

DMX Scene Panel 2 User Manual



DMX Scene Panel



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1. Product Overview

DMX Scene Panel 2 is a powerful yet easy-to-use DMX smart scene control application. It works with 4", 5.5", 8", and 10" smart scene panels and lets you control DMX standalone consoles, LED controllers, lighting modules, and more with one tap—for fast switching of lighting scenes and light shows. As a key control terminal for architectural lighting, stadiums, exhibition halls, museums, hotels, and retail projects, the DMX Scene Panel offers a clean, intuitive interface that improves efficiency and convenience for lighting design work.

The panel is compatible with DMX network offline consoles (such as SLESA, DINA, SUNLITE, and DASLIGHT series). Through software programming, you can precisely control LEDs, DMX stage fixtures, lasers, moving heads, DMX relays, and other devices. The DMX Scene Panel also supports a customizable UI and one-tap upload/update.

1.1 Version Information

This manual corresponds to touchscreen software version **2.15**. You can check the version under **Settings** > **About** on the panel.



About DMX Scene Panel 2



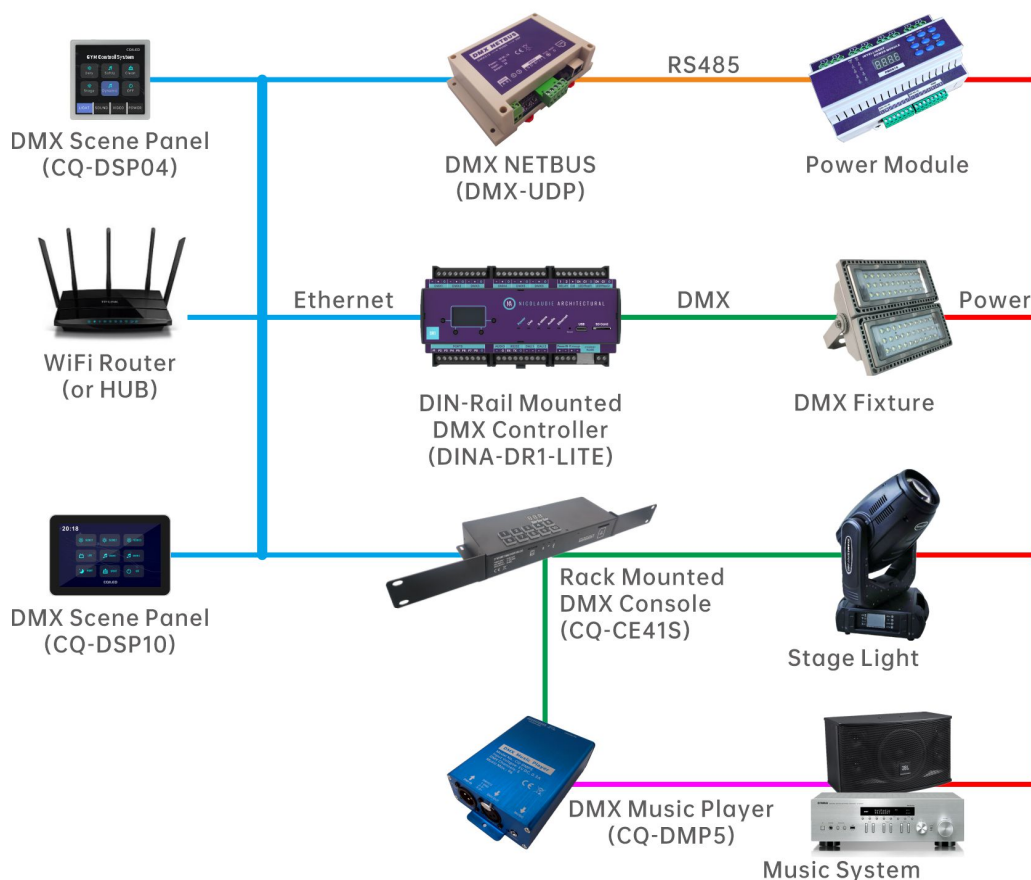
DSP2

DMX Scene Panel 2

Version: 2.15

License: Pro Edition

1.2 System Architecture



The smart scene panel connects over the network to offline consoles, LED controllers, and gateways to integrate DMX fixtures and other devices. It supports UDP, OSC, and other protocols, and can output RS485 via a gateway to control additional devices and lighting modules.

