



INSTRUCTION MANUAL

## **ARCHILED RGBW 12x20W**

**WARNING:**

Read this instruction manual carefully before using the projector



Thank you for choosing a PROIETTA product

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# SAFETY INFORMATION



Read the following security information carefully before performing any operation. The product described in this manual is a lighting fixture for projecting a light beam into outdoor environments.

Any other use is not provided by the manufacturer and therefore relieves him of any liability for damages arising from misuse.

IT IS RECOMMENDED TO ALWAYS CONNECT THE DEVICE TO A POWER LINE THAT IS PROPERLY GROUNDED.

Always disconnect the projector from the outlet before any operation because of the risk of electric shock if disassembling the projector or some of its parts. Any repairs must be carried out solely by the manufacturer, who denies any responsibility for unauthorised interventions.

For reliable operation of the device, the ambient temperature must be between -25°C (-13°F) and 45°C (113°F).

Do not place objects on the power cable and in case of damage return the product to the manufacturer for replacement in order to avoid dangers of electrocution.

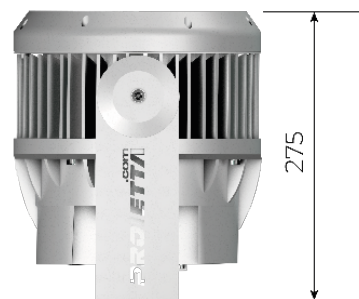
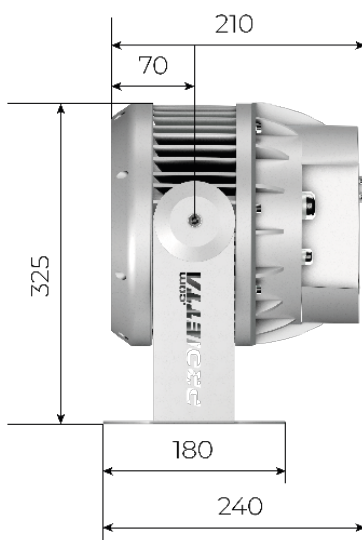
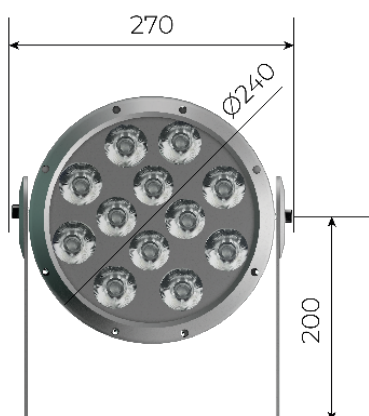
Do not look at the beam of light to avoid damaging your eyes.

Never place the projector on flammable and/or combustible surfaces.

Never touch the projector or its components with wet hands.

# TECHNICAL SPECIFICATIONS

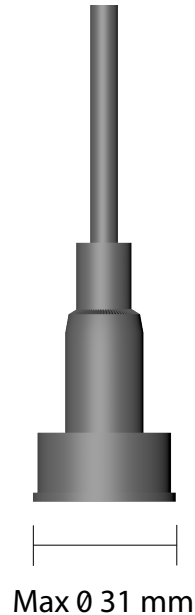
<b>MODEL</b>	ARCHILED RGBW 12x20W
<b>POWER SUPPLY</b>	
SUPPLY VOLTAGE	AC 100-240 V
ELECTRICAL FREQUENCY	47-63 Hz
<b>LED</b>	12 LED RGBW 4-in-1
POWER CONSUMPTION	200 W max (R: 100%, G: 100%, B: 100%, W: 100%)
NUMBER OF COLORS	More than 16.000.000
LIFETIME	Up to 50.000 h (depending on usage)
<b>CONTROLS</b>	4 buttons menu (4-digit display); DMX 512; Master/Slave
<b>IP (Protection rating)</b>	IP66
<b>MINIMUM AMBIENT TEMPERATURE</b>	-25 °C
<b>MAXIMUM AMBIENT TEMPERATURE</b>	45 °C
<b>WEIGHT:</b>	7 Kg
<b>DIMENSIONS:</b>	See the drawings below (dimensions in mm)



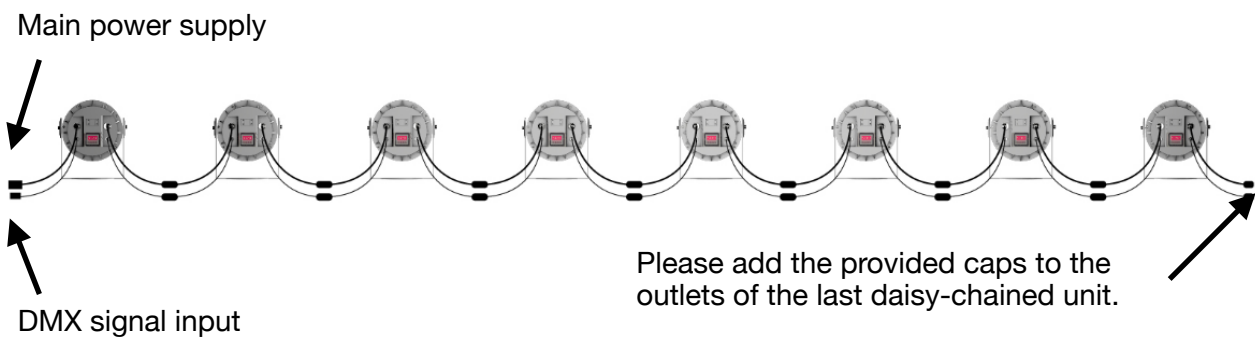
### MAXIMUM DIMENSIONS OF THE INCLUDED ELECTRIC CONNECTORS:

The length for each input and output cable is 1,7 m. Additionally it is recommended to maintain a distance of approximately 3 meters between the different fixtures.

**DMX connector (signal)**



**Power Supply connector**



Please note: you can daisy chain up to eight fixtures on the same line to avoid overcharging the main power supply source. In order to avoid this split them on different groups connected to different power lines.

If you want to connect more than 8 fixtures to the same signal source we suggest to use DMX splitters to split them in more groups and/or to amplify the signal between them.

# INTRODUCTION

## 1.1 PRODUCT FEATURES

### OPERATING MODES:

#### 1. External Control Mode

- DMX512 control (ten different DMX channel modes available);
- Master-Slave control to operate with multiple units in daisy-chain programming only one fixture as master unit.

#### 2. Standalone Mode

- Auto Mode (built-in and custom programs, see page 13):
  - ten built-in sequences (*RT.0 1-RT. 10*) color-pulse (alternating colors fading to black), color-fade (gradient between colors) and strobe effects with or without varying speed (strobe function is also available in external control mode, depending on chosen DMX channel mode, or Static Mode);
  - internal programming function to edit ten custom automatic mode programs (*PR.0 1-PR. 10*): up to thirty scenes per program with different color, length and fade time (program data can be exchanged between different units, see page 18).
- Static Mode (custom color static scene, see page 12):
  - a static scene can be set to let the the user quickly select any fixed color without the use of the console (and eventually assign the strobe effect setting its speed).

## 1.2 QUICK START

### SETTING UP OPERATING MODE:

The fixture normally runs in "External Control" Mode, therefore converting into colors any DMX received value, unless "Automatic" Mode, "Static" Mode, or "Slave" Mode is selected.

In this case the unit will wait to receive an external DMX signal on the selected address, and will not emit any light until this happens.

In order to avoid this, the fixtures are preprogrammed to automatic mode before to be shipped, in order to run "PR.03" when the customer receive them and let him immediately see a color-change program as a sort of demo show when turning them on for the first time.

In order to control it with an external source just press the MENU button until "AUTO" disappears and "RUN" is displayed to let the unit operate in DMX mode.

If you want to change the value of the starting **DMX address**, press the MENU button until you see "Addr" and press the ENTER button to access the sub-menu (this allows to set the DMX address pressing UP and DOWN buttons).

If you want to select the **DMX channel mode**, press the MENU key until you see "PER5" and press the ENTER key to enter the submenu (refer to pages 21-26 to see a detailed channel chart for each different mode).

If you want to use the **Master-Slave** control, set only one fixtures to run a standalone program ("STAT" or "AUTO") and chain the others as slaves, entering the "RUN" menu and selecting "SLAV" (repeat for all the units that must be slave, see page 14).

