

RGB


RGBW


OPERATION


RDM Mode:
The dip switch 1-10 OFF


DMX Mode:
FUN = OFF (the 10th dip switch = OFF)
Setting DMX addresses with dip switch 1-10


Self Testing Mode:
FUN $=$ ON (the 10th dip switch $=0 N$ )

## RESOURCE GUIDE - POWER \& CONTROL DMX DECODER

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## DIP SWITCH OPERATION

FUN = OFF (the10th dip switch = OFF) DMX Mode
DMX address value = the total value of [1-9], to get the place value when in "ON" position, otherwise will be 0 .
E.g.1: Set Initial Address To 32.


E.g.2: Set Initial Address To 178.


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## TESTING FUNCTION

FUN $=\mathbf{O N}$ (the10th dip switch $=0 N$ Self-testing Mode

| Dip | $1-9=$ <br> OFF | $1=\mathrm{ON}$ | $2=\mathrm{ON}$ | $3=\mathrm{ON}$ | $4=\mathrm{ON}$ | $5=\mathrm{ON}$ | $6=\mathrm{ON}$ | $7=\mathrm{ON}$ | $8=\mathrm{ON}$ | $9=\mathrm{ON}$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Switch |  |  |  |  |  |  |  |  |  |  |
| Self-Test | Static | Static Red | Static <br> Green | Static <br> Blue | Static <br> Yellow | Static <br> Purple | Static <br> Cyan | White <br> Strobe | 7 Colors <br> Jumping | 7 Colors |
| Smooth |  |  |  |  |  |  |  |  |  |  |



For changing effects (Dip Switch 8/9=on)
DIP switch $1-7$ is used to realize 7 speed levels. ( $7=0 \mathrm{~N}$, the fastest level)

Attn: When several dip switches are on, subjected to the highest switch value. As the figure above shows, the effect will be 7 colors smooth at 6 speed level.

