

Set the desired Master-mode - "Sou1, Sou2 and Au01" - for the master-device, as described in chapter *Control Board*. Set the DMX address 001 for all slave-devices.

OPERATION

After you connected the LED Strobe COB PRO 8x20W DMX RGB to the mains, it starts running.

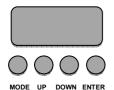
The LED display lights up and you can choose the desired mode via the buttons MODE, UP, DOWN and ENTER.

The device has two operating modes. It can be operated in Stand Alone via LED display with operating buttons or in DMX-controlled mode via lighting controller.

Stand-alone Mode

In the Stand Alone mode, the device can be used without a controller. Disconnect the device from the controller.

Control board



The control board offers several features, i.e. setting the DMX starting address, running a preset program or selecting a DMX channel mode.

Browse through the menu by pressing MODE. You can change the selection by pressing UP or DOWN. Press ENTER in order to confirm. You can leave every mode by pressing MODE. The functions provided are listed in the following sections.

The display shuts off after 15 seconds of inactivity. With the touch of a button it lights up again.

Display	Setting	Function
A001	001-512	DMX address setting With this function, you can adjust the desired DMX-address via the Control Board.
Sou1		Music controlled program 1 With this function, you can run the music controlled program 1 (single flash) sound-controlled.
Sou2		Music controlled program 2 With this function, you can run the music controlled program 2 (triple flash) sound-controlled. During periods without music or bass-beat a slow flash continues automatically.
Au01	Au01-Au08	Auto program With this function you can select the desired Auto strobe program (see graphic below).
	SP01 – SP16 (+)	Select the desired speed (increasing)

⁽⁺⁾ = Set the desired Auto Program (Au01 – Au08) and press ENTER. On the display you will see **SPxx**. Now you can set the desired program speed. Press ENTER again to confirm then MODE to return to the main menu.