1.3 Supported Products

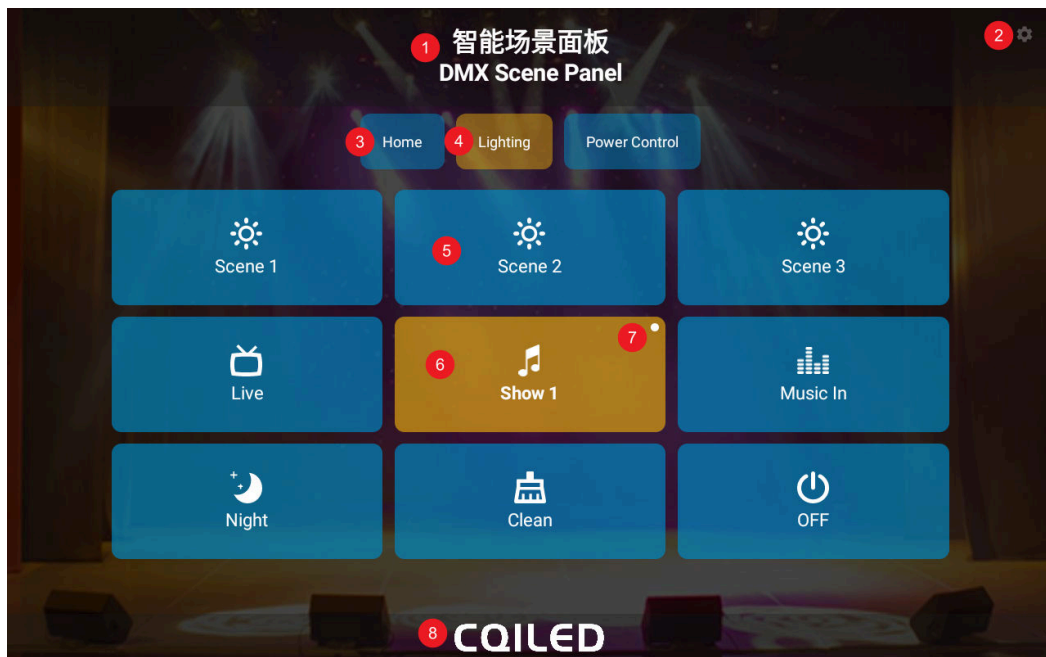
Current main panel models:

- 10" Smart Scene Panel, CQ-DSP10 — 86-type back box; also supports North American gang boxes
- 8" Smart Scene Panel, CQ-DSP08 — 86-type back box; also supports North American gang boxes
- 5.5" Smart Scene Panel, CQ-DSP05 — 86-type back box; also supports North American gang boxes
- 4" Smart Scene Panel, CQ-DSP04 — 86-type back box

All of these panels support both local power and PoE network power for simple installation.

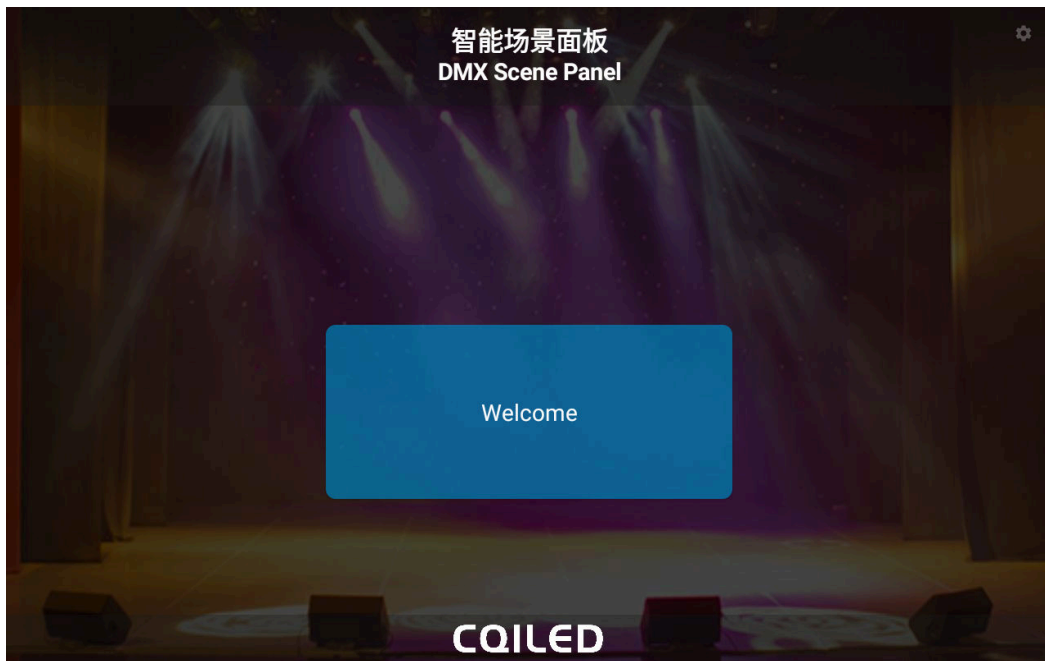
2. Daily Operation

2.1 Home Screen



1. Project name (customizable)
2. Settings button — tap to open the configuration screens
3. Home page — add frequently used buttons here for quick access
4. Standard pages — switch between pages for different scenes
5. Scene button — normal (idle) state
6. Scene button — active (highlighted) state
7. Controller status feedback (supported on some controllers and lighting-module circuits)
8. LOGO (customizable)

2.2 Welcome Screen



If the project has the welcome screen enabled, it appears when the panel is powered on or after the idle timeout.