Do not set up more than one Master unit per DMX chain: one and only one signal source (Master unit **OR** DMX console **OR** any other DMX512 compliant device) is required for each chain of fixtures to avoid interferences and unwanted behaviors.

To select the **Static Mode**: enter the "STAT" menu by pressing ENTER from the main menu and choose the color by setting the RGBW values (after setting the color also the strobe speed can be set, see more at page 12).

To select the **Auto Mode**: enter the "AUTO" menu by pressing ENTER from the main menu and choose a standard built-in program (AT.01-AT.10) or a custom program (PR.01-PR.10). To edit them refer to page 13.



# MODE OF OPERATION

## 2.1. MAIN MENU

### 2.1.1 BASIC USAGE

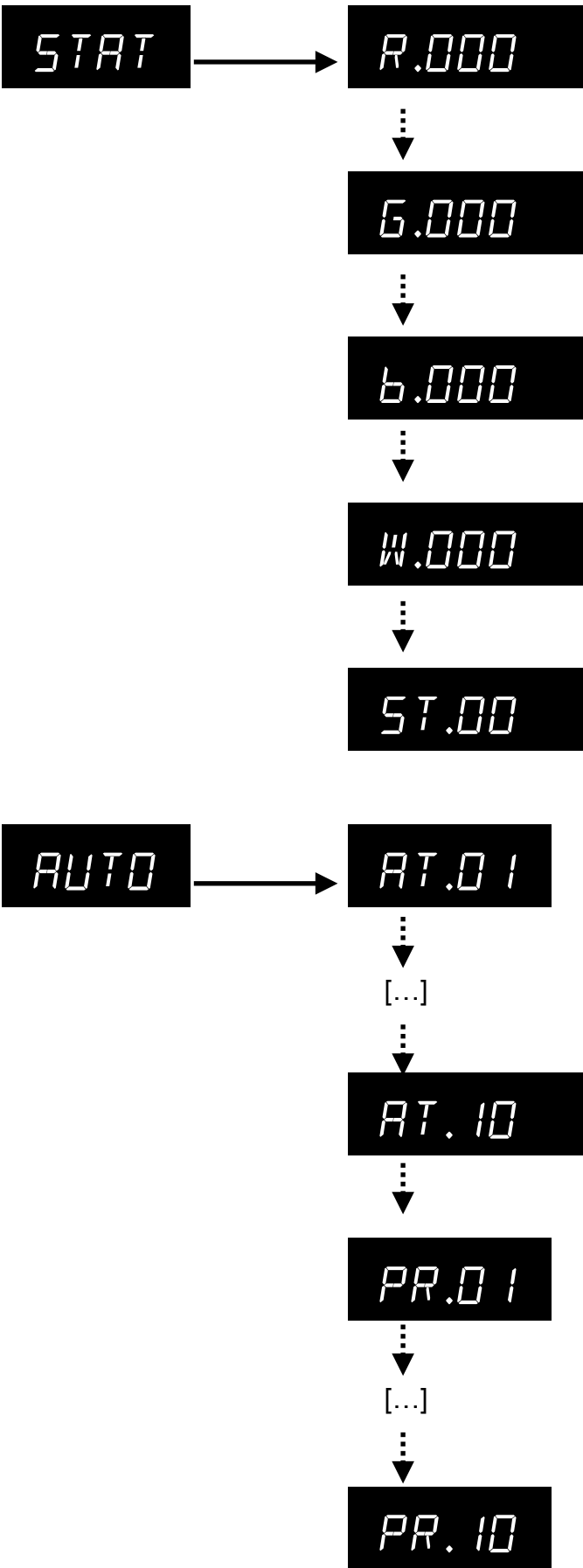
MENU	Cycle through the main menu or return to the previous menu
ENTER	Enter the sub-menu or select current function
UP	Select previous menu item or increase current parameter
DOWN	Select next menu item or decrease current parameter

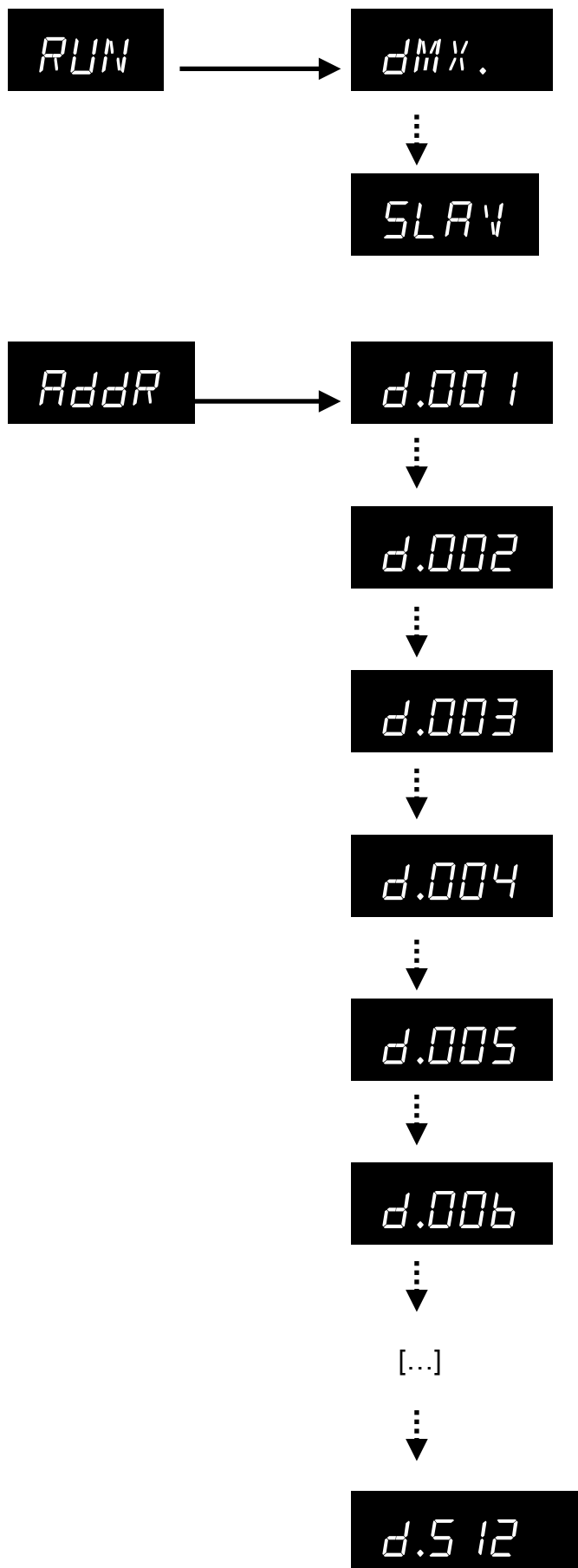
### 2.1.2. KEYPAD LOCK

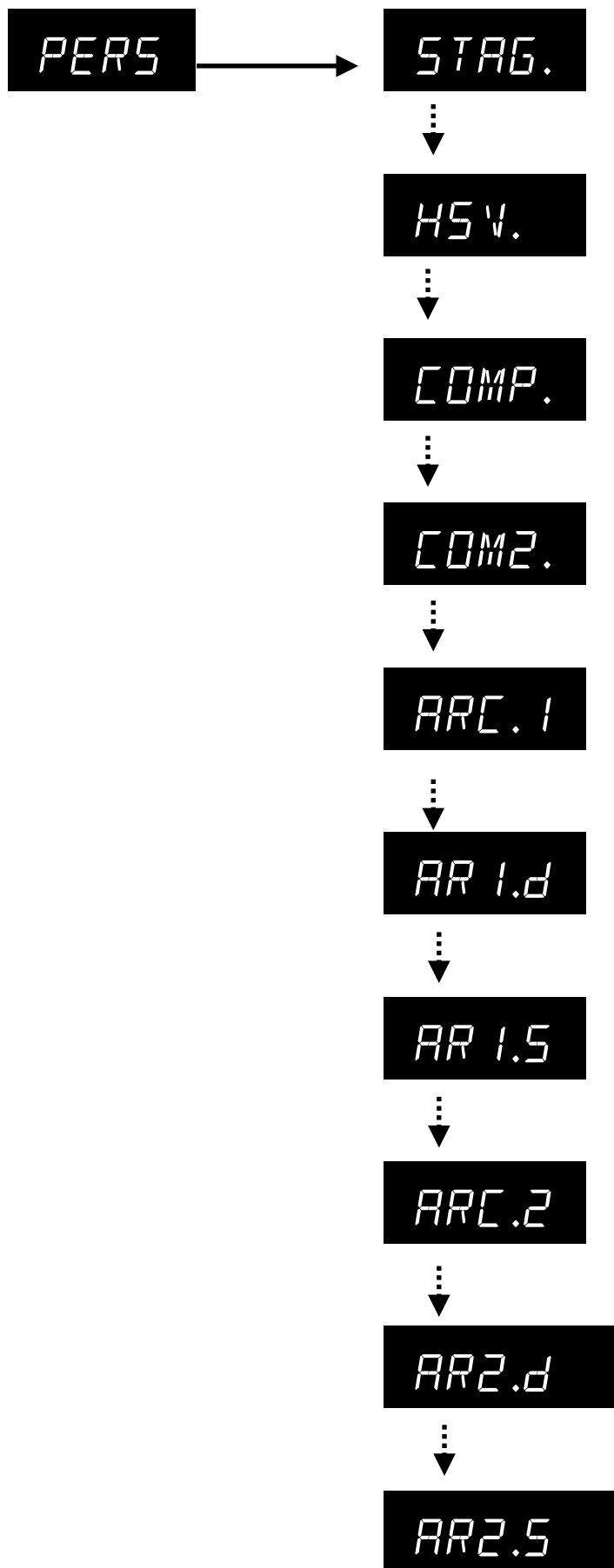
The default password sequence to unlock keys is: UP-DOWN-UP-DOWN. To unlock, press any key to activate again the display press and release the UP button, followed by DOWN, press the UP button again, press DOWN again and release it, finally press ENTER to confirm.

