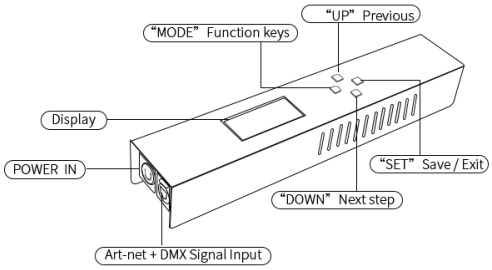
CL104PS Instruction Manual

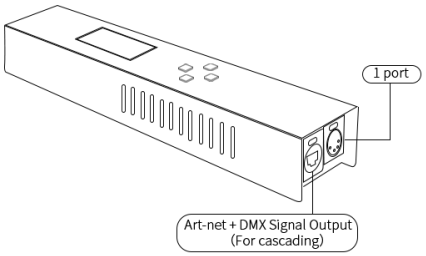
Address：608# huiyi bussiness center, No 9 zhongxin Road, dalang,longhua new district,shenzhen,China.
Whatsapp: 0086 13632561121 E-mail: szclfled@gmail.com Website: www.clfled.com

Product introduction

CL804P is a professional 8-port lighting controller. It supports DMX and ART_NET signal input，supports RDM (Remote Device Management)。 Multiple controllers can be cascaded. The output supports SPI and DMX signals,Can be used offline. This product can be widely used in stage lighting, bar atmosphere setting, Club, engineering lighting, planetarium and science and technology museum, dance lighting effects, studio recording and other venues.

Parameters





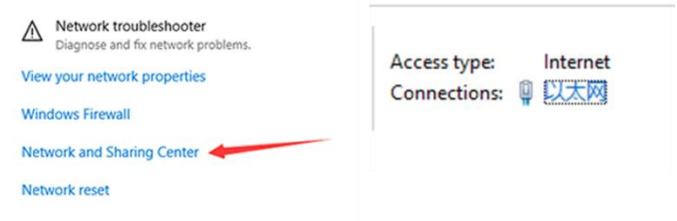
Working voltage: 100~240V　　Output port:1
Output voltage of port：DC24V　　Maximum port support: 1*680 pix

Instructions

Controller wiring instructions

Set IP address

① Open "Network and Internet Settings" , then open "Ethernet", and finally click "Network Sharing Center" .



② Click "Ethernet" then select "Properties"

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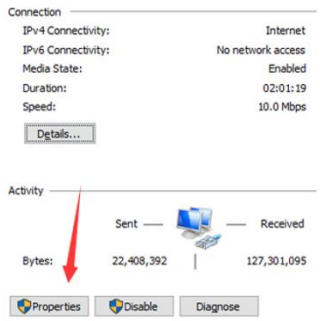
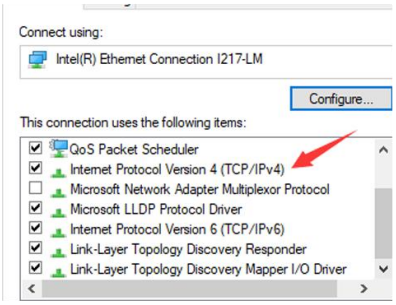
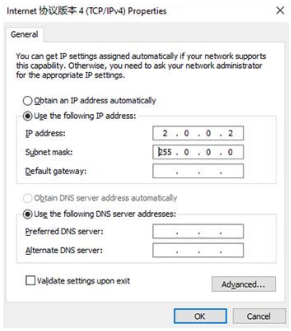


③ Double-click Internet Protocol Version 4 (TCP / IPv4), input the IP address. Usually, the international user IP usually starts with 2. Click ”Confirm”.





Note: This IP address should be the same as the "Computer IP" in "IP Address" of the controller.

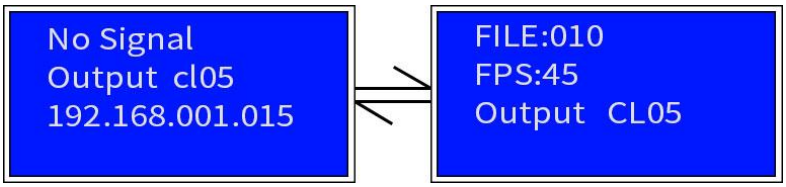
Connect the controller

Firstly

The standby panel is displayed after power-on, "No Signal" blinks, and no signal is connected.

Secondly, mode setting

This controller has ART_NET mode and SD card mode. Long press “UP” and “DOWN” for 3 seconds to switch between the two modes.