- On the welcome screen, only a **Welcome** button is shown
- Tap **Welcome** to show pages and scene buttons
- If a lock password is set, you must enter it before continuing

2.3 User Operation

In the page bar, tap the desired page (the page bar is hidden if there is only one page). In the scene button area, tap the scene you need. The button highlights, and the controller runs the corresponding scene.

Notes:

- Within the same area, usually **only one** lighting scene is highlighted at a time (mutual exclusion).
- If “confirm before run” is enabled for a scene, a confirmation dialog appears first; the command is sent only after you confirm.
- Some controllers support **fade in/out** (duration is set under Project Info).

Feedback Dot

If the controller supports feedback and it is configured, a small dot appears at the top-right of the scene button to indicate controller feedback. If no dot appears, possible reasons include:

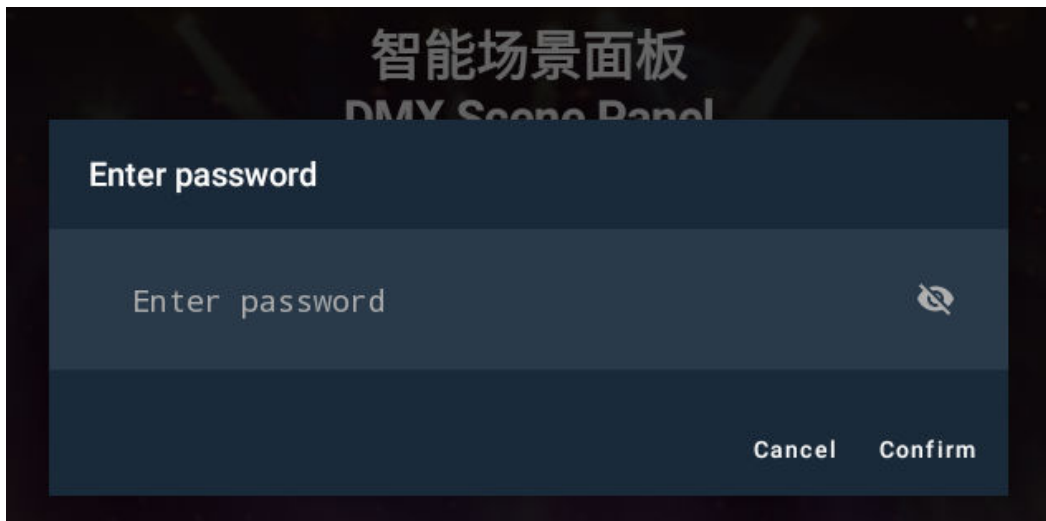
- The controller does not support feedback
- Feedback is not configured
- The controller has more scenes than are configured on the panel

Multi-Panel Sync

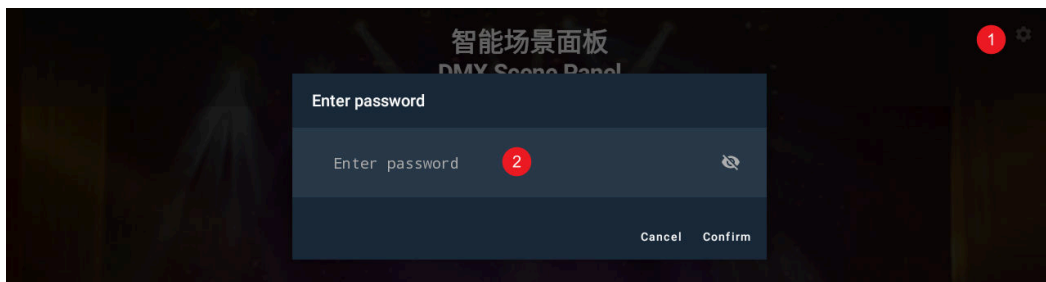
When several touchscreens or tablets are used on the same project, they can be configured to sync display—for example, highlighting the same light-show mode on all panels.

Screen Lock

The panel supports an idle lock password. After a period of no operation, it returns to the welcome screen or a password lock screen. Enter the correct unlock password to return to scene control. If you forget the unlock password, contact an engineer to reset it.



3. Entering Settings



3.1 Open Settings

1. Tap the **gear icon** at the top-right of the home screen. If the gear is hidden, double-tap that area instead.
2. Enter the **admin password**, then confirm to open the settings menu.

3.2 Settings Menu

Menu	Purpose
Project Info	Project name, controller type and IP, sync display, etc.
Page & Scene Settings	Add pages, scene names, icons, favorites on Home, confirm-before-run, etc.
Theme Settings	Background, button style, rows/columns, LOGO, Pro mode, etc.
Security Settings	Welcome button, idle timeout, lock password, admin password
Config Management	Import / export configuration
Language	Chinese / English
About	Version, device code, activation

3.3 Notes

1. After changing settings, tap **Save** / **OK** (as shown on screen), then return to the home screen to verify.
2. For drop-down lists, **double-tap** to open them.