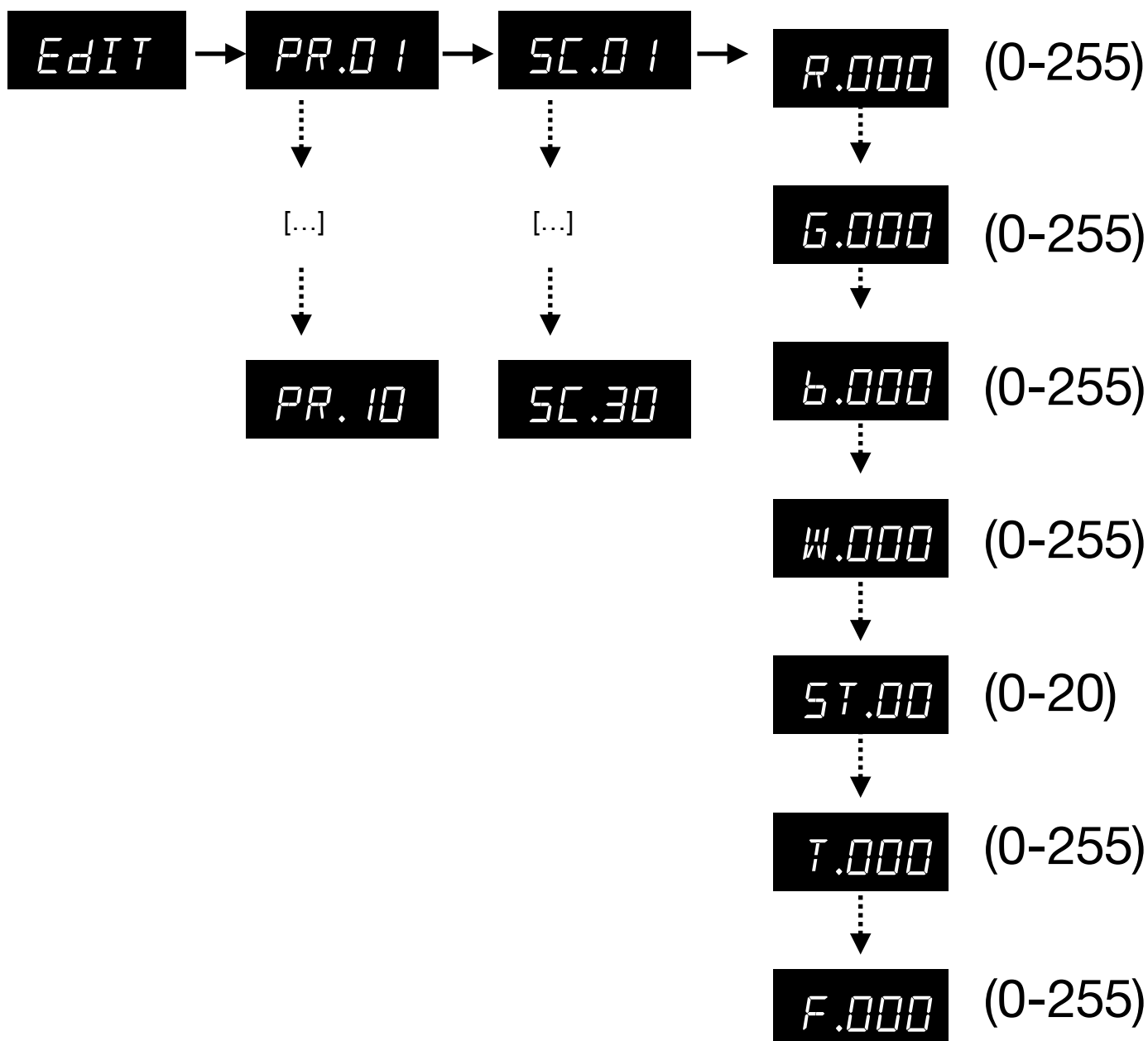
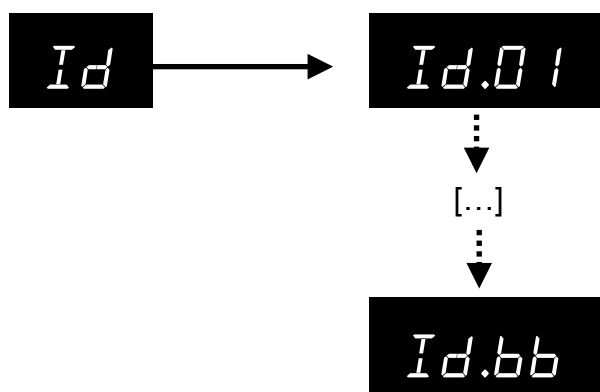
Please note: the keypad would be locked again, unless deactivating the key lock by using the “KEY” menu (see page 20).

