KL1024DT-K1

Digital Lighting Console

Description

The KL1024DT-K1 Digital Lighting Console is a high-performance DMX/Art-Net stage lighting controller designed for precise and intuitive control of complex lighting setups. Featuring a Linux-based custom OS, industrial-grade hardware, multiple DMX outputs, and a full touchscreen interface, it supports advanced scene programming, playback, graphics, and automated light shows. With remote control via app or network systems, the console is ideal for concerts, theaters, events, and professional lighting productions.

Features

- Linux-based, virus-resistant OS with multi-language support (Chinese, English, Portuguese, Vietnamese, Traditional Chinese)
- Industrial-grade hardware: 4-core CPU, 4GB RAM, 10.1" HD capacitive touchscreen
- 2 × optically isolated DMX512 outputs, Art-Net expandable to 8 outputs (4096 channels)
- Smooth, precise, and responsive faders with no delay or jumping
- 4 encoder wheels for fixture attribute and scene adjustment
- 10 scene faders + 1 blackout fader for simultaneous scene playback and instant blackout
- Dual console link for seamless backup control
- Wireless and wired remote control via app or wall panel
- Built-in music player with automated show marking, waveform visualization, and fill mode for fast light show creation
- Scene, fixture, and graphic management with custom naming, grouping, and drag-and-drop

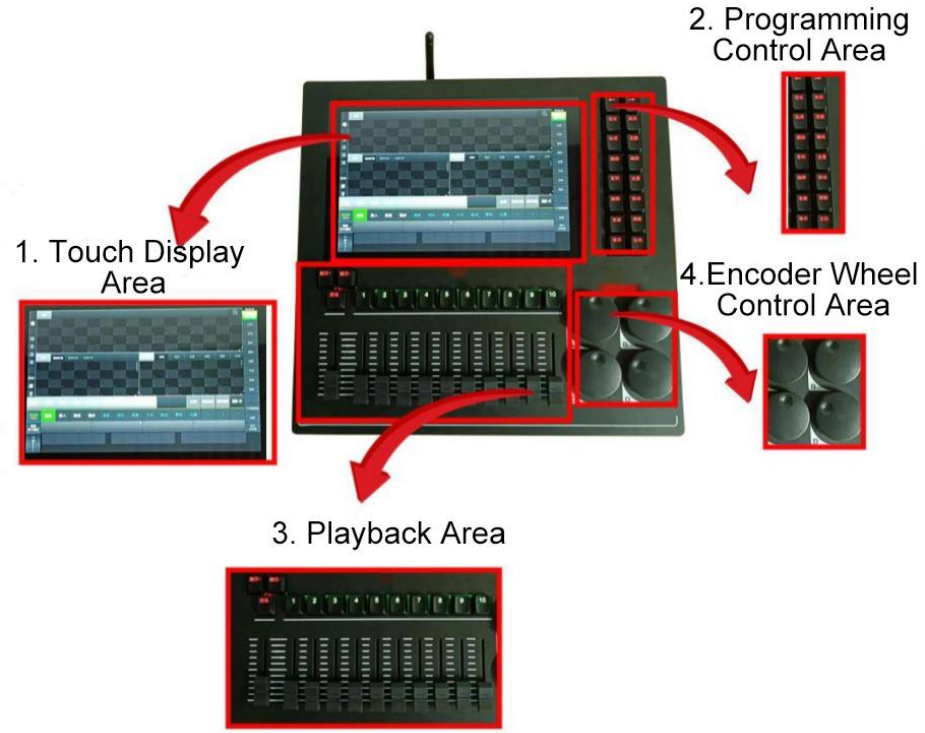
programming

- Supports RDM for remote fixture identification and address editing

Specifications

Model	KL1024DT-K1
Operating System	Linux Ubuntu-based Custom System, Multi-language Support
CUP / RAM	4-core CPU, 4GB RAM
Display	10.1" HD Capacitive Touchscreen
DMX Outputs	2 × Optically Isolated DMX512 Outputs (1024 Channels Each), Art-Net Expandable to 8 Outputs (4096 Channels)
USB / Storage	2 × USB ports, 1 × SD card slot
Network	1 × 100Mbps Ethernet port, Wi-Fi support, Supports TCP/IP, UDP, TCP, 485
Encoders	4 × Rotary Wheels for Attribute Adjustment
Scene Faders	10 Scene Faders + 1 Blackout Fader
Graphics & Effects	160 Preset Graphics, 31 Curve Effects, Support for 60 Simultaneous Effects
Fixture Capacity	Up to 1600 Fixtures in 300 Groups
Scene / Show Storage	900 Scenes, 200 Shows
Dimensions / Weight	330 × 350 × 85 mm / 3.8 kg
Power Supply	AC 90–240V

Front / Rear Panel



1. Touch Display Area

The touch screen interface provides access to Fixtures, Presets, Fixture Groups, Playbacks, Attribute Information, and System Settings.

2. Programming Control Area

The Programming Control Area (Function Key Area) consists of various function keys and a numeric keypad.

1) Function keys are used in combination with on-screen options for programming operations.
2) The numeric keypad is used together with function keys for value input and selection.
3) SETUP: Opens the system settings menu, including Show Management, Patching, Console Settings, Art-Net configuration, User Management, and Console Version information.
4) Up / Down Keys: Used for quick navigation and fast location of fixtures.

3. Playback Area

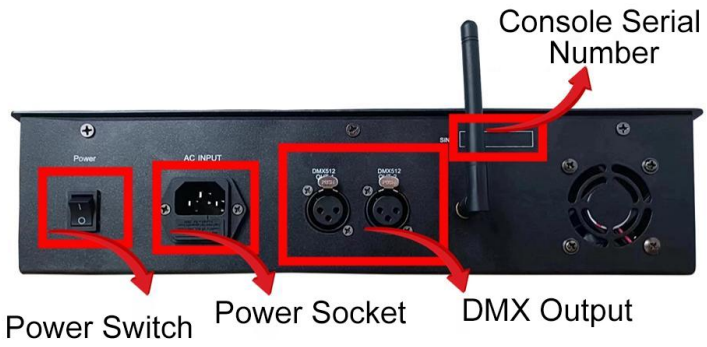
The Playback Area is used to select and control scenes. It consists of a master playback fader, page control keys, playback faders, and playback buttons.

1) Page − / + Keys: Used to switch playback pages; up to 40 pages are available.
2) Master Playback Fader: Blackout fader for the playback area.
3) Blackout Button: Enables or disables the blackout function.
4) Playback Buttons: Used for playback cue triggering.
5) Playback Faders: Used to select and control scenes.

4. Encoder Wheel Control Area

This area includes four encoder wheels, mainly used to adjust fixture attribute values, as well as scene speed, fade time, and other parameters. The displays above the encoder wheels show the currently controlled attribute information.

Note: Attributes activated by encoder wheel control are indicated by a red dot, while inactive attributes are shown in white or green.



1. Main Power Input

The console supports a wide input voltage range of AC90-240V, 50-60Hz, ensuring safe and reliable operation under different power conditions.

2. DMX512 Output Ports

The console uses the international standard DMX512 protocol and provides two physical DMX output ports for direct connection to lighting fixtures.

The DMX outputs use a 3-pin XLR connector as standard. 5-pin XLR output is available as an option upon request. DMX signals can also be transmitted via Ethernet and wireless receivers, supporting Art-Net expansion up to 8 output universes.

When patching fixtures, select the corresponding output line and connect it to the appropriate DMX output port.