4. Project Info

 Project Info Save

Project Name

智能场景面板
DMX Scene Panel

Controller Type

02: SLESA-U11 / SUNLITE-EC / DVCGOLD 

Controller IP Address

Add Controller

1

192.168.1.67

1036755

Scan

Network Test

4.1 Project Name

Shown at the top of the home screen for easy identification. Supports two lines—use a project name, location, etc. Leave blank if you do not want a name displayed.

4.2 Controller Type

In the drop-down list, select the **model group that matches** the on-site lighting controller. Currently supported controllers:

No.	Controller Type	Scan	Dim/Color	Fade	Feedback
01	CQ-CE42/CQ-CE41S/CQ-CM42/CQ-CM41S	Yes	Yes	Yes	Yes
02	SLESA-U11/SUNLITE-EC/DVCGOLD	Yes	Yes	Yes	Yes
03	CQ-CE31/DINA-DR2-LITE	Yes	Yes	Yes	Yes
04	CQ-CE62/DINA-DR1-LITE/SR1	Yes	Yes	Yes	Yes
05	STICK-KE2				
06	STICK-DE3				
07	CQ-8000P/CQ-800DP				
08	LED-8000N				
09	LED-909				
10	Power Module (smart lighting module)				Yes
11	Custom UDP (e.g. OSC) — Pro edition required				

4.3 Enter Controller IP Address

1. Enter the controller's LAN IP, e.g. **192.168.1.61** .
2. Confirm the panel's local IP is on the **same subnet** as the controller (the settings page usually shows the local IP).
3. Use **Network Test** to check connectivity and latency.
4. For scan-supported models, tap **Scan**, pick a device from the list, and fill in the IP (and serial number, if available) automatically.
5. Pro edition can add multiple controller IPs (same type, up to 10) for multi-unit synced scene switching.

Special notes:

Type	Note
CQ-8000P / CQ-800DP	Usually uses broadcast address 255.255.255.255 ; typically you cannot add multiple IPs
Power Module	Default gateway IP is often 192.168.1.85 (confirm on site)
Custom UDP	Pro edition required; prepare a udp.json protocol file

4.4 Fade In/Out

For supported lighting controllers, set fade in/out from 0 to 5 seconds. After setting, scene changes include a transition effect automatically.

4.5 Sync Display

Multiple DSP2 devices can sync highlight status. They must use the same controller type. By default, panels sync with other DSP2 devices on the LAN; you can also add specific DSP2 devices below and enter their IP addresses.

4.6 Master Panel

For controllers that support feedback, designate one panel as the master panel to receive controller feedback and show dots at the top-right of buttons.

Notes:

- Only **one** master panel is allowed on a LAN. Multiple masters may conflict and affect display status.
- On a busy network, the feedback dot may not refresh immediately.
- For lighting modules, after gateway ports are configured, circuit status can be sent to a specified IP or to all DSP2 devices on the LAN.

4.7 Auto-Update IP by Serial Number

If your network uses a router with DHCP, and both the controller and DSP2 device (e.g. a tablet) use DHCP, they may get different IPs each time they join the network. Use this feature for scan-supported controllers in the table above: the panel remembers the serial number and automatically updates the controller IP when the device rejoins the network.

5. Page & Scene Settings

5.1 What Is a “Page”?

A page is a control area—for a stadium, think football pitch, basketball court, or badminton court. With programming and page control, multiple areas and device types can be controlled independently. Use the page bar to switch left/right; each page has its own scene buttons.

5.2 Add / Delete Pages

- **Add Page:** add a new area.
- **Delete Page:** delete the current page (at least one page must remain).
- You can set a **page name** for each page (shown in the page bar).

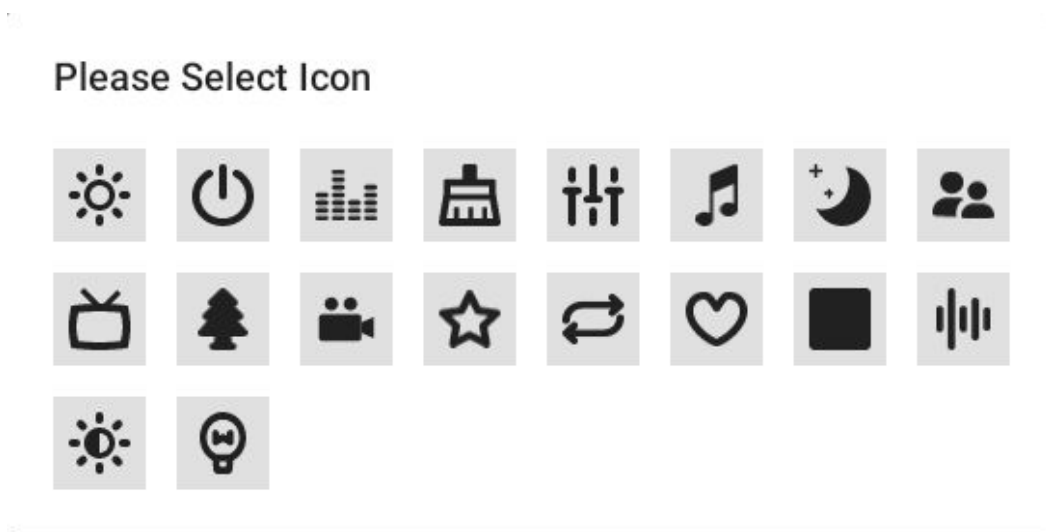
Note: Unactivated editions support only **one page** and **six** scene buttons.