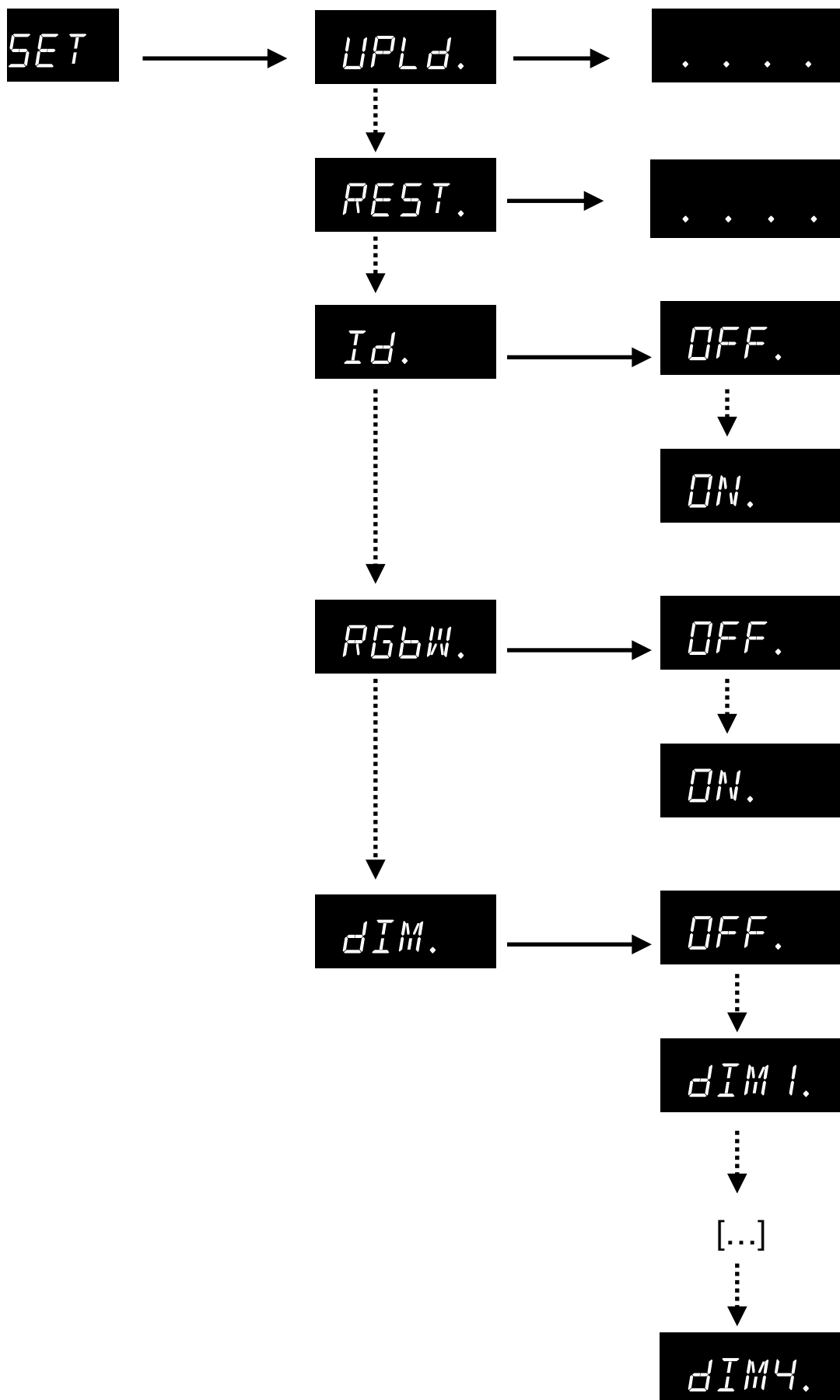
2.2. MENU STRUCTURE

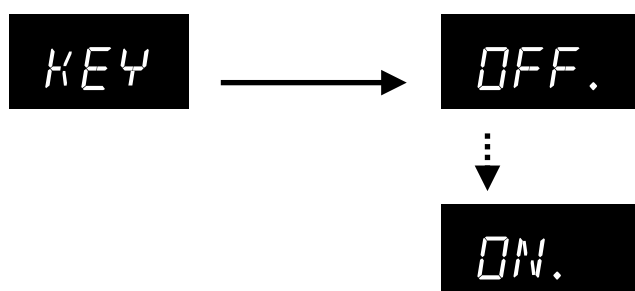
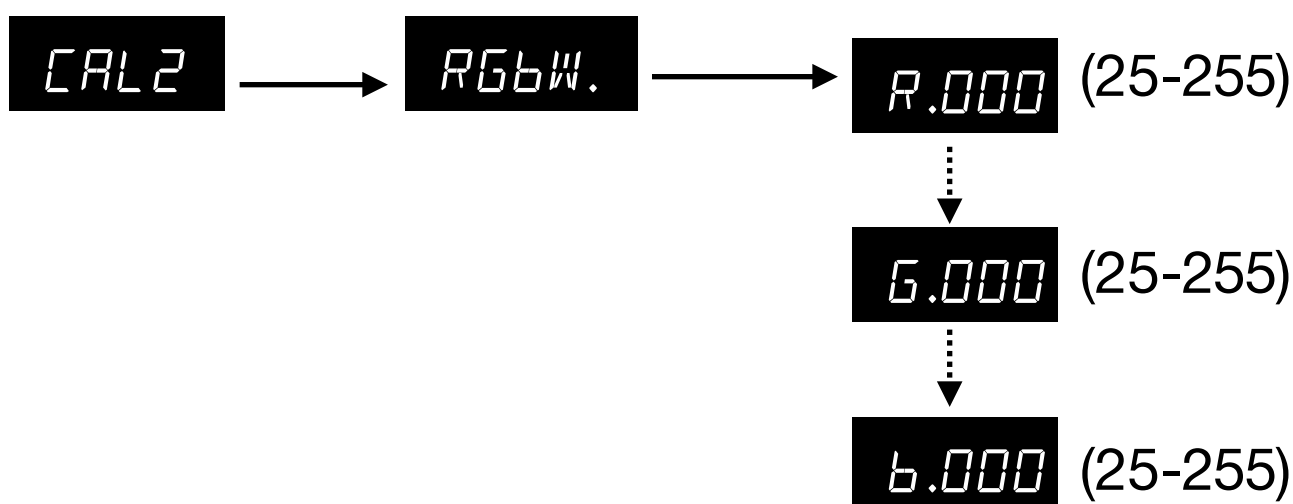
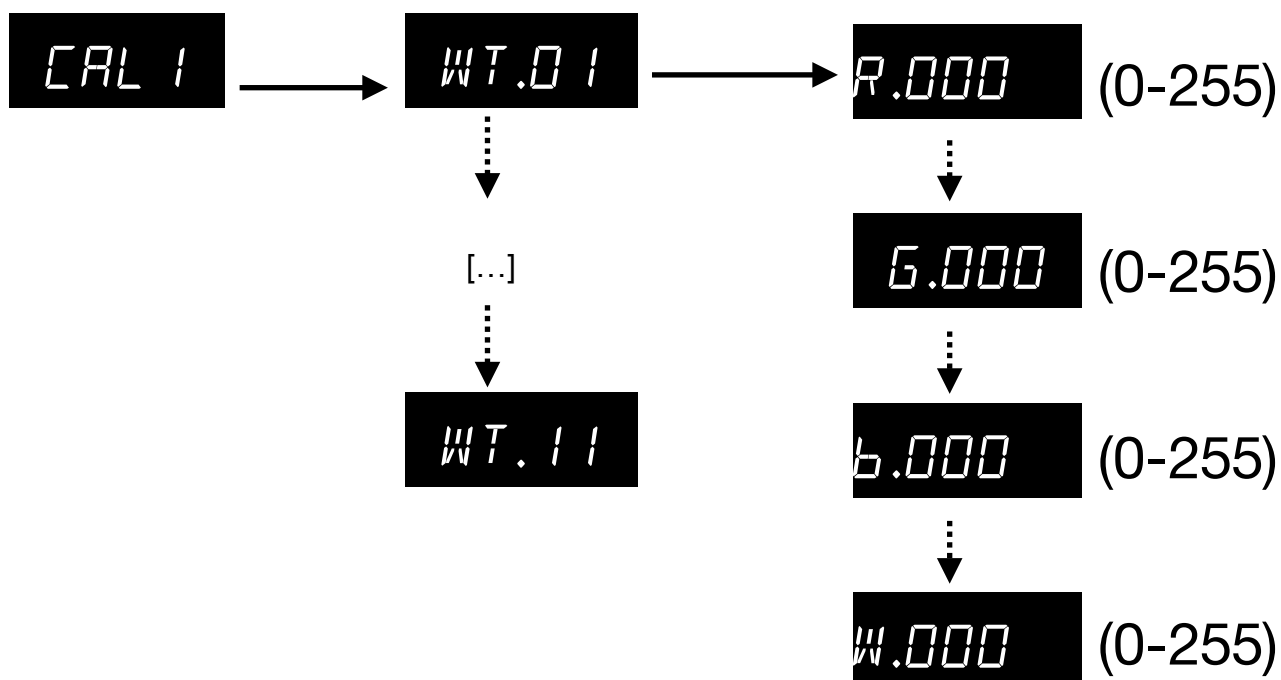






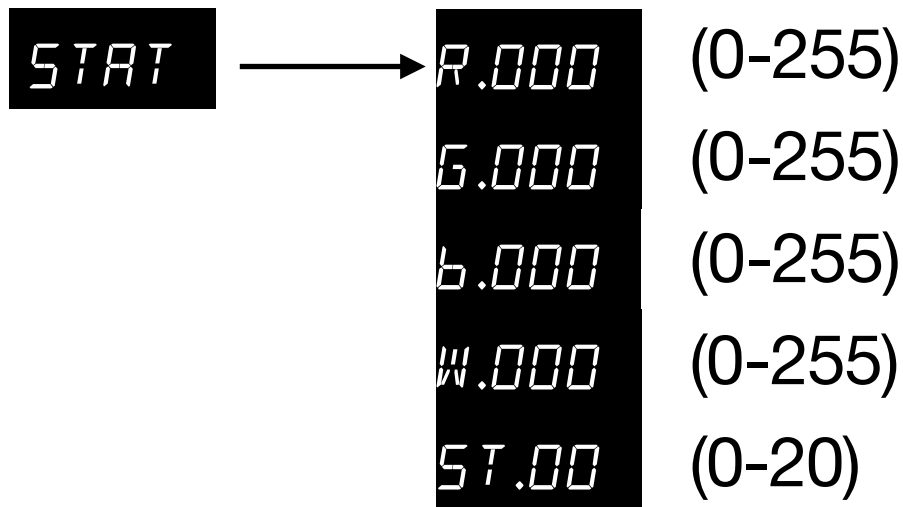






## 2.3 MENU DESCRIPTION

### 2.3.1 STATIC MODE (*STAT*)



To access the static color mode press the MENU button until “*STAT*” appears on the display.

