LIGHT ENGINE

USER MANUAL

MODEL:

LEB-432DMX

Accessories:

Fiber Connector ....2 PCS

Wireless Remote Controller...............1 PC (Optional)

User Manual ....1 PC

Power Adapter.................................1 PC

Signal Cable ....1 PC

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ISO9001:2000
CERTIFIED

LIGHT ENGINE
USER MANUAL

Welcome to use our professional light engine, LEB-432DMX. Please read the manual carefully before using the light engine. If you have any questions concerning the operation or maintenance, please contact your wholesaler.

Safety Instruction
1. Make sure the Light Engine and Power Source have the same voltage;
2. Keep out of rain or moist area to avoid shock hazards;
3. Avoid to use at high ambient temperature (>40℃);

CHAPTER 1   LEB-432DMX

1. Technical Data

Voltage: 12V DC
Power: 27W
Color: RGBW
LED: 2-4X3W
LED Life: 50000H
Standard Aperture: Φ14mm (Optional: Φ18mm Max)

2. Installation

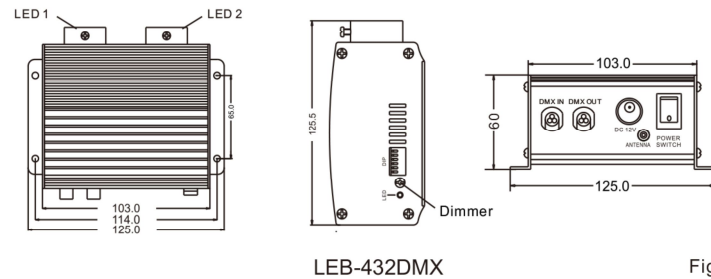The installation dimension of Light Engine and rear panel (Fig. 1)

LED 1   LED 2

103.0
125.5
103.0
114.0
125.0
60
125.0

DMX IN   DMX OUT
DC 12V
ANTENNA   POWER SWITCH

Dimmer

LEB-432DMX   Fig. 1

3. Installation of the fiber optic (Fig.2)

(1) Cut fibers to the specified length. If it is of multi-string fiber, you need to peel off 5-10cm PVC jacket carefully and avoid hurting the inner fiber;
(2) Collect all fibers in one bundle and tightly enlace at the 10cm location from one end with tape. Insert the fiber bundle into the PG connector and fiber connector, and fasten the PG connector. Cut the fibers flush with the fiber connector with hot knife;
(3) Insert the finished fiber connector into the fixing flange and fasten the screw tightly;
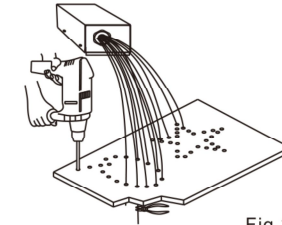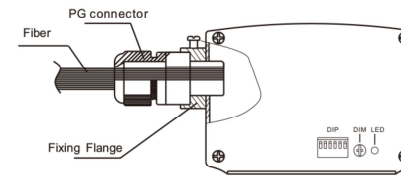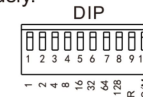
(4) The installation of the end part of the fiber optic:

PG connector
Fiber
Fixing Flange
DIP   DIM LED

Fig.2

4. Light Engine Setup

The light engine has two control modes:
∗ DMX 512 signal mode: The light engine is controlled by a DMX 512 program controller.
∗ Master/Slave mode: One light engine is set as Master and all the others as slave machines. Master machine sends signal to the slave machines so that all the machines run the program synchronously.

(1) DIP switches: SW10 is used for Master/Slave .
(1=Master, 0=Slave).
∗ When SW10 is OFF, SW1-8 is used for DMX address (Please refer to the Attached Table, 1=ON, 0=OFF) and SW9 is unused.
∗ When SW10 is ON, SW1-SW5 are for program selection, DIP6~8 are unused; SW9 for remote controller (1=ON, 0=OFF). When the program set exceeds P25, the machine runs P25.

DIP
1 2 3 4 5 6 7 8 9 10
1 2 4 8 16 32 64 128 R S/M

DMX add.	DIP Switch 10 9 8 7 6 5 4 3 2 1									
001	1	0	0	0	0	0	0	0	0	1
002	1	0	0	0	0	0	0	0	1	0
003	1	0	0	0	0	0	0	0	1	1
004	1	0	0	0	0	0	0	1	0	0
005	1	0	0	0	0	0	0	1	0	1

011	1	0	0	0	0	0	1	0	1	1

022	1	0	0	0	0	1	0	1	1	0

(2) Calculation of DMX Address:
i.e.DMX Address 018=16(5)+2(2), 022=16(5)+4(3)+2(2)
(3) Dimming Knob: The default brightness is 100%. You can adjust the brightness by turning the knob.
(4) DMX Channels:
CH1:Red   CH2:Green   CH3:Blue   CH4:White   CH5: Speed of color changing
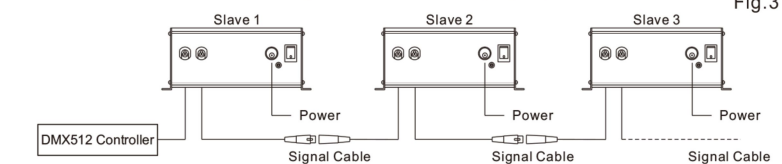(5) The connection of DMX Signal Control Mode (Fig. 3):