- **Custom Controller:** a page can use the project-level controller type and IP, or a page-specific controller type and IP—for example, one page dedicated to power control and monitoring. Custom controllers let one panel drive multiple controllers or control types.
- **Scene Count:** number of scenes on this page. If there are too many to fit, swipe left/right to see more buttons on the same page; or use multiple pages for scenes on the same controller.
- **Start Scene:** the scene number for the first button on this page; each page can use a different start scene in programming.

5.3 Scene Button Settings

Scene Names	Home	Zone	Confirm	ADJ
1. Scene 1	☒	1	☐	☒
2. Scene 2	☐	1	☐	☒
3. Scene 3	☐	1	☐	☒

- **Icon:** add different icons so buttons are easier to recognize. Built-in icons include:



- **Scene Name:** enter the scene name; multi-language input is supported; up to two lines are displayed.
- **Home:** favorite common scenes so they appear on the Home page for one-tap control.
- **Zone:** mutual-exclusion groups. One page can have multiple Zones for more flexible highlight behavior.
- **Confirm:** shows a dialog before running—useful for critical scenes to prevent accidental taps.
- **ADJ:** on some controllers, use a color wheel and sliders for dimming, color, and speed.

5.4 Power Module Settings

After setting the custom controller type to **Power Module**, the current page switches to power-control mode. There are two UI modes:

1. Scene Control

One button can turn specified modules and circuits on or off as a scene. Power scenes can use delayed commands, be added to Home, and require confirm-before-run.

2. Channel Control

One button controls a single circuit on or off. Each circuit needs two buttons (On and Off).

1. Power Scene Control

分页与场景设置 保存

192.168.1.85 序号 网络测试

强电页类型
场景控制

回路指令延时
0 秒

场景数量
- 8 +

场景按钮设置

#	场景名称	首页	确认	模块ID	回路数	1	2	3	4	5	6	7	8	9	10	11	12
1	场景 1	☐	☐	3	12	关	关	关	关	关	关	关	关	关	关	关	关
增加模块																	
2	场景 2	☐	☐	3	12	关	关	关	关	关	关	关	关	关	关	关	关
增加模块																	

- **Controller IP:** power modules are controlled via a gateway—enter the gateway/controller IP here.
- **Gateway Ports:** in the gateway web UI, set local port to **2436**, remote port to **2437**, and remote IP to an `x.x.x.255` address, e.g. `192.168.1.255`.
- **Circuit Command Delay:** 0 to 2 seconds—delay between circuit commands when controlling multiple circuits.
- **Scene Count:** number of power scenes.
- **Other Settings:** button icon, button name, module ID, channel count, and per-circuit On/Off actions.
- **Home:** selected scenes are favorited to Home.
- **Confirm:** shows a dialog; the scene runs only after confirmation.

2. Power Channel Control

强电页类型
单路控制

模块地址 回路数量 首页列数
3 8 4

回路设置

#	场景名称	有效	首页	确认
1	1. 回路	☒	☐	☐
2	2. 回路	☒	☐	☐
3	3. 回路	☒	☐	☐
4	4. 回路	☒	☐	☐

With channel control, one page controls only one power module.

- **Module Address:** power module ID, from 3–20.
- **Channel Count:** number of circuits on the module—commonly 4, 6, 8, or 12.

- **Home Columns:** number of button columns on the home screen for channel control.
- **Scene Name:** display name on the button.
- **Enabled:** if a circuit has no load, uncheck it so it does not appear on the home-screen control list.
- **Home:** selected items are favorited to Home.
- **Confirm:** shows a dialog; the action runs only after confirmation.

6. Theme Settings

6.1 Background Images & Button Themes

The scene panel includes multiple built-in backgrounds and button themes, which you can configure under Theme Settings.