Repeatedly press ENTER button to enter the sub-menu and choose the color and set the values for the red, green, blue and white LEDs brightness using UP and DOWN buttons (and eventually activate the strobe effect and set its speed: 0 = OFF, 01-20 = ON, with increasing frequency).

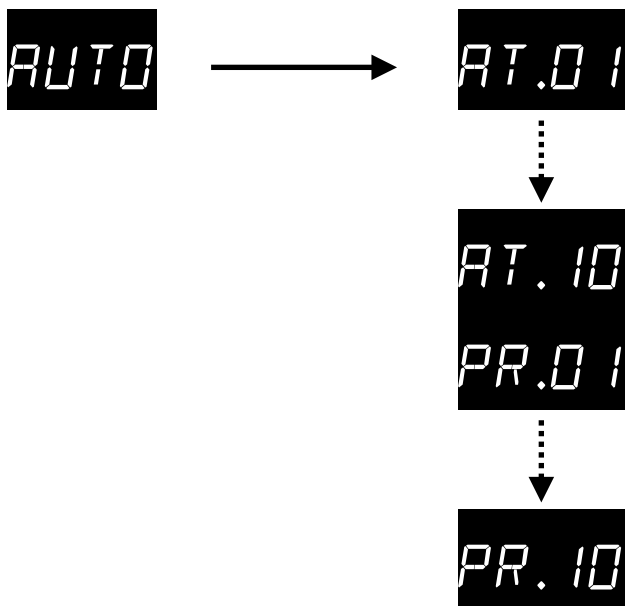
Press UP/DOWN buttons to increase (or decrease) the current parameter value, then press ENTER to switch to the next parameter.

After selecting the color, you don’t have to exit the submenu. In this way the fixture will keep these settings as its new default static scene and will continue displaying the last edited value: even if turned off this will persist when powered on again after next reboot.

To exit the static color mode, simply press the MENU button once. This will take you back to the main menu (“*STAT*” is displayed), where you can scroll through the various operating modes and functions.



### 2.3.2 AUTO MODE (AUTO)



To run standard and custom programs press MENU until “*AUTO*” appears on the display.

Press ENTER button to enter the sub-menu and choose the desired program by pressing UP or DOWN button.

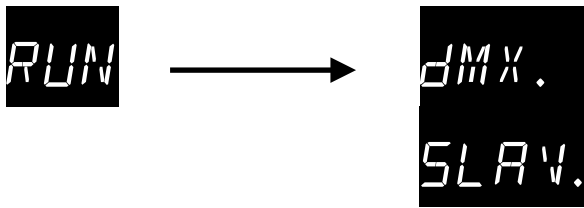
Once you have set the desired program you don’t have to exit the submenu. In this way the fixture will keep this program as its new default “*AUTO*” mode and continue displaying the name of the selected program). Even if the fixture is turned off, it will start the same program as soon as powered on again.

To exit the automatic program standalone mode, simply press the MENU button to return to the main menu. You will see the main menu item “*AUTO*” displayed again, and you can scroll through the other operating modes and functions.

To ensure that many units run the same program smoothly is preferable to set one unit as a master to run the automatic program in “*AUTO*” mode and connect other units as slaves (as explained on page 14). Otherwise, delays may occur between the units after running the same program for an extended period since each fixture does not have the same crystal oscillator clock frequency.

Please note: when DMX channel mode is set on “*STAG*”, channel 8 can be used to select one of these programs (*AT.01-AT.10* and *PR.01-PR.10*).

### 2.3.3 DMX AND SLAVE (RUN)



The “*RUN*” menu allows the user to choose if the light source is going to listen to incoming DMX signal or operate as a slave unit when in external control mode.

Press ENTER button and choose the desired mode by pressing UP or DOWN button:

- “*DMX*” represents standard DMX512 mode. The light source receives a standard DMX512 signal from a DMX source (or run as standalone when selecting “*AUTO*” or “*STAT*” modes, eventually sending the same color values to all the connected slave units as Master);
- “*SLAV*” represents the Slave mode: the unit will recognise only the signal received from the Master unit (any standard DMX signal will be passed over).

To select your desired operating mode, press the MENU button and return to the main menu. The main menu item “*RUN*” will be displayed again, and you can scroll through the other operating modes and functions.

When using different models of ArchiLED simultaneously, with varying LED configurations (such as RGB, RGBW, RGBAL) in the same chain, the Master unit must have the most channels. Additionally, the Master unit must be programmed correctly in one of the “*STAT*” or “*AUTO*” modes by editing one of the *PR.01-PR.10* programs to use only the common channels available on all the different models (usually RGB only).

In this way the signal will correctly be recognised by all the units and they will work seamlessly together despite the differences between them.

By doing so, the signal will be correctly recognised by all units, and they will work seamlessly synchronised together despite the differences between them.

### 2.3.4 DMX ADDRESS (*Addr*)

*Addr* → *d.001* (001-512)

To set the DMX starting address for the current unit press MENU until "*Addr*" appears; then press ENTER to set the desired address choosing the value by pressing UP or DOWN button.

While receiving a standard DMX512 signal the point on the right after the fourth digit will flash on the lower corner of the display.

If it does not flash, please check if the console (or any other DMX512 compliant signal source) is properly connected and transmitting.

Press MENU button to return to the main menu.

### 2.3.5 DMX512 CHANNEL MODE (*PERS*)

*PERS* →

- STAG.*
- ARR2.5*
- ARR2.d*
- ARRC.2*
- ARR1.5*
- ARR1.d*
- ARRC.1*
- COM2.*
- COMP.*
- HSV.*

To set the DMX channel mode press MENU until “*PERS*” appears.

Press ENTER button and choose the desired mode by pressing UP or DOWN button.  
For specific channel modes description please refer to “Channel Table” (see pages 21-26).

Press MENU button to return to the main menu.

### 2.3.6 ID ADDRESS CODE (*ID*)



In “*STRG*” DMX channel mode, series of fixtures with the same DMX address (up to 66 units) can be indexed with a different ID and independently controlled to achieve various brushing effects, despite having the same channel assignment and starting DMX address.

To accomplish this utilise the 11th DMX channel to selectively send the other DMX channel values only to fixtures that share the same selected ID.

To set a different ID for each fixture press MENU until “*ID*” appears.

Press ENTER button and choose the desired ID by pressing UP or DOWN button.

Press MENU button to return to the main menu.

Please note: the ID function must be enabled in native setting menu (“*SET*”) to work as described (see page 18).

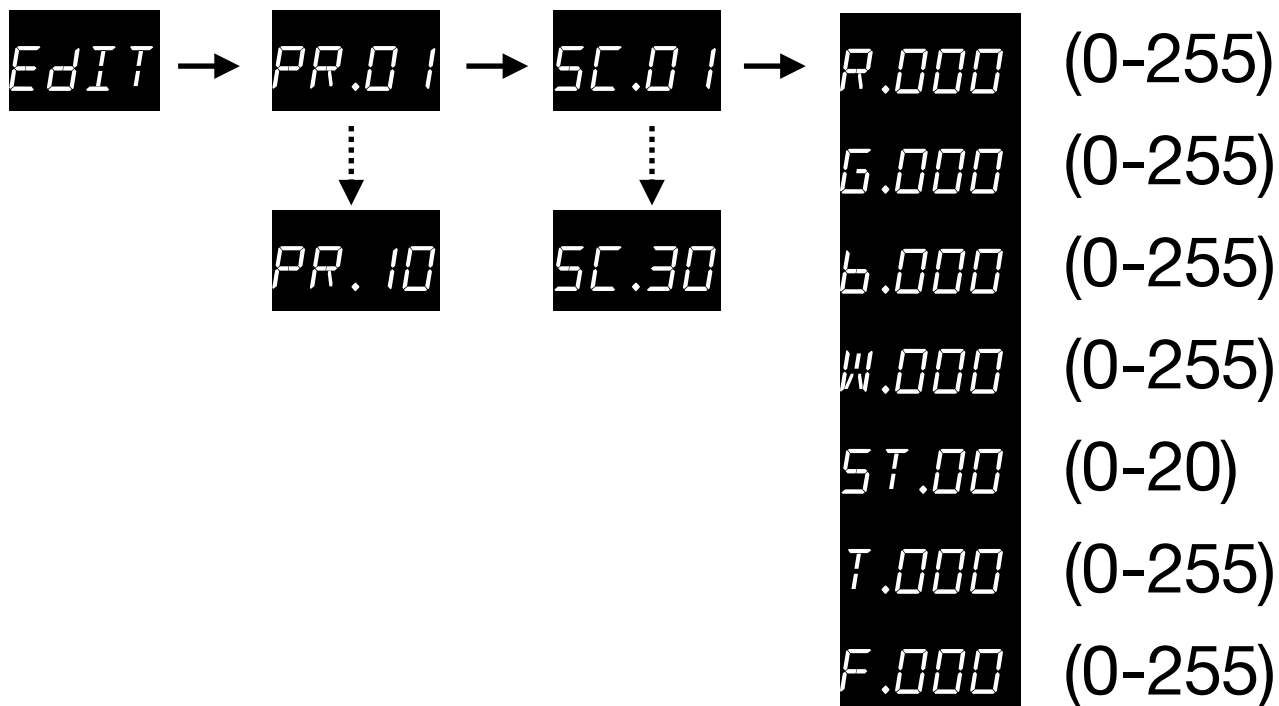
### 2.3.7 WORKING TEMPERATURE (*TEMP*)



To see the current Celsius temperature press MENU until “*TEMP*” appears; then press ENTER to access “*CURR*” menu item. The current working temperature detected inside the light source will be displayed.

Please note: the showed temperature may not be so much accurate due to the hardware material inconsistencies and the mounting position of the thermistor (values between different units may be different).

### 2.3.8 SCENE EDITING (*EDIT*)



To edit the scene values of a custom program enter the scene editing mode by pressing MENU until “*EDIT*” appears and then press ENTER to access the sub-menu.

Choose the program (*PR.01-PR.10*) to edit by pressing UP or DOWN button, select it by pressing ENTER. Select the scene (*SC.01-SC.30*) of the currently selected program you want to edit by using UP or DOWN buttons and then press ENTER to scroll through the scene parameters and change them with UP or DOWN buttons.

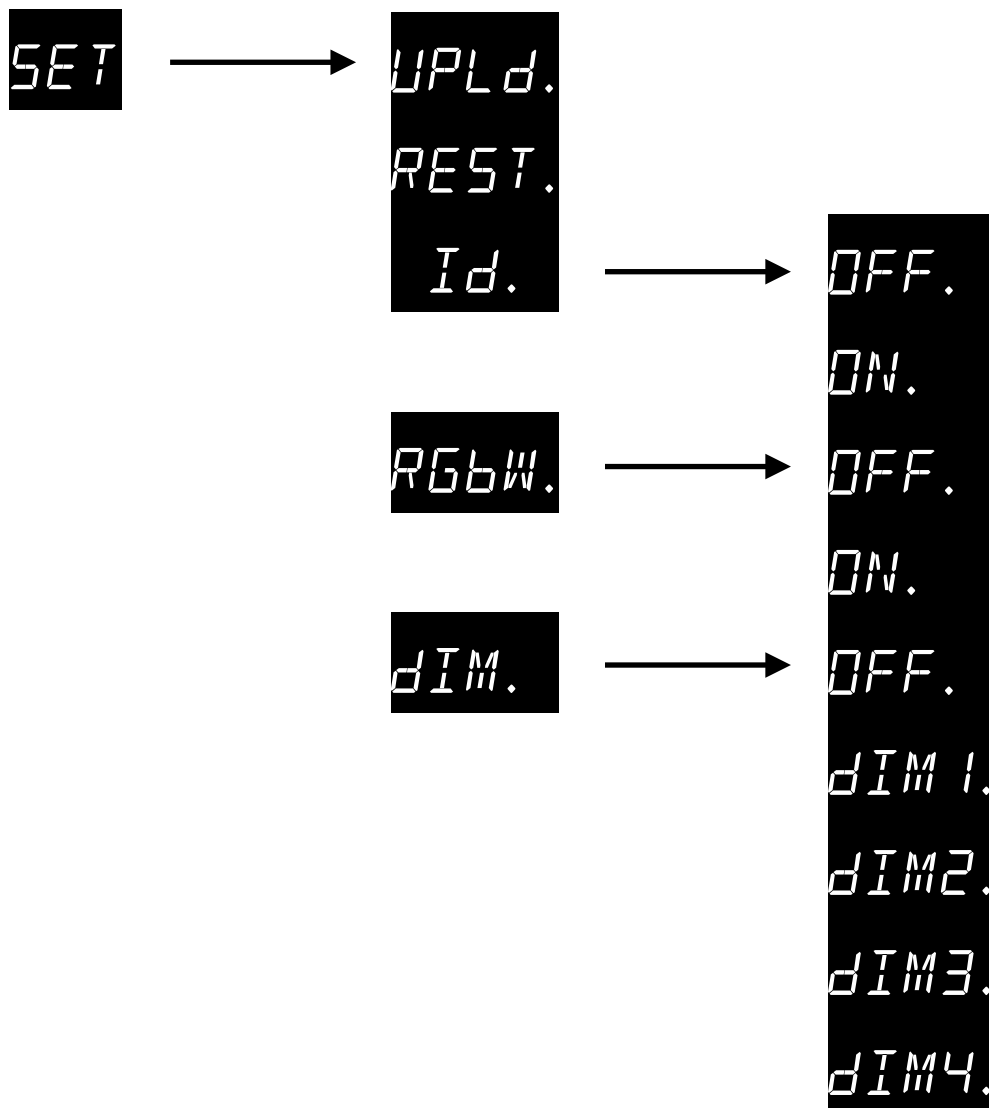
The color component parameters and strobe effect setting is the same of static color mode (menu “*STAT*”, see pag. 12).

“*T.000*” value represents the overall scene duration, while the “*F.000*” value is the fade time between consecutive scenes.

You can transfer program data between various units by sending the data from a master unit, which programs are copied to one or more other units that are connected as slave.

The copied values are all the scenes of the custom programs *PR.01-PR.10* which will be overwritten on all the slave units.

### 2.3.9 NATIVE SETTING (*SET*)



To change the setting of the unit entering the native setting mode press MENU until “*SET*” appears.

“*UPLd*” is intended to transfer programming data between units: just press ENTER; then proceed entering password confirmation by pressing UP, DOWN, UP, DOWN followed by ENTER.

If the transfer is successfully started the Master unit and all the slave units will first turns yellow, indicating that data transfer is in progress (the progress of the upload is shown on the 4-digit display). Once the transmission is complete, the lights of the master unit will turn green. Slave units, similarly, emit yellow light when receiving and turn green after the transmission in complete.

“*REST*” is used to restore the default factory settings: press ENTER button followed by the sequence: UP, DOWN, UP, DOWN, then press ENTER again to confirm (custom programs are not overwritten).

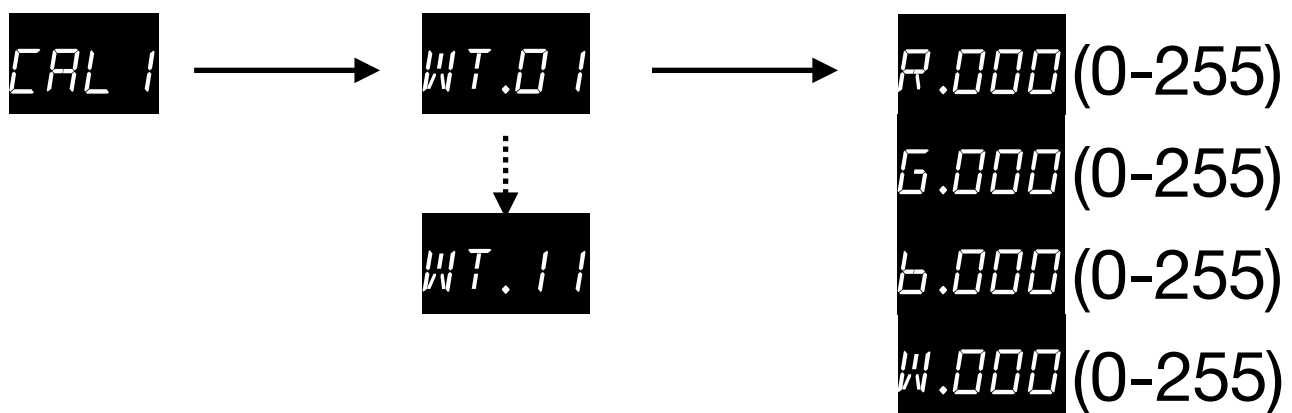
“*ID*” is used to enable the same function: press ENTER button followed by UP or DOWN button to choose “*ON*” or “*OFF*” to enable or disable the ID address function.

