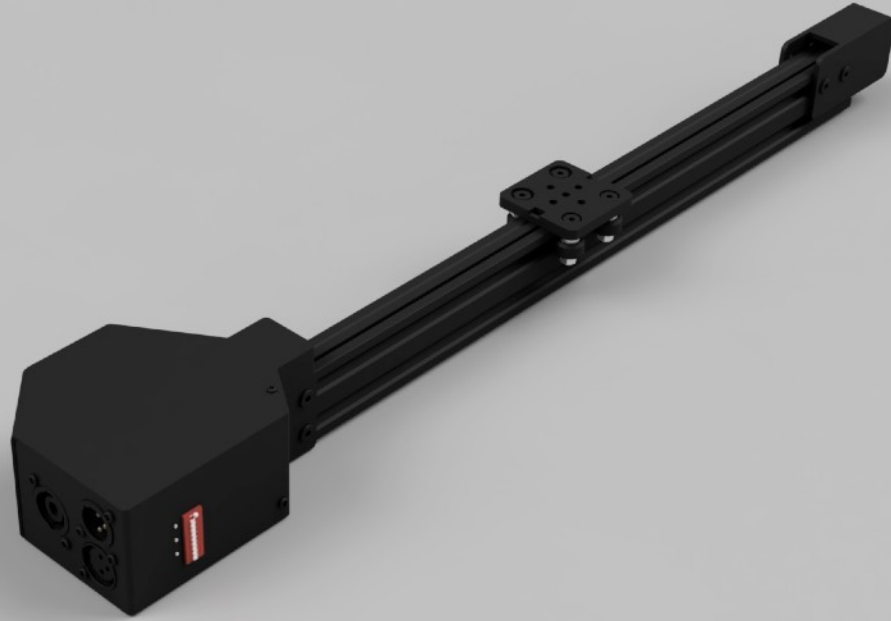




DMX Linear Rail

The **DMX Linear Rail** is a modular kinetic component to realize large-scale physical variable surfaces or spaces. Offering a variable length with precise positioning, the **DMX Linear Rail** can be used to facilitate wide-range spatial animations and synchronized physical shapes.

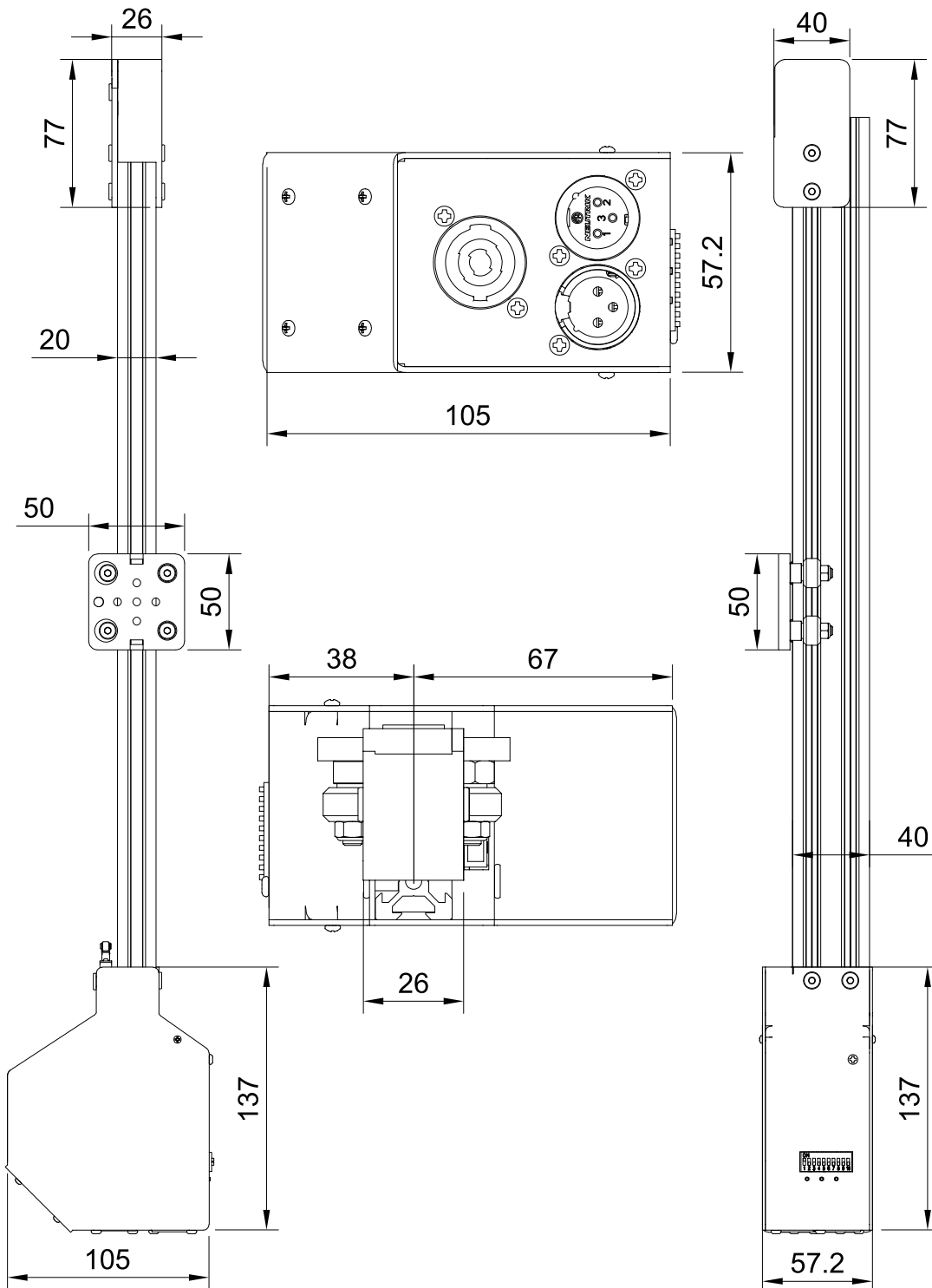
The modular concept of the **DMX Linear Rail** allows custom arrays and stacks e.g. together with individual objects, custom fixtures or lighting modules to create imposing, unique kinetic installations.

Technical specification

- 10 – 200cm length
- 0.1 – 1.2kg or 0.1 – 3kg push / pull
- 0.1 – 40cm/s speed
- 4 DMX channels (16bit Position, 8bit Velocity, 8bit Ramp / Mode)
- 12 VDC power supply
- Controllable via the **DMX LA Designer** software
- Compatible with software like TouchDesigner, Madrix, MadMapper etc.

DMX Linear Rail

Technical drawing



DMX Linear Rail

Addressing / Connectivity



- DMX512 compliant addressing
- 4 DMX Channels 8 / 16 Bit
- Channel 1: Position (8 Bit MSB)
- Channel 2: Position (8 Bit LSB)
- Channel 3: Velocity (8 Bit)
- Channel 4: Ramp / Mode (8 Bit)
 - 0 - 127: Fixed velocity mode
 - 128 - 255: Dynamic velocity mode
- 10 Bit DIP switch



- 3-pin XLR connectors for
IN / THRU DMX
- Speakon connector for IN 12 VDC