

HD-ZY01 Address Wirter Manual

V2.0



1. Simple program testing.

After power on, Press Menu "+" and "-"to select program, Press SPEED"+","-" to dimmer or change speed of program.

Example-1(see as below picture):

MODE"01" mean program-1, SPEED "15" mean full light on, the speed value of 00~15 mean dimmer for program from01 to 08.(program01~08 is single color program)



Example-2(see as below picture):

MODE"22" mean program-22, SPEED "05" mean speed is 05, the speed of01~15 mean speed for program09~25.



2. Address writing and setting.

2.1 Enter Menu "+" button for more than 3 seconds, to enter setting interface. Display "UC5C", Chip protocol selection. See as below picture.

Press mode "-" and Speed"+" button to select Chip protocol,
Chip protocal list: "UC5C","UC5D","Snn1",t-AL,t-AC,UCS)



2.2 Enter Menu "+" button again, go to channel select interface.

Below picture "4ch" mean fixture channel is 4channels, its value can be select from 0cH~144cH.

Press mode "-" and Speed"+" button to change channel value,



2.3 Enter Menu "+" button again, go to address writing interface.

"001" mean do dmx address start from channel 001.

Press mode "-" and Speed"+" button to change start address, press speed"- "button to execute the DMX address writing command.



2.4 Enter Menu "+" button again, go to address checking interface.

"c000" mean all the channels will power off.

"c001" mean the channel 001 will be lighted on.

"c022" mean the channel 001~022 will be lighted on.

Press mode "-" and Speed"+" button to change address



2.5 Enter Menu "+" button again, go to Color sequence select interface.

"rGbo" mean the fixture color sequence is channel-1 is Red, channel-2 is

Green, channel-3 is Blue, channel-4 is White, its value option list: rGbo, Grbo,

obGr, o, Co, rGb, rbG, Grb, Gbr, brG, bGr,.

Press mode "-" and Speed"+" button to change color sequence,
Below picture display"Grbo", mean channel-1 is Green, channel-2 is
Red,channel-3 is Blue, channel-4 is White.



3.Enter Menu "+" button for more than 3 seconds, go back to program interface.