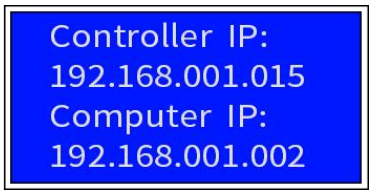


Thirdly, parameter setting

IP address settings

Short press “MENU” to enter parameter setting mode, click “SET” to enter “IP Address” option, click “SET”,Set the controller and computer IP addresses. Here, the "Controller IP" and "Computer IP"

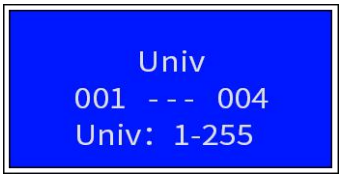
addresses cannot be the same.Click "SET" and then long press "MENU" to save the setting.



Universe setting

Short press “MENU” to enter parameter setting mode, click “DOWN” to select “Universe” option, click

“SET”, Set the output Universe, each port supports 4 Universes, for example: when three 404R cascaded, the universe of the first controller is 001——004; the universe of the second controller is 005——008; the universe of the third controller is 009——012. Click "SET" and then long press "MENU" to save the setting.



DMX address setting

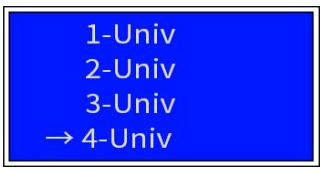
Short press “MENU” to enter parameter setting mode, click “DOWN” to select “DMX Addr” option, click “SET”,Set the DMX address of the controller, usually "001 — 008". When multiple controllers are cascaded, the second DMX address can be adjusted to "009-016", so that one console can control multiple controllers to show different effects . Click “SET” and long press “MENU” to save the setting.

IC model setting

Short press “MENU” to enter parameter setting mode, click “DOWN” to select “IC Select”, click “SET”, Set the IC type that matches with the product, here “CL16” refers to UCS8903, click "SET", then long press “MENU” to save the setting.

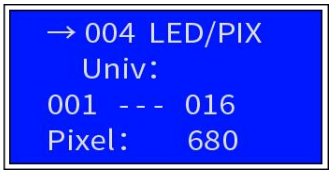
Pixel setting

Short press “MENU” to enter parameter setting mode, click “DOWN” to select “Pixel”,click “SET”,Set pixels each port supports, usually select “4-Univer”, click “SET” and then long press “MENU” to save the settings.



LED/ Pixel setting

Short press "MENU" to enter parameter setting mode, click "DOWN" to select "LED / Pixel",click "SET", set the number of LED/ Pixel, such as 1LED/ PIX or 2LED/ PIX, click "SET" and long press “MENU” to save the setting.

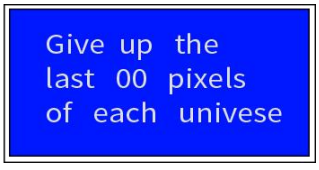


Channel setting

Short press "MENU" to enter the parameter setting mode, click "DOWN" to select the "Channels" , click "SET" to set the channel. If the product is a built-in chip such as SK6812, select the GRB channel, click "SET" and then long press " MENU "to save the setting.

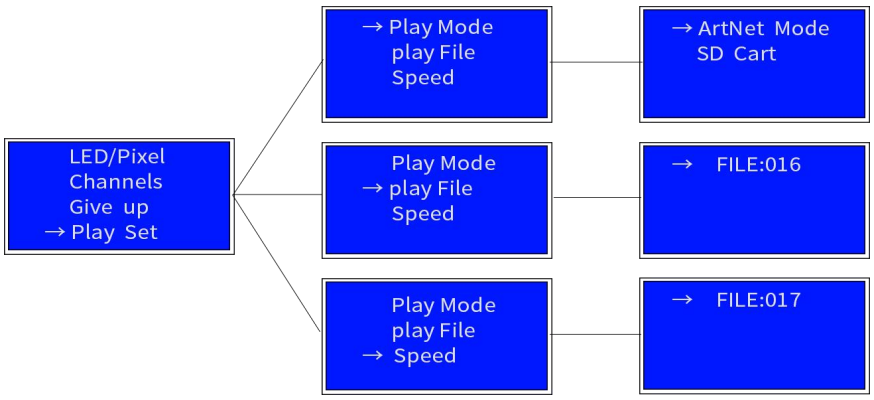
Give up setting

Short press "MENU" to enter parameter setting mode, click "DOWN" to select "Give up" option, click "SET" to remove the last xxx pixel of each universe, click "SET" and then long press "MENU" to save the setting.



