

## LT-123 DMX(485) Signal Amplifier



LT-123 is dedicated to amplify, distribute, and insulate the signal that comes from the lighting system equipment when it is connected to the bus of DMX512 (or RS-485).

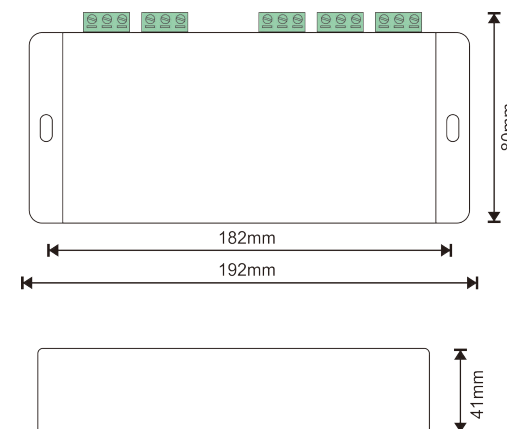
1. It's specially designed for signal shaping amplification for DMX512 (485) signal which attenuated after a long-distance transmission, realize extending the signal transmission distance;
2. Need to use the multiple signals expansion output control, increase DMX (485) signal amplifier to distribute multi-channel control.
3. 1 channel input, 3 channels distributed output, there is a independently photoelectricity insulation of >3KV between input and output terminals, and output terminals among 3 channels, so as to avoid the expensive equipment such as light, 485 communications equipment, DMX driver, precise digital lighting controller, being burnt by the possible high voltage which caused from the wrong wire connection and a broken equipment, also can avoid the signal interference between each DMX equipment, to assure it works safely.

### 1. Product Parameter:

#### LT-123

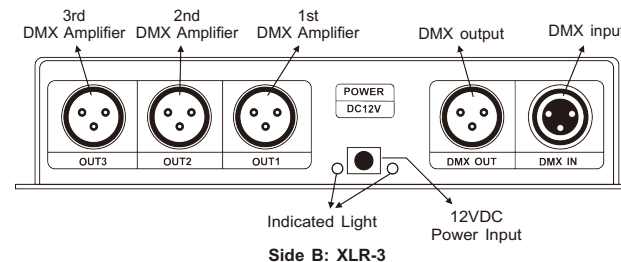
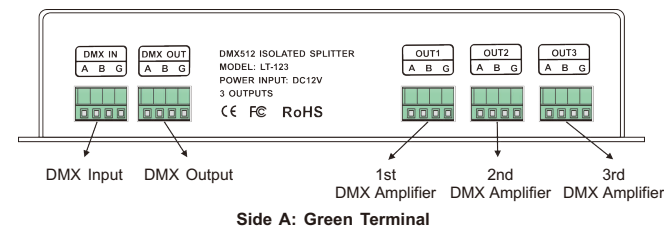
- Input Voltage: 12VDC(with an adapter to convert 100-240VAC to 12VDC)
- Input DMX Signal: 1CH DMX (485) Signal Input (photoelectricity isolation>3kv)
- Output DMX Signal: 3CH DMX (485) Signal Output (photoelectricity isolation>3kv)
- DMX512 Socket: XLR-3, Green Terminal
- Working Temperature: -30°C~65°C
- Dimension: L192×W80×H41mm
- Package Size: L270×W90×H46mm
- Weight(G.W.): 620g

### 2. Product Size:



### 3. Configuration Diagram:

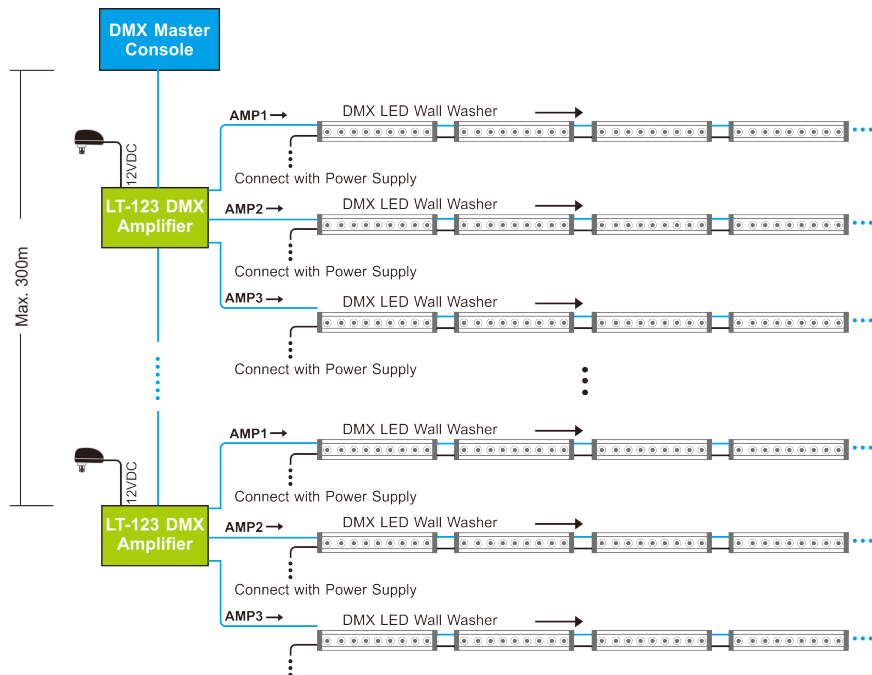
Provides two signal terminals to select:



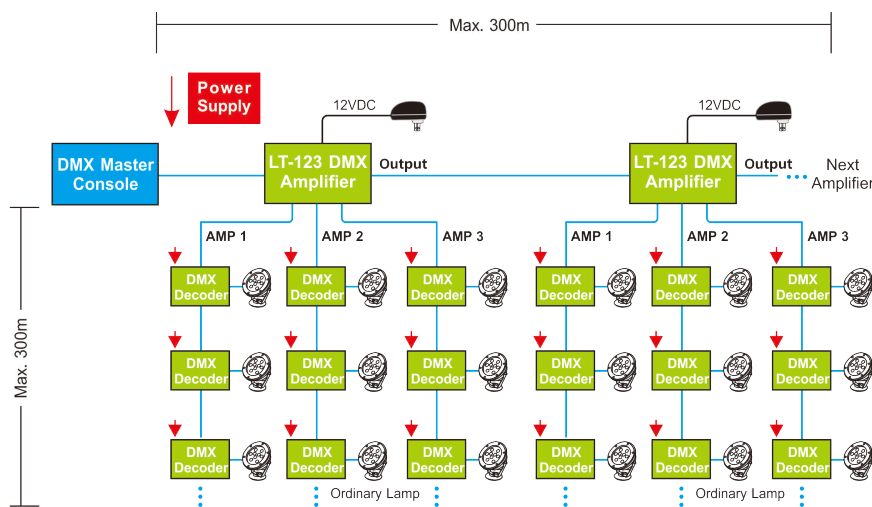
### 4. Wiring Diagram:

DMX (485) signal amplifier can isolate, amplify and distribute the signal to all kinds of DMX (485) control equipment, see the example for the DMX Lighting.

4.1. Example: Signal distribution for master console & DMX lamps:



4.2. Example: Signal distribution for master console & decoder & DMX lamps:



4.3 Example: Connection for signal amplifier in long distance:

