

Product Specifications

NAME: Wireless Programmable Controller

MODEL: KL-CONP-RF6B-3CH-LV(L=5,6,12,24)



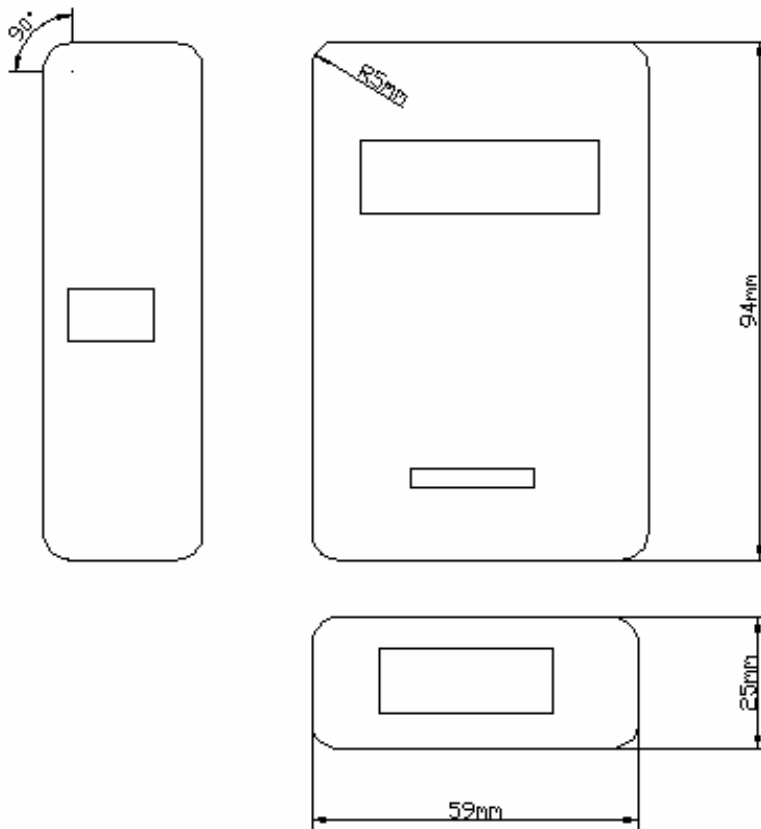
Summarization

Wireless Programmable Controller has programming function and power-down memory function, and a lot of built-in programs in it to let you choose, it controls 3 channels load change of LED, meanwhile, you could adjust all kinds of dynamic lighting changes by RF remote controller. It is very useful for light box advertising, stage setting, house decorating and so on.

Technical Parameters

- working temperature: -20-60°C
- supply voltage: DC5V, 12V, 18V, 24V optional (specify the required voltage on order form)
- output: 3 channels
- connection mode: common anode
- external dimension: L94xW58xH26 mm
- packing size: L145xW95xH50 mm
- net weight: 130g
- gross weight: 155g
- output current: <4A (each channel)
- output power: 144W

External Dimension



Interface specifications

Power input interface:



Adopt conventional DC power-transposon as power input interface.

Load output interface:



Adopt male and female connector with screw.

+ R G B

Direction for use

1. Connect the load wire at first, following by the power wire; Please ensure short circuit can not occur between connecting wire before you turn on the power;
2. There are six keys on the remote controller panel, the function of each key as follows:
 MODE: Mode button, a total of 10 models;
 ON / OFF: switch button;
 B +: to enhance the overall brightness, a total of 10 steps;
 B -: to lower the overall brightness, a total of 10 steps;
 S +: to increase the rate of changes, a total of 10 steps (its cycle from 5 seconds to 1 hour);
 S -: to reduce the rate of changes, a total of 10 steps.
3. A total of 10 keys on the controller panel , function keys are as follows:
 STEP ↑: to check the last step ;
 STEP ↓: to check the next step;
 PARA ↑: up to choose the parameters;
 PARA ↓: down to choose the parameters;
 VALUE +: every time the value of corresponding parameter increase one class, hold down the button, fast numerical increase;
 VALUE -: every time the value of corresponding parameter reduce one class, hold down the button, fast numerical decline;
 DELETE: to remove the current step;
 INSERT: Insert steps (after the current step);
 ADD: to increase steps(add in the final), the largest increase 20 steps;
 PLAY / PAUSE: Play / Pause (playing from the current steps, when programming, player must be suspended).
4. Controller's standard built-in modes of change are shown in the table below:

No	Functions	Remarks
1	Static white	Brightness is valid, Speed is invalid
2	Static red	Brightness is valid, Speed is invalid
3	Static green	Brightness is valid, Speed is invalid
4	Static blue	Brightness is valid, Speed is invalid
5	Static cyan	Brightness is valid, Speed is invalid
6	Static purple	Brightness is valid, Speed is invalid
7	Static yellow	Brightness is valid, Speed is invalid
8	Sevev-color gradual changing	Brightness is valid, Speed is invalid
9	Seven-color jumpy changing	Brightness is valid, Speed is invalid
10	The content of programming	Brightness and Speed are invalid. User Defined

5. Each step (STEP) can set up an independent value, a total of 5 parameters, including time, the transitional period, the red light, green light, blue light.

In the pre-set parameters to firstly ensure that the screen display **STEP **/**** ,if it did not, you must press **PLAY/PAUSE**. You could press button. STEP ↑ press or STEP ↓ choose to set up the steps at first, and then PARA ↑ or PARA ↓ to choose the corresponding parameters of the corresponding steps, then press VALUE + or VALUE- increase or decrease the value of corresponding parameters.

Example 1: write a program that it is jumpy changing of red,green and blue, the interval is 1 second.

This program need three STEP, repress **PLAY/PAUSE** button after setting up, the screen display **DIY PROGRAM**,then the result appears;each value of the parameter setting as follows:

STEP	HOLD	CHANGE	RED	GREEN	BLUE
01/03	1s	0	255	0	0
02/03	1s	0	0	255	0
03/03	1s	0	0	0	255

Example 2: write a program that it is jumpy changing of red,green and blue, the interval is 4 seconds, each value of the parameter setting as follows:

STEP	HOLD	CHANGE	RED	GREEN	BLUE
01/06	0	4s	255	0	0
02/06	0	4s	0	0	0
03/06	0	4s	0	255	0
04/06	0	4s	0	0	0
05/06	0	4s	0	255	0
06/06	0	4s	0	0	0

Example 3: write a program of seven-color jumpy changing, 1 second of color hold time, 4 seconds of the transition time,each value of the parameter setting as follows:

STEP	HOLD	CHANGE	RED	GREEN	BLUE
01/07	1s	4s	255	0	0
02/07	1s	4s	255	255	0
03/07	1s	4s	0	255	0
04/07	1s	4s	0	255	255
05/07	1s	4s	0	0	255
06/07	1s	4s	255	0	255
07/07	1s	4s	255	255	255

In the case of pausing(PAUSE), the controller can also be used as dimmer, you could define the color you want by modifying the RED, GREEN, BLUE,and respectively store them in STEP, there are 20 custom colors can be stored altogether.

Typical application

