether good DMX data is being received, or whether the DMX signal is disturbed or not available at all. That information is shown by a symbol displayed next to the label “DMX:”. The meanings of those symbols are as follows:



- A tick (✓) shows that good DMX data is being received.
- A cross (×) indicates that no DMX data is being received.
- A wave symbol (⋈) indicates that a faulty signal is present or that invalid DMX data is being received.

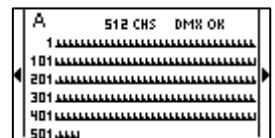
Below the DMX status, the selected failure behaviour is displayed and indicates a failure state by blinking.

Further, the following information is displayed on the right-hand side:

- Below the title “DMX”, the number of channels received, and the refresh rate of the signal is displayed.
- Under “MODE”, the mode of the input port is shown (see DMX Mode on page 10).
- Under “OUTPUTS”, each output is listed. The ones that are currently connected to the input port displayed on the top left of this screen, are highlighted.

DMX Channels Screen

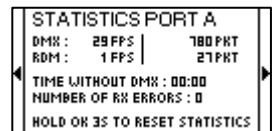
On the DMX Channels screen, a small vertical bar is displayed for each received DMX channel. The height of each bar corresponds to the value received for the respective channel. The status line on top also shows the number of DMX channels being received and the DMX signal status. The status can either be “DMX OK”, “NO DMX” or “DMX ERROR”.



“DMX OK” means that a good DMX signal is received at the input, “NO DMX” means, that no DMX signal is observed at the input and “DMX ERROR” states that a faulty or invalid DMX signal is present.

DMX Statistics Screen

The Statistics screen shows the current frame rate, packet counter and failure information for the selected port. It can be used for troubleshooting and performance monitoring of the corresponding input port. On the upper half of the screen, the number of received DMX and RDM frames per second (FPS) is displayed, followed by the total number of received packets (PKT). “Time Without DMX” is measuring for how long no DMX was seen on the input. This timer is set back to “00:00” as soon as a valid DMX signal is present. The “Number Of Rx Errors” counter shows how many times a so-called framing error has been observed on the DMX input. The statistics can be cleared by holding [OK] for three seconds.



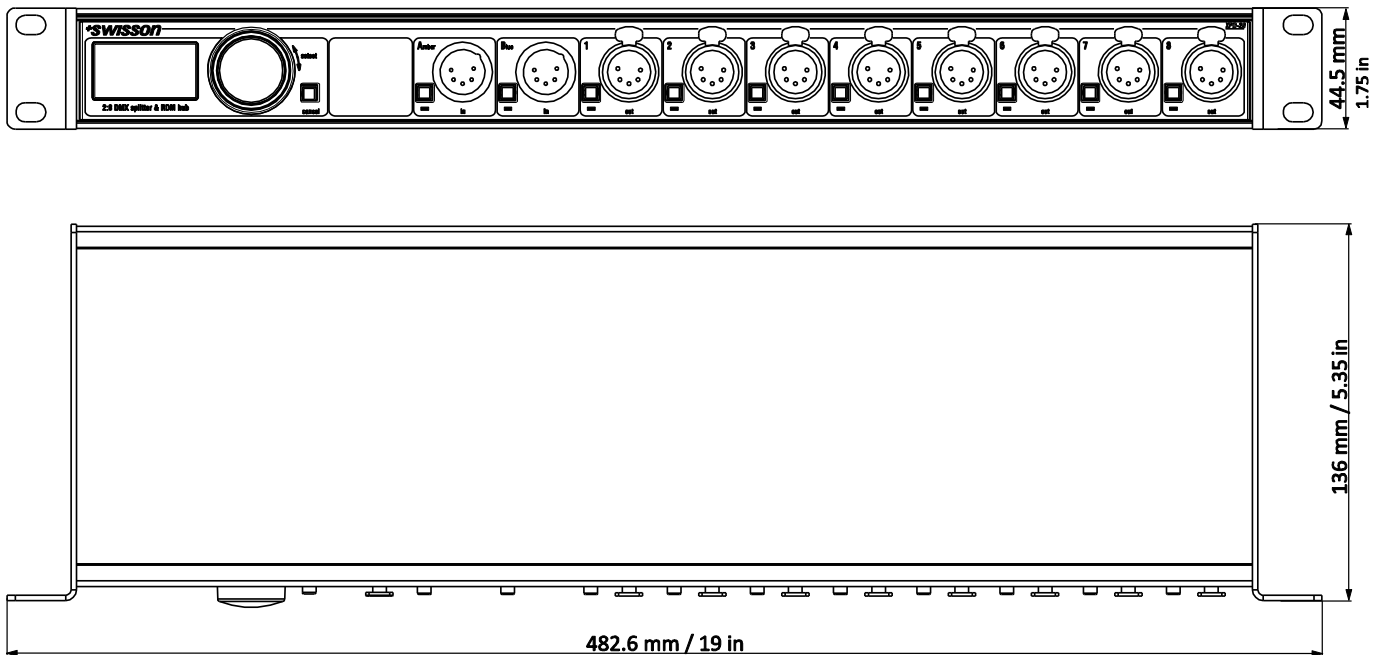
RDM

XPD-28 is discoverable via RDM and works as an RDM capable, bidirectional splitter, when the corresponding universe is configured to the mode “DMX and RDM” (see DMX Mode on page 10). When a different mode is selected, the RDM capabilities of the splitter are disabled for the respective universe.

Firmware Updates

Firmware updates are provided on the product page on the Swisson website. For updating the firmware, a PC with Windows (Vista or later) and a USB A to B cable (USB printer cable) is required. Please refer to the separate documentation also provided on the product web page for details about the process of updating the product’s firmware.

Technical Data



Depth	136 mm (5.35 in)
Width	482.6 mm (19 in)
Height.....	44.5 mm (1.75 in)
Weight.....	1.7 kg (3.75 lb.)
Ambient temperature range	-30 °C to 55 °C (-22 °F to 131 °F)
AC power.....	100 - 240 V nominal, 50/60 Hz
Typical power consumption.....	9 W
DMX.....	ANSI E1.11
RDM	ANSI E1.20
Electrical standard signal ports	EIA-485

Ordering Information

Standard Versions

10 40 10	XPD-28-5R	2:8 DMX & RDM splitter, rack mountable, 5-pin XLR
10 40 11	XPD-28-3R	2:8 DMX & RDM splitter, rack mountable, 3-pin XLR
10 40 12	XPD-28-8R	2:8 DMX & RDM splitter, rack mountable, RJ45

Special Versions

10 40 13	XPD-28-5R8	2:8 DMX & RDM splitter, rack mountable, inputs: 5-pin XLR, outputs: 3-pin XLR
10 40 14	XPD-28-5R2	2:8 DMX & RDM splitter, rack mountable, inputs: 5-pin XLR, outputs: 6 x 5-pin XLR, 2 x 3-pin XLR
10 40 15	XPD-28-5R4	2:8 DMX & RDM splitter, rack mountable, inputs: 5-pin XLR, outputs: 4 x 5-pin XLR, 4 x 3-pin XLR
10 40 16	XPD-28-5R6	2:8 DMX & RDM splitter, rack mountable, inputs: 5-pin XLR, outputs: 2 x 5-pin XLR, 6 x 3-pin XLR

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