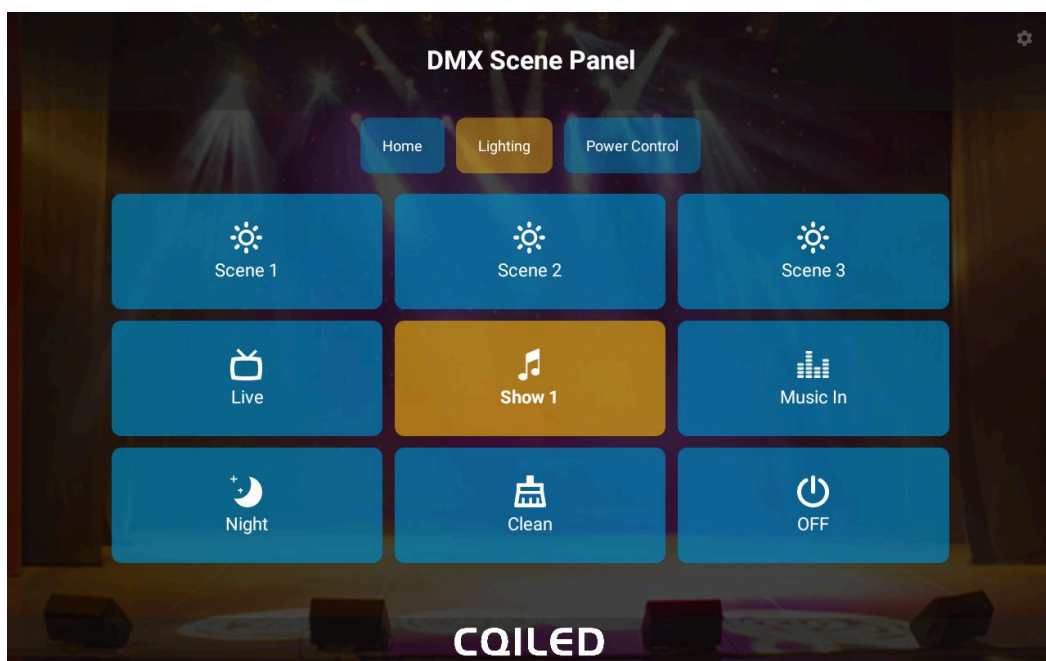
You can also upload a customer background or project image via the web interface to the panel's designated folder. Then select that image as the touchscreen background.

1. Web address: panel IP :8088 , e.g. 192.168.1.128:8088
2. Background file name: **bg1.png**
3. Upload path: open the browser, enter the access password, go to the **dsp2** folder, and upload the new **bg1.png** to overwrite the existing file (for the access password, see [Security Settings](#))
4. On the panel, open background settings again, select the uploaded image, and save.

6.2 Theme Modes

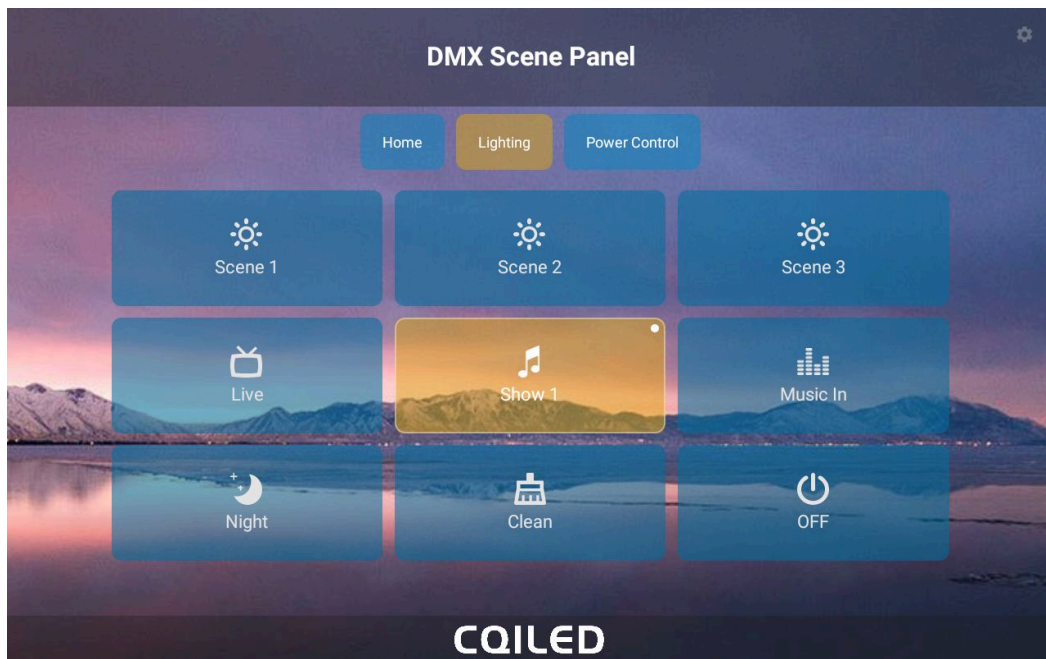
Theme modes include Classic, Custom Background, Custom Cards, and Pro Mode.

1. Classic Mode



In Classic mode, choose built-in backgrounds and button themes, or use your uploaded background image.

