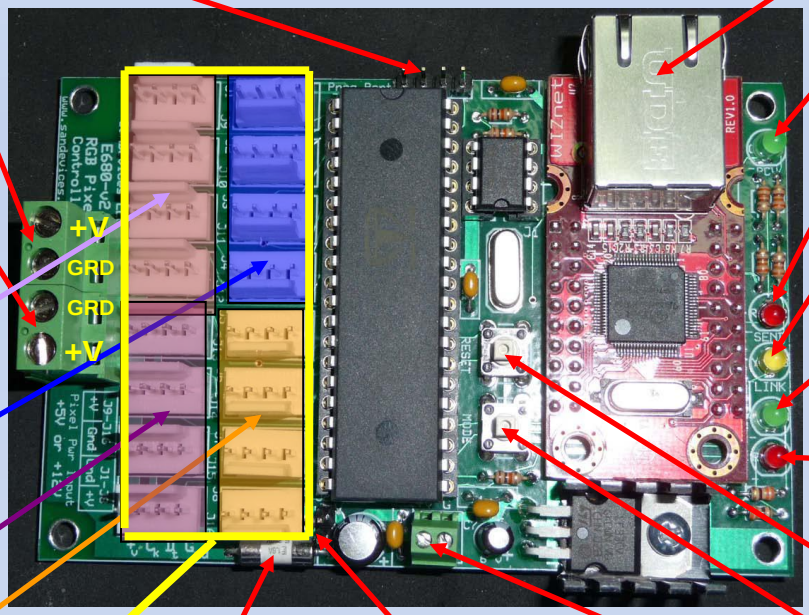
E680 QUICK REFERENCE

Consult the user documentation from www.sandevices.com before using this quick reference guide. Refer to the user documentation for Web Server and IP address configuration commands.



Programming port

J9-J16 Terminal
5-12Vdc DC Supply for outputs J9-J16

J1-J8 Terminal
5-12Vdc DC Supply for outputs J1-J8 and Supply for E680 Controller (use J19 if supply is above 5Vdc)

Output 9 – 12
Cluster 3, String 1-4
5-12Vdc

Output 1 – 4
Cluster 1, String 1-4
5-12Vdc

Output 13 – 16
Cluster 4, String 1-4
5-12Vdc

Output 5 – 8
Cluster 2, String 1-4
5-12Vdc

Output Terminals
+Vdc Clock Data Gnd

Fuse
1.6amp

J20 - E680 Controller Supply Jumper
0= Enable J19 Supply
1= Enable J1-J8 supply

J19 External 5Vdc power Supply to controller *(preferred when using 12vdc on J1-J8)*

E1.31 Ethernet connection

E1.31 Ethernet Receive Data LED

E1.31 Ethernet Send Data LED

E1.31 Ethernet Link Established LED

E680 Status LED
Receiving DMX/E1.31 Data mode

E680 Status LED
Running in Web Server Mode

Reset Button
Resets the processor

Program Button
Force Web Server to start or force specific network modes

E680 COMMANDS

Strings, n, a (Number of strings in a cluster)
n = Cluster (1-4)
a = Number of strings (0-4)

Chip, n, x (String chip type)
n = Cluster (1-4)
x = 0 – 6803
1 – 2801
2 – GECE
3 – 1804 Fast speed comms
4 – 1804 Slow speed comms

Pixels, n, aaa (Sets the number of uniquely addressable pixels)
n = Cluster
aaa = Number of addressable pixels

Group, n, aaa (How many pixels to group together)
n = Cluster
aaa = Number of pixels controlled together

RGB, n, aaa (The order of the RGB channels)
n = Cluster
aaa = 0 – RGB
1 – RBG
2 – GRB
3 – GBR
4 – BRG
5 – BGR

DMX, n, s-ccc (Sets the starting DMX address for the cluster)
n = Cluster (1-4)
s = Socket Number (1-4)
ccc = DMX start address (1-510)

Reverse, n, a (The order of the first channel in a string)
n = Cluster (1-4)
a = String Number (Note: string numbers increment in multiples ie; String 1 = 1, String 2 = 2, String 3 = 4, String 4 = 8

ZigZag, n, a (Number of pixels per ZigZag section of a string)
n = Cluster
a = Number of pixels per zigzag

Nulls, n, a,b,c,d (Number of null pixels per string of a cluster)
n = Cluster
a = String 1 null pixels
b = String 2 null pixels
c = String 3 null pixels
d = String 4 null pixels

Universe, s, aaaa
s = Socket Number (1-4)
aaaa = Universe Number (1-63999)

Save, n (Saves the current configuration screen to a page)
You must save any changes to a page before any changes take effect
Load, n (Loads the configuration from a saved page)
n = Memory page (0-7)