“*RGBW*” is used to activate the color correction setting: press ENTER button followed by UP or DOWN button to choose “*ON*” or “*OFF*” to enable or disable the color correction setting.

“*DIM*” is dimming curve speed setting (refer to “dimming speed table” at page 26).

It uses the 16-bit operating control board to gradually smooth, with different curves, the dimming speed of the LEDs and let you set non-linear curves to increase the smoothness of the dimming when turning off the light or rapidly changing colors.

### 2.3.10 WHITE BALANCE SETTING (*CAL 1*)



Different white balance presets can be set and modified with custom values to obtain different color temperature corrections.

To set the white balance presets press MENU until “*CAL 1*” is displayed.

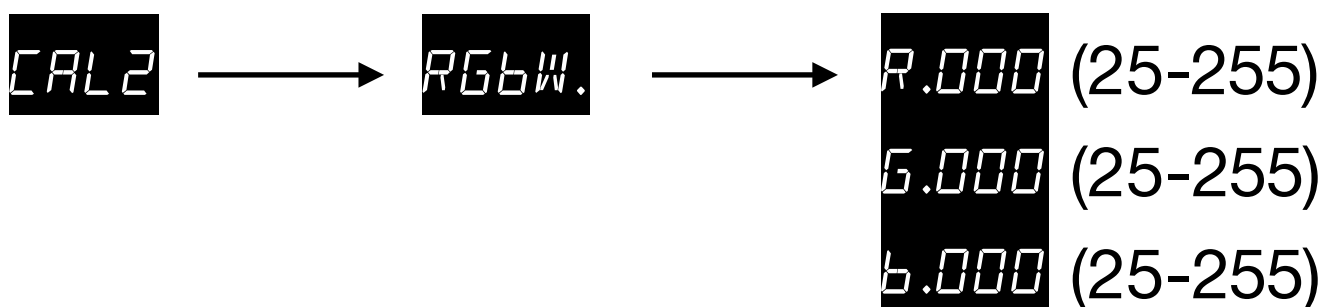
Press ENTER button and use UP or DOWN buttons to choose one of the programs. Press ENTER button repeatedly to scroll through Red, Green, Blue and White values. Use UP or DOWN buttons to modify current value.

After selecting the white balance setting, you don’t have to exit the submenu. In this way the fixture will maintain this values and will continue displaying the last edited value: even if turned off this will persist when powered on again after next reboot.

To exit the white balance setting mode, simply press the MENU button once. This will take you back to the main menu (“*CAL . 1*” is displayed), where you can scroll through the various operating modes and functions.

Please note: when DMX channel mode is set on “*STRG*”, channel 6 can be used to select one of these programs (*WT. 0 1*–*WT. 1 1*).

### 2.3.11 COLOR CORRECTION SETTING (CAL2)

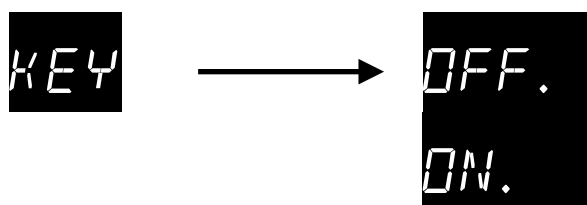


It is possible to correct the RGB balance [of each unit] by changing the maximum values for each channel.

To set the color correction setting press MENU until *CAL2* is displayed, then press ENTER button.

Press ENTER button repeatedly to choose the value to modify and UP or DOWN to set it.

### 2.3.12 KEY PROTECTION SETTING (KEY)



The menu panel can be password protected to prevent any unauthorized operations changes (the lock will be set immediately after that the display turns off when passing 30 seconds without any key being pressed).

Lock the keypad to prevent unwanted changes by pressing MENU until *KEY* is displayed, then press ENTER and UP or DOWN to select “ON” or “OFF”.

The display will automatically turn off after 30 seconds if no key is pressed. The default password sequence to unlock keys is: UP-DOWN-UP-DOWN. To unlock, press any key to activate again the display press and release the UP button, followed by DOWN, press the UP button again, press DOWN again and release it, finally press ENTER to confirm.



## 2.4 DMX CONSOLE OPERATION

### 2.4.1 CHANNEL TABLE

Ten DMX channel modes are available:

*STAG, AR2.5, AR2.d, ARC.2, AR 1.5, AR 1.d, ARC. 1, COM2, COMP, HSV*

#### *STAG* (default)

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Dimmer (master intensity level)
2	0~255	Red (when CH.8 chooses <i>PR.D 1- 10</i> , CH.2 controls Scene Duration - reference: <i>EDIT</i> Menu page 17)
3	0~255	Green (when CH.8 chooses <i>PR.D 1- 10</i> , CH.3 controls Fade Time - reference: <i>EDIT</i> Menu page 17)
4	0~255	Blue
5	0~255	White
6	0~9	Not available
	10~255	Color change mode (reference: "Color Changing Table" page 26)
7	0~9	No strobe effect
	10~255	Strobe speed
8	0~40	No program
	41~70	Built-in program <i>RL.D 1</i>
	71~80	Built-in program <i>RL.D 2</i>
	...	(Each decade represents a program)
	151~160	Built-in program <i>RL. 10</i>
	161~170	Custom program <i>PR.D 1</i>
	...	(Each decade represents a program)
	241~250	Custom program <i>PR.D 9</i>
	251~255	Custom program <i>PR. 10</i>
9	0~255	Playback speed of programs <i>RL.D 1-RL. 10</i> (to modify the speed of custom programs <i>PR.D 1-PR. 10</i> use channel 2 and 3)
10	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

CHANNEL	DATA	CONTROL FUNCTION
11	0~9	No ID (as if "SET ID MENU" is set to OFF)
	10~19	ID1
	...	(Each decade represents an ID)
	200~209	ID20
	210	ID21
	211	ID22
	...	(Each number represents an ID)
	254	ID65
	255	ID66

#### RR2.5

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Dimmer (master intensity level)
2	0~255	Red
3	0~255	Green
4	0~255	Blue
5	0~255	White
6	0~9	Not available
	10~255	Color change mode (reference: "Color Changing Table" page 26)
7	0~9	No strobe effect
	10~255	Strobe speed
8	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

#### RR2.d

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Dimmer (master intensity level)
2	0~255	Red
3	0~255	Green
4	0~255	Blue
5	0~255	White
6	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

## ARC.2

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Red
2	0~255	Green
3	0~255	Blue
4	0~255	White
5	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

## RR 1.5

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Dimmer (master intensity level)
2	0~255	Red
3	0~255	Green
4	0~255	Blue
5	0~9	Not available
	10~255	Color change mode (reference: "Color Changing Table" page 26)
6	0~9	No strobe effect
	10~255	Strobe speed
7	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

## RR 1.d

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Dimmer (master intensity level)
2	0~255	Red
3	0~255	Green
4	0~255	Blue
5	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