Fig.3
Slave 1   Slave 2   Slave 3
Power   Power   Power
DMX512 Controller
Signal Cable   Signal Cable   Signal Cable

(6) The connection of Master/Slave Control Mode (Fig. 4):

Fig.4
Master   Slave 1   Slave 2
Power   Power   Power
Signal Cable   Signal Cable   Signal Cable
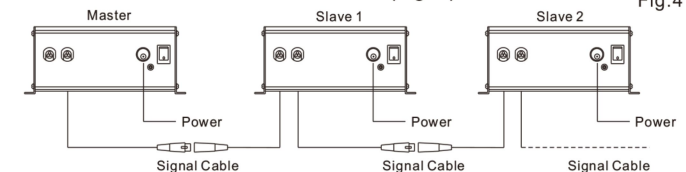
(7) Signal cable and the connector (Fig. 5):

Signal cable is 2×0.5mm² audio cable.

Fig.5

PIN1: GND
PIN2: SIGNAL-
PIN3: SIGNAL+

(8) Using of wireless remote controller (Fig. 6) :

Set SW9 & SW10 to ON and other switches to OFF, the remote control function is on.

a. ″PRO″ Selecting Programs：

Press″PRO″then press button①-⑥ to choose the program. The sum of the buttons you have pressed refers to the program number, which should not exceed 25. For example, you could press 4, 4, 5 and 5 (four buttons) to get Program 18.

b. ″DIM″is used to adjust the brightness:

Press″DIM″, the default brightness is 100%. Press″↑″/″↓″ or the corresponding number buttons to adjust the brightness;

①−10%, ②−20%, ③−40%, ④−60%, ⑤−80%, ⑥−100%

c. ″↑ / ↓″: UP/DOWN button：

After you press ″PRO″ and ″DIM″, you can change the parameters by ″↑″/″↓″. When UP/DOWN button is pressed, the light engine will work accordingly if the value falls in the effective number category.

Fig.6

d. ″ ⏻ ″ ON/OFF button:

The light engine will run the last program when you turn it on.
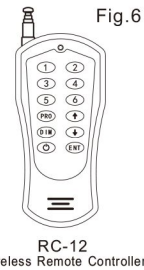
e. ″ENT″ ENTER button: Lock/save the programs.

RC-12
Wireless Remote Controller

Attached Table：

Pro.NO	DIP On (1 is ON,0 is OFF)										FUNCTION
	10	9	8	7	6	5	4	3	2	1	
00	0	0	0	0	0	0	0	0	0	0	NO Light
01	1	0	0	0	0	0	0	0	0	1	White
02	1	0	0	0	0	0	0	0	1	0	Blue
03	1	0	0	0	0	0	0	0	1	1	Purple
04	1	0	0	0	0	0	0	1	0	0	Red
05	1	0	0	0	0	0	0	1	0	1	Yellow
06	1	0	0	0	0	0	0	1	1	0	Green
07	1	0	0	0	0	0	0	1	1	1	Sky-Blue
08	1	0	0	0	0	0	1	0	0	0	W，B，Purple，R，Y，G，Sky blue，color skip（2s）
09	1	0	0	0	0	0	1	0	0	1	W，B，Purple，R，Y，G，Sky blue，color skip（4s）
10	1	0	0	0	0	0	1	0	1	0	W，B，Purple，R，RY，G，Sky blue，color skip（8s）
11	1	0	0	0	0	0	1	0	1	1	B，Purple，R，Y，G，Sky blue，color skip（2s）
12	1	0	0	0	0	0	1	1	0	0	B，Purple，R，Y，G，Sky blue，color skip（4s）
13	1	0	0	0	0	0	1	1	0	1	B，Purple，R，Y，G，Sky blue，color skip（8s）
14	1	0	0	0	0	0	1	1	1	0	W，B，Purple，R，Y，G，Sky blue，color fade（4s）
15	1	0	0	0	0	0	1	1	1	1	W，B，Purple，R，Y，G，Sky blue，color fade（6s）
16	1	0	0	0	0	1	0	0	0	0	W，B，Purple，R，Y，G，Sky blue，color fade（12s）
17	1	0	0	0	0	1	0	0	0	1	B，Purple，R，Y，G，Sky blue，color fade（4s）
18	1	0	0	0	0	1	0	0	1	0	B，Purple，R，Y，G，Sky blue，color fade（6s）
19	1	0	0	0	0	1	0	0	1	1	B，Purple，R，Y，G，Sky blue，color fade（12s）
20	1	0	0	0	0	1	0	1	0	0	W，B，color skip（2s）
21	1	0	0	0	0	1	0	1	0	1	W，B，color skip（4s）
22	1	0	0	0	0	1	0	1	1	0	W，B，color skip（8s）
23	1	0	0	0	0	1	0	1	1	1	W，B，color skip（4s）
24	1	0	0	0	0	1	1	0	0	0	W，B，color skip（6s）
25	1	0	0	0	0	1	1	0	0	1	W，B，color skip（12s）