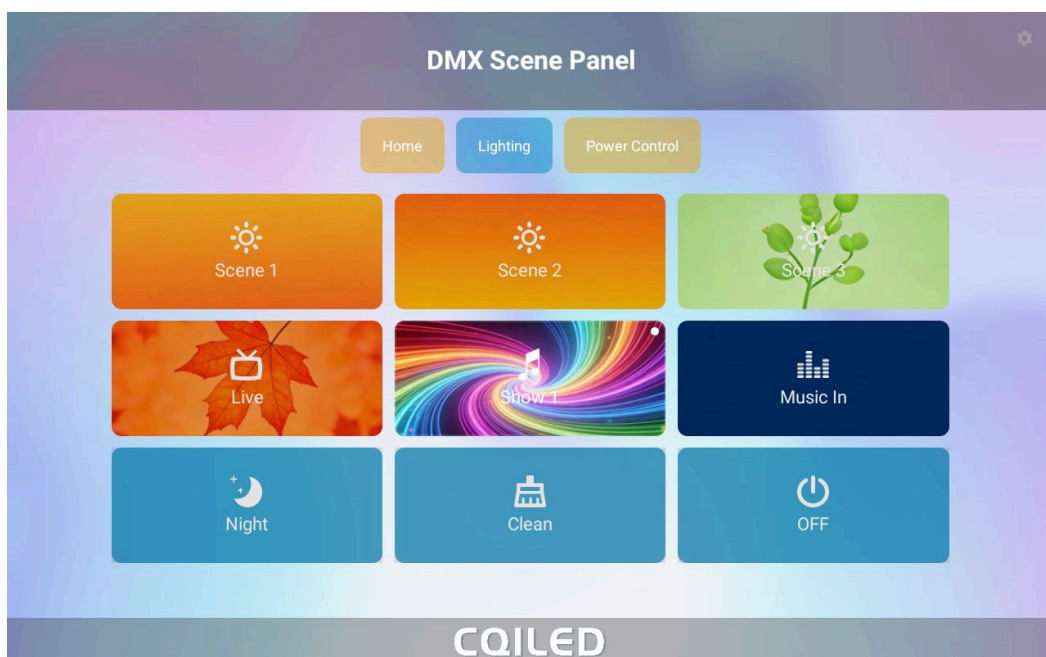
2. Custom Background



On top of Classic mode, upload custom button background images:

- Two PNG files are required: **btn.png** and **btn_on.png**
- Files are under the web UI path: **DMX Scene Panel 2 / dsp2 /**

3. Custom Cards



Customize each button's background via web upload for a personalized UI:

- Each button can have its own background. If not enough images are uploaded, remaining buttons use the simple-mode background.
- Name files **card01.png** , **card02.png** , etc., matching button order.
- Files are under: **DMX Scene Panel 2 / card /**

4. Pro Mode



Pro Mode is a fully custom UI: layout content and UDP codes are all customizable.

- Files are under: **DMX Scene Panel 2 / pro /**
- Pro Mode includes a welcome screen, secondary zone pages, and scene buttons—three levels of UI—with button-based navigation for fully custom workflows.
- Each button's icon position can be set with XY coordinates; UDP payloads and formats can be entered as code.
- **This mode requires some software/programming knowledge. Incorrect input may prevent normal operation.**

```
"page_scene_1": {
  "bg": "bgp2",
  "parentPage": "pg_zone_0",
  "controller": { "IP": "192.168.1.255", "port": 2430, "format": "H" },
  "sceneButtons": [
    {
      "id": "scene_1",
      "bg_btn": "btn01",
      "x": 230,
      "y": 260,
      "udp": { "format": "H", "code": "53697564693131410A01FFFFFFFFFFFFFFFF01001B000103000064" },
      "confirm": "no",
      "sendPwd": ""
    },
    {
      "id": "scene_2",
      "bg_btn": "btn02",
      "x": 510,
      "y": 260,
      "udp": { "format": "H", "code": "53697564693131410A01FFFFFFFFFFFFFFFF01001B000103010064" },
      "confirm": "no"
    }
  ]
}
```

5. Font Color

File name: **fontcolor.png** . Create an image with the desired text color and upload it to the appropriate folder.

6.3 Project Name Area

- Set project-name area height from **10%–30%** of screen height.
- The project-name area background can be shown or hidden.

6.4 Page Bar Settings

- The page bar can sit **above** or **below** the button area.
- Page names can have no background, or a custom background.
- Page-bar images are under **DMX Scene Panel 2 / dsp2/**, named **page.png** and **page_on.png** .

6.5 Button Area Settings

- Button area width: **100%**, **80%**, or **60%** of the screen.
- Columns per row: **1–6**.
- Rows: automatic, or fixed **3–8** rows.
- Maximum **48** buttons per page.

6.6 Button Theme Settings

- Icon position: icon on top, no icon, or icon on the left
- Text position: top, center, bottom, top-left, bottom-left, top-right, bottom-right
- Button spacing: medium, large, small
- Corner radius: medium, large, small, none

7. Security Settings

Under Security Settings, configure the welcome button, auto lock, and the password required before entering settings.