## ARC.1

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Red
2	0~255	Green
3	0~255	Blue
4	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Dimmer (master intensity level)
2	0~255	Red (when CH.8 chooses <i>PR.0 1-10</i> , CH.2 controls Scene Duration - reference: <i>E D I T</i> Menu page 17)
3	0~255	Green (when CH.8 chooses <i>PR.0 1-10</i> , CH.3 controls Fade Time - reference: <i>E D I T</i> Menu page 17)
4	0~255	Blue
5	0~255	White
6	0~255	Reserved
7 (1)	0~255	Reserved
7 (2)	0~9	Not available
	10~255	Color change mode (reference: "Color Changing Table" page 26)
7 (3)	0~255	Playback speed of programs <i>RL.0 1-RL.10</i> (to modify the speed of custom programs <i>PR.0 1-PR.10</i> use channel 2 and 3)
8	0~20	No program
	21~40	In this range, the CH7 is in color change mode
	41~70	Built-in program <i>RL.0 1</i> (in this range, the CH7 is in "Built-in program speed control")
	71~80	Built-in program <i>RL.0 2</i> (in this range, the CH7 is in "Built-in program speed control")
	...	(Each decade represents a program)
	151~160	Built-in program <i>RL.10</i> (in this range, the CH7 is in "Built-in program speed control")
	161~170	Custom program <i>PR.0 1</i> (to modify the duration of custom programs <i>PR.0 1-PR.10</i> use channel 2 and 3)
	...	(Each decade represents a program)
	241~250	Custom program <i>PR.0 9</i> (to modify the duration of custom programs <i>PR.0 1-PR.10</i> use channel 2 and 3)
	251~255	Custom program <i>PR.10</i> (to modify the duration of custom programs <i>PR.0 1-PR.10</i> use channel 2 and 3)
9	0~9	No strobe effect
	10~255	Strobe speed
10	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	Dimmer (master intensity level)
2	0~255	Red (when CH.8 chooses <i>PR.01-10</i> , CH.2 controls Scene Duration - reference: <i>EDIT</i> Menu page 17)
3	0~255	Green (when CH.8 chooses <i>PR.01-10</i> , CH.3 controls Fade Time - reference: <i>EDIT</i> Menu page 17)
4	0~255	Blue
5	0~255	White
6 (1)	0~255	Reserved
6 (2)	0~9	Not available
	10~255	Color change mode (reference: "Color Changing Table" page 26)
6 (3)	0~255	Playback duration of programs <i>REL.01-REL.10</i> (to modify the duration of custom programs <i>PR.01-PR.10</i> use channel 2 and 3)
7	0~20	No program
	21~40	In this range, the CH6 is in color change mode
	41~70	Built-in program <i>REL.01</i> (in this range, the CH6 is in "Built-in program speed control")
	71~80	Built-in program <i>REL.02</i> (in this range, the CH6 is in "Built-in program speed control")
	...	(Each decade represents a program)
	151~160	Built-in program <i>REL.10</i> (in this range, the CH6 is in "Built-in program speed control")
	161~170	Custom program <i>PR.01</i> (to modify the duration of custom programs <i>PR.01-PR.10</i> use channel 2 and 3)
	...	(Each decade represents a program)
	241~250	Custom program <i>PR.09</i> (to modify the duration of custom programs <i>PR.01-PR.10</i> use channel 2 and 3)
	251~255	Custom program <i>PR.10</i> (to modify the duration of custom programs <i>PR.01-PR.10</i> use channel 2 and 3)
9	0~9	No strobe effect
	10~255	Strobe speed
10	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

CHANNEL	DATA	CONTROL FUNCTION
1	0~255	H (tone 0-100%)
2	0~255	S (saturation 0-100%)
3	0~255	V (intensity 0-100%)
4	0~255	Dimming speed (reference: "Dimming Speed Table" page 26)

## 2.4.2 COLOR CHANGING TABLE (R = red, G = green, B = blue, W = white)

VALUE	CONTROL FUNCTION
10~29	R 100% / G increment / B 0% / W 0%
30~49	R decrement / G 100% / B 0% / W 0%
50~69	R 0% / G 100% / B increment / W 0%
70~89	R 0% / G decrement / B 100% / W 0%
90~109	R increment / G 0% / B 100% / W 0%
110~129	R 100% / G 0% / B decrement / W 0%
130~149	R 100% / G increment / B increment / W 0%
150~169	R decrement / G decrement / B 100% / W 0%
170~200	R 100% / G 100% / B 100% / W 100%
201~255	Color temperature (adjustable from CAL1 menu) change every five values as follows:  201~205: 3.200 K 206~210: 3.400 K 211~215: 4.200 K 216~220: 4.900K 221~225: 5.600K 226~230: 5900K 231~235: 6.500K 236~240: 7200K 241~245: 8.000K 246~250: 8500K 251~255: 10.000K

## 2.4.3 DIMMING SPEED TABLE

VALUE	CONTROL FUNCTION
0~9	Default dimming speed (set by $dIM$ submenu of $SET$ )
10~29	Linear dimming (no delay, equal to $OFF$ )
30~69	Speed 1 (fastest, equal to $dIM1$ )
70~129	Speed 2 (fast, equal to $dIM2$ )
130~189	Speed 3 (slow, equal to $dIM3$ )
190~255	Speed 4 (slowest, equal to $dIM4$ )

## DEFAULT CUSTOM PROGRAMS

Pr. 01

R	G	B	W	ST	T	F
255	000	000	000	00	010	008
255	255	000	000	00	010	008
000	255	000	000	00	010	008
000	255	255	000	00	010	008
000	255	255	000	00	010	008
255	000	255	000	00	010	008

Pr. 02

R	G	B	W	ST	T	F
255	000	000	000	00	006	003
255	255	000	000	00	006	003
000	255	000	000	00	006	003
000	255	255	000	00	006	003
000	255	255	000	00	006	003
255	000	255	000	00	006	003

Pr. 03

R	G	B	W	ST	T	F
255	000	000	000	00	004	001
255	255	000	000	00	004	001
000	255	000	000	00	004	001
000	255	255	000	00	004	001
000	000	255	000	00	004	001
255	000	255	000	00	004	001

Pr. 04

R	G	B	W	ST	T	F
255	000	000	000	10	010	010
000	000	255	000	10	010	010
000	255	000	000	10	010	010
255	255	255	000	10	010	010
000	255	255	000	10	010	010
255	255	000	000	10	010	010
255	000	255	000	10	010	010

Pr. 05

R	G	B	W	ST	T	F
255	000	000	000	08	001	001
255	064	000	000	07	001	001
255	064	000	000	00	001	001
192	000	004	000	08	001	001
192	032	000	000	10	001	001
255	000	000	000	08	001	001

Pr. 06

R	G	B	W	ST	T	F
000	255	000	000	00	010	001
000	000	000	000	00	001	001
127	000	255	000	00	010	001
000	000	000	000	00	001	001



Pr. 07

R	G	B	W	ST	T	F
000	064	192	000	00	001	001
000	127	255	064	00	001	001
000	192	255	000	00	001	001
000	032	127	127	00	001	001
016	064	192	000	00	001	001
000	064	127	000	00	001	001
000	255	255	000	00	001	001

Pr. 08

R	G	B	W	ST	T	F
255	000	000	000	08	001	001
255	064	000	000	07	001	001
255	032	000	000	00	001	001
192	000	004	000	08	001	001
192	032	000	000	10	001	001
255	000	000	000	08	001	001

Pr. 09

R	G	B	W	ST	T	F
255	000	000	000	00	005	005
255	000	255	000	00	005	005
000	000	255	000	00	005	005
255	000	255	000	00	005	005

Pr. 10

R	G	B	W	ST	T	F
000	000	000	000	00	001	000

# WARRANTY

The product is covered by warranty under the terms of the law (24 months). In case of malfunction during the warranty period, the product will be repaired or replaced at the discretion of the manufacturer.

The following informations are required for the use of the warranty:

- Purchase date (the invoice date is valid)
- Detailed description of the issue.

It is essential to follow the safety instructions and warnings contained in this manual.

Any damage caused by non-compliance with the manual causes the warranty to expire.

The manufacturer does not take any responsibility for damages or problems caused by non-compliance with the manual.

# DECLARATION OF CONFORMITY

The product to which this manual refers is in accordance with the Directives of the European Community. The examination is made clear by the application of the CE mark on the product and the declaration of compliance.



The device meets the requirements of the 2002/95/CE (RoHS) Directive; the General Safety Information Regulations: EN60598-1, EN60598-2-17 and the European Parliament's Directive 2004/108/EC on Electromagnetic Compatibility.

# DISPOSAL OF UNUSED PRODUCT

The device must be disposed of in accordance with the applicable laws relating to lighting products. In any case, it should not be thrown between normal waste or dispersed in the environment, the latter action, although legally pursued, is a serious danger to animals and people and a source of long-term pollution. The product cannot be treated as a simple urban waste and must be disposed of appropriately in accordance with existing waste disposal regulations.



Avigliana, 30/03/2023

A handwritten signature in black ink, appearing to read 'Proietta'.

**PROIETTA** srl

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