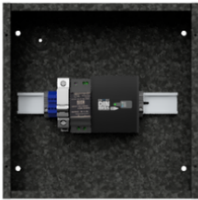


Standalone commercial lighting control gateway that converts 0–10V analog lighting control signals into up to 10 configurable DMX lighting scenes. Simple browser-based setup via onboard Wi-Fi allows fast mapping, backup, and field updates without any proprietary software. Designed for robust integration in commercial and architectural lighting environments.



KEY FEATURES

- ✓ Accepts standard 0–10V lighting control input (source or sink)
 - ✓ Outputs one full DMX512-A universe (up to 512 channels)
 - ✓ 10 user-defined scene presets mapped by voltage
 - ✓ Optional "grand master" preset scene intensity control via second 0-10V input
- ✓ Adjustable scene-to-scene fade rate
 - ✓ Embedded Wi-Fi with captive portal for local configuration — no internet required
 - ✓ Factory reset, backup/restore, and test output functions
 - ✓ DIN rail components in NEMA 1 steel enclosure with labeled terminal blocks

SPECIFICATIONS

Input Voltage (Power)	120 VAC (±10%)
Analog Input	0–10V, source/sink compatible
DMX Output	1x DMX512-A universe, screw terminals
Max Scenes	10
Fade Rate	Adjustable per scene
Config Interface	Wireless via web browser
Authentication	Unique default password, forced change
Backup/Restore	Download/upload config file
Test Functions	"All on" & "All off" DMX test buttons
Indicators	Power/status & input signal LEDs
Mounting	Surface mount via through holes in rear of panel
Operating Temp	0°C to +50°C
Input Protection	ESD & analog filtering
Enclosure	NEMA 1 steel enclosure
Certifications	UL Listed

MOUNTING

Gateway enclosure mounts to wall using surface-mount through holes on rear of panel. Provide 120VAC circuit (Line, Neutral, Ground) to gateway location. Route 0–10V control signal wiring to analog input terminals. Route DMX512 output wiring to fixtures per NEC Article 725. Position enclosure with cable knockouts facing downward when possible.

ORDERING INFORMATION

Part Number	Description
PNL-GTWY-010V-DMXSCN-DMX1U-120V-NEMA1	DMX Scene Gateway, 0-10V Input, 1 Universe DMX Output, 120VAC, NEMA 1