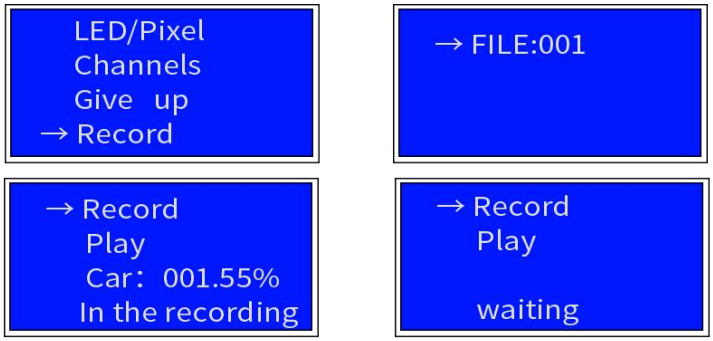
Play setting

Short press "MENU" to enter parameter setting mode, click "DOWN" to select "Play Set" ,click ”SET”,set play mode、play file、play speed, click "SET" and then long press "MENU" to save the setting.



Recording effect settings

Short press "MENU" to enter parameter setting mode, click "DOWN" to select "Record", click "SET",Select one of the files, for example: FILE: 001, click "MENU" to enter recording, select "record" and click“MENU” starts recording, progress bar starts to wait for recording, click “MENU” again to end recording, recording is successful,select"Play" plays the recording effect.



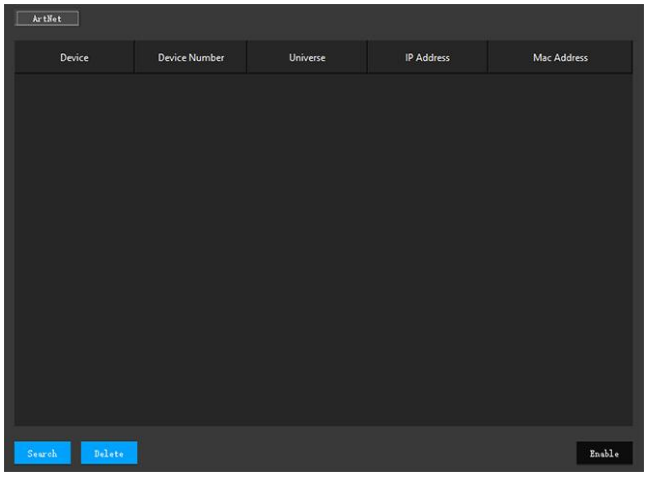
After each setting, you need to repeat short press the "SET", and then long press the " MENU " to save the setting.

Fourthly, software setting

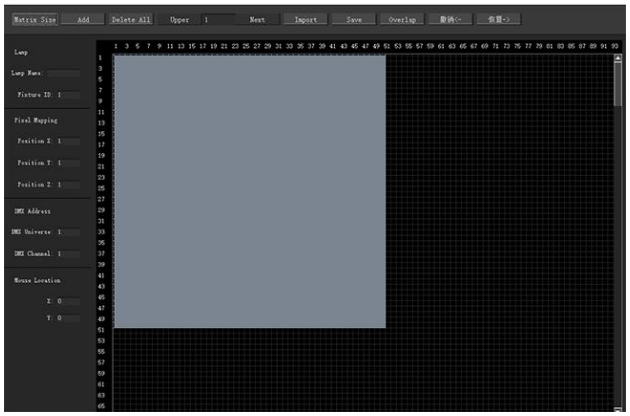
Take MAD-SHOW as an example (only available in ART-NET mode)

- Open the software , enter the menu, click "Configuration", click "Device Manager"

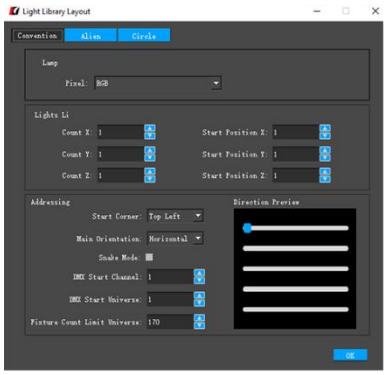
- Click "Search for devices", select all and click "Enable devices"



- Click "Layout" then click "Map Layout"



- Set “Add Fixtures” and “Matrix Size” according to the quantity of led and pixels



Return to the menu to play the effect you set. The display changes from "No Signal" to ">>>", which means the connection is successful.

★RDM

Remote device management. After connecting successfully , can modify the parameters in the RDM to change the parameters in the controller to achieve remote control!

Click "RDM" to enter the remote device management. If the picture ① appears, it means the connection is failed. Please check whether the IP address settings and wiring are correct, or it is not in ART-NET mode. If the picture ② shows, the connection is successful.

①

②

The left column is the original data in the controller, and the right column is the modified data.

Parameters such as IC, channel, pixel, and IP can be changed. Clicking "Confirm" after the change means the change is completed. (When the IP address is changed, the controller is restarted and all parameters are refreshed; When other data is changed, if the IP address is not changed, the data is refreshed but the controller is not restarted)