

Au01 = red
Au02 = green
Au03 = blue
Au04 = yellow
Au05 = magenta
Au06 = cyan
Au07 = white
Au08 = all colors

### DMX Mode

You can control the devices individually via your DMX-controller. Every DMX-channel has a different occupation with different features. The individual channels and their features are listed under DMX-protocol.

The Control Board allows you to assign the DMX fixture address, which is defined as the first channel from which the device will respond to the controller.

### Addressing

Press the MODE button until the display shows **A001**. You can now set the desired address via the UP or DOWN buttons. Press ENTER once again to confirm.

Press the MODE button in order to return to the main menu.

Please, be sure that you don't have any overlapping channels in order to control each device correctly and independently from any other fixture on the DMX-chain.

If several devices are addressed similarly, they will work synchronically.

### Controlling:

After having addressed the LED Strobe COB PRO 8x20W DMX RGB, you may now start operating it via your lighting controller.

### Note:

After switching on, the device will automatically detect whether DMX 512 data is received or not. If the data is received, a dot on the display will blink. If there is no data received at the DMX-input, the dot will not blink.

This situation can occur if:

- the 3 PIN XLR plug (cable with DMX signal from controller) is not connected with the input of the device.
- the controller is switched off or defective,
- the cable or connector is defective or the signal wires are not properly connected with the input connector.

### DMX-Protocol

Channel	Value	Characteristic
CH1	000-255	Gradual adjustment of the <b>dimmer intensity</b> from 0 to 100 %
CH2	000-008	No function
	009-255	<b>Strobe-effect</b> with increasing speed for channels 3, 4, 5
CH3	000-255	Red with increasing brightness from 0 to 100 %
CH4	000-255	Green with increasing brightness from 0 to 100 %
CH5	000-255	Blue with increasing brightness from 0 to 100 %
CH6	000-127	No function
	128-255	<b>"Blinder effect"</b> for 2-3 seconds
CH7	000-008	No function
	009-255	<b>Strobe-effect (all colors)</b> with increasing speed