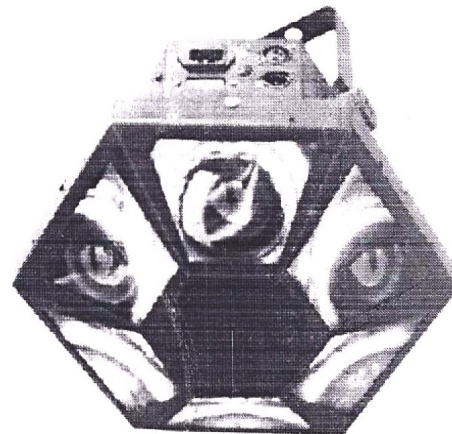


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1. DISPLAY CODE SETTING METHOS

Each computer lamp should be endowed with a digital starting address number to guarantee the computer lamp may response to the correct control signal. The digital starting address number is a channel number by which the computer lamp only can follow the the numerical control instruction from the controller. This computer lamp has used 4 DMX control channels, the digital starting address is set by stiring the DIP on board which comes to regards as the digital start address value.

Computer lamp numeral starting address computation method:

Current computer lamp numeral starting address = (Last computer lamp numeral starting address value) + (controller basic channel number).

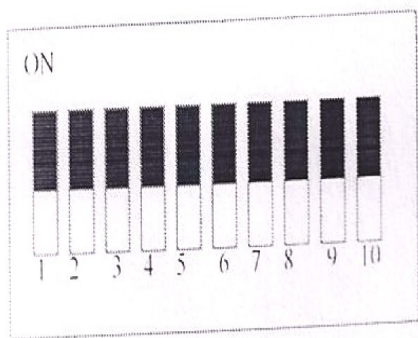
2. DMX VALUES and Functions

CHANNEL	VALUE	FUNCTION
CH1	0	NO FUNTION
	1~127	RGB DIMMER 0%~100%
	128~250	STROBE SLOW TO FAST
	251~255	RGB open
CH2	0	NO FUNTION
	1~255	RGB 0%~100%
CH3	0	NO FUNTION
	1~255	GREEN 0%~100%
CH4	0	NO FUNTION
	1~255	BLUE 0%~100%

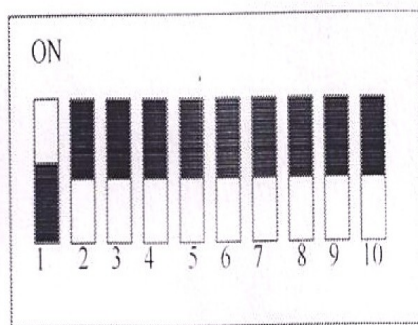
3. DIP Functions

DIP10 OFF	DIP5&6&7&8&9 OFF	Static color	DIP1:Red DIP2:Creen DIP3:Bule
	DIP8&9 ON	Sound active	DIP~4 Color choose
	DIP7 ON	Slow run	DIP~5 Speed
	DIP6 ON	Fast run	DIP~5 Speed
	DIP5 ON	Strobe	DIP~5 Speed
DIP10 ON		DMX mode	DIP~9 Choose DMX address

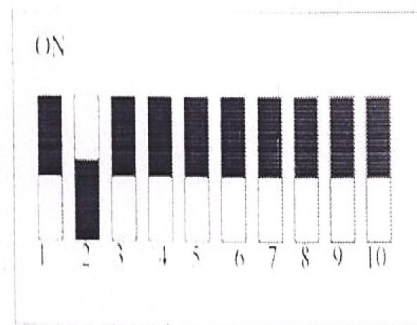
Below all dip switch setting for stand alone use (Without controller)



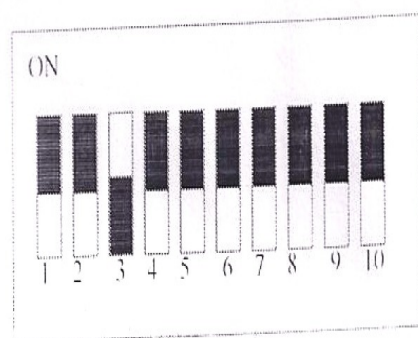
No function



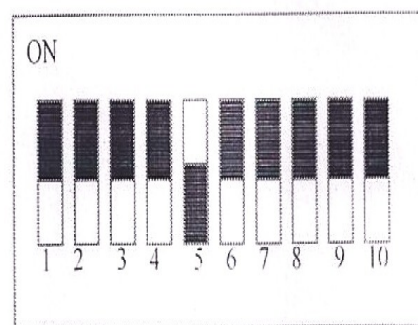
Static green



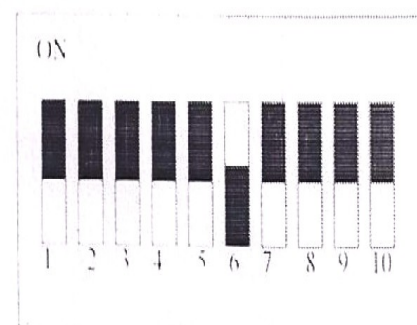
Static blue



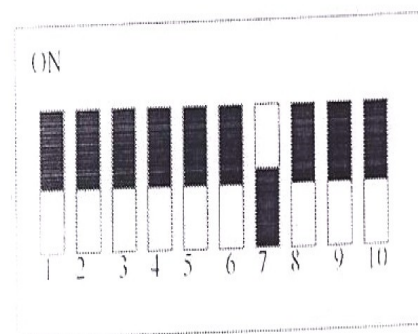
Static red



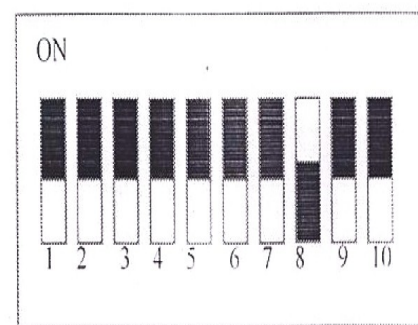
Strobe



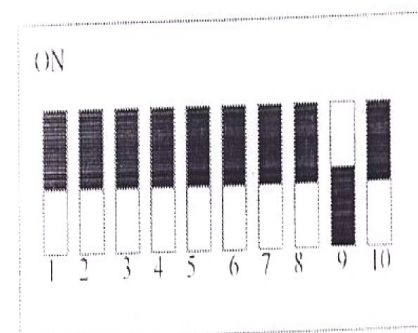
Fast run



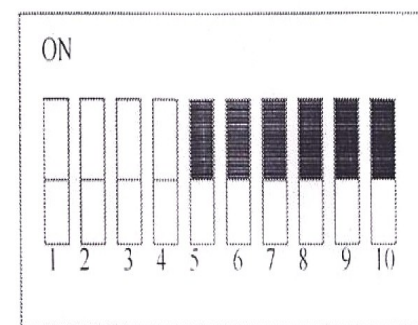
Slow run



Sound



Sound



DIPI-4 Speed