7.1 Welcome Button

Item	Description
Enable Welcome Button	After power-on or idle timeout, show the welcome button first
Welcome Button Text	Custom text, e.g. "Welcome"
Idle Timeout	How long with no operation before returning to welcome (or lock—see below)

7.2 Lock Password

Item	Description
Enable Lock Password	When welcome is off, idle timeout can enter a password lock state
Save Lock Settings	After changing lock-related options, tap Save
Set Unlock Password	Password for daily unlock
Show Settings Button	Whether to show the gear on the home screen. If hidden, double-tap that area to enter settings

Notes:

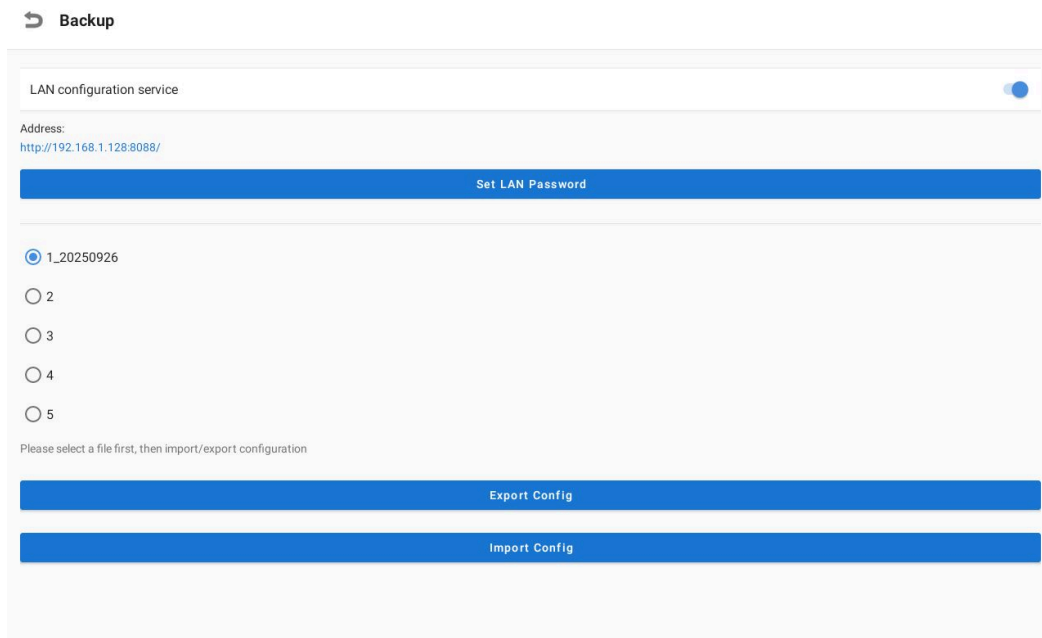
- After idle timeout, behavior depends on settings: password dialog only, or welcome button.
- After changing the welcome button, idle delay, or show-settings option, tap **Save Lock Settings**.

7.3 Admin Password

Configure whether a password is required to enter settings, and change that password here.

Note: After installation, change the admin password and unlock password, and keep them safe.

8. Backup



8.1 LAN Configuration Service

Enabled by default. When on, you can use a browser on the LAN to access the panel, upload assets and images, and back up configuration files. Include the port in the URL and enter the access password.

8.2 Export / Import Config

- **Export Config** saves the current panel configuration as a file on the panel. Copy it via the web browser to a PC for backup and later one-tap restore.
- To export, select a slot number first, then tap **Export Config**.
- **Import Config** loads a selected file to restore a previous configuration.

9. Language

The smart scene panel currently supports two UI languages: **Chinese** and **English**.

Scene button names and the project name follow the input method—Chinese, English, Japanese, Korean, and more. If the built-in IME is not enough, you can enter additional languages via the web interface.

10. About DMX Scene Panel 2

About DMX Scene Panel 2



DSP2 DMX Scene Panel 2

Version: 2.15

License: Pro Edition

Website: <https://www.cqiled.com>

Current Date: 2025-09-27

Local IP Address: 192.168.1.128

Network Type: Ethernet

Device Code: 3B

Device ID: 8B 

The About screen shows software version, license tier, local IP, and device ID. If the panel is not activated, photograph this screen and send it to your supplier to obtain an activation code, then enter the code to activate the panel.

11. Web Access & Configuration

To upload assets, backgrounds, button images, or backup files, open the panel's IP in a browser and append the port, e.g. **192.168.1.128:8088** .

Notes:

1. The browser service must be enabled under the panel's Backup menu.
2. Set an access password when enabling the service.

After the login page opens, enter the password to access the web configuration UI.

11.1 Folders

Folder	Purpose
dsp2	Base config folder—images and assets for Classic and Custom Background modes
card	Config folder for Custom Cards mode
pro	Config folder for Pro Mode

Appendix

A. Manual Revision History

B. DMX Scene Panel 2 Software Changelog
