A608 Manual

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Model: A608-A1

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1. Function Overview

1. Supports automatic switching between online and offline modes, **applicable to indoor venues such as KTVs and bars** for lighting screens:

1) Online control of lights via Art-Net protocol, with a maximum output of 6 domains (3072 channels) per channel;

2) Online control of lights, coding, debugging, and configuration via Magic Player (Seekway protocol), with a maximum output of 3840 channels per channel;

3) Offline playback of effect files from SD card, with a maximum output of 3840 channels per channel.

2. Supports offline synchronization via Ethernet, and can play independently by group.
3. Supports 100 levels of brightness (independent channel, overall) settings, and supports overall Gamma correction/grayscale smoothing.
4. Supports connection to DMX control consoles.
5. Supports multiple fixture points, built-in test effects, and one-click addressing for fixtures.
6. Supports one-click automatic ID succession for all controllers in a single chain.
7. Supports online firmware updates and effect file transfers via Ethernet, eliminating the need to repeatedly insert and remove the SD card for file copying.
8. Supports sound control functionality, allowing effects to change abruptly or switch based on beat rhythm, or control fixture changes according to music rhythm.
9. Supports external KTV panels, allowing control of effect switching, brightness adjustment, speed adjustment, and more through the panel.
10. Supports Bluetooth control and Bluetooth remote control, enabling remote operation of effect switching, speed adjustment, etc., within a certain range, achieving intelligent and convenient lighting control.
11. The controller can set the output port type for channel 8. When set to DMX, it is commonly used for stage lighting control, controlling moving head lights, laser lights, and lift balls.

2. Technical Parameters

2.1. Product Information

Housing Material:	Iron
Input Voltage:	AC 100V～240V
Number of Lights:	Art-Net Protocol: Total load for a single unit = 512 channels × 6 domains × 8 ports Seekway Protocol: Total load for a single unit = 3840 channels × 8 ports, can achieve series and parallel connection of 400 units through a switch
Cascading Port:	Standard Ethernet Signal
Light Control Port:	RS485 Signal, Serial TTL Signal
Working Power:	＜10W
Operating Temperature:	-10～55℃
Relative Humidity:	≤50%RH
Transmission Distance:	Unshielded Cat 5e cable, distance between controllers is 100 meters. For longer distances, an 'Optical Fiber Converter' can be used, reaching up to 5 kilometers.
Protection Level:	IP20 (Prevents fingers from contacting internal parts of the device, prevents objects larger than 12.5mm from entering, no special protection

against water or moisture.)

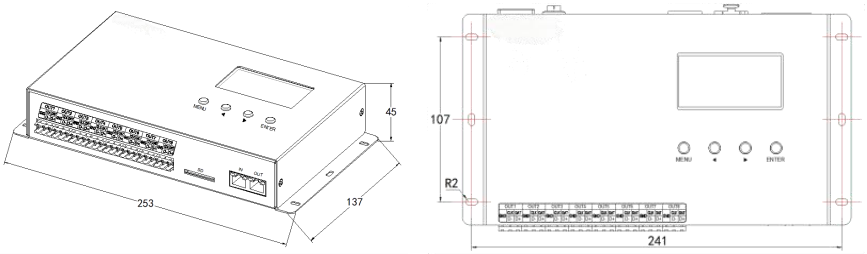
Operating Environment:

1. This controller is suitable for indoor locations;
2. Do not install this controller in environments with magnetic fields, high voltage, or high temperature and humidity;
3. To reduce the risk of fire and damage caused by short circuits, please ensure proper grounding;
4. Please confirm the use of an AC100-240V power supply and ensure that the polarity is the same when connecting the transformer and controller to guarantee the appropriate supply voltage;
5. The control system is not waterproof; please take precautions against rain and water during installation.

Net weight of the product: 0.976 kilograms

Dimensions: L253*W137*H45

(Unit: millimeters)



2.2. Component

① Output Control Lighting fixture ② SD Card Slot ③ Ethernet Interface (Input)
④ Ethernet Interface (Output) ⑤ Control Button ⑥ 3-inch Display Screen
⑦ Audio Output Port (for Adapter) ⑧ Audio Input Port ⑨ DMX Console Port (RJ45 Port)
⑩ DMX Console Port (Female XLR) ⑪ DMX Console Port (Male XLR) ⑫ Panel Port
⑬ Power Switch ⑭AC Power input AC100-240V

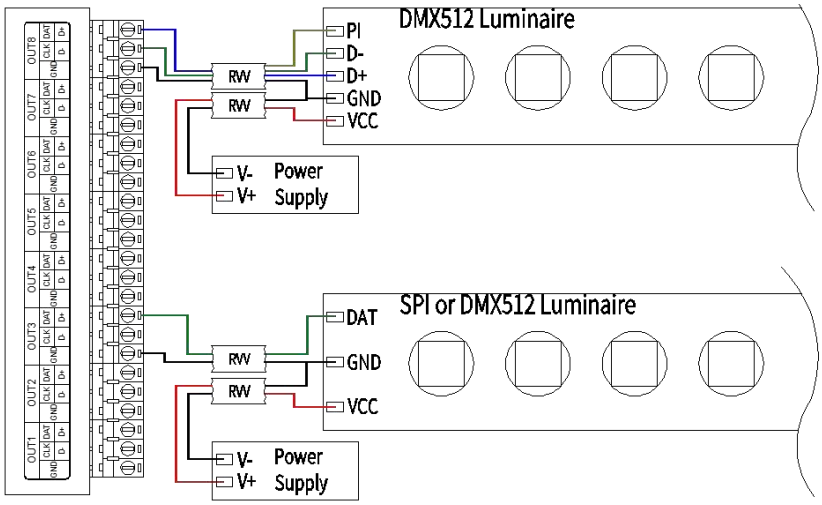
2.3. Indicator Description

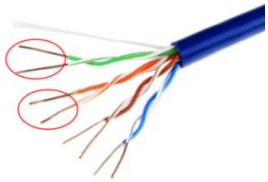
Indicator Light	Function Description
Ethernet (IN)	Left Upper Corner Yellow Light: Frame Rate Light, blinking indicates lighting output is active, fast and slow blinking indicates frame rate anomaly.
Ethernet (OUT)	Left Upper Corner Yellow Light: Data Light, blinking indicates complete data received, apparent fast and slow blinking indicates data anomaly.

2.4. Connection Instructions

2.4.1. Port Instructions

Please connect the wiring according to the markings on the light fixture.





★ Signal Line Connection Precautions

1. Use a Category 5e network cable (with a resistance of less than 10Ω per hundred meters); inferior network cables, telephone lines, and copper wires are generally not acceptable.
2. Use one pair of twisted wires, preferably green + green-white or orange + orange-white. The quality and color of the network cable are very important; blue and brown have a significant impact on signal transmission. Do not use several pairs of twisted wires together.
3. The GND of the control box signal output must be directly connected to the GND of the fixture input and cannot be connected to the fixture through the negative terminal of the switching power supply.
4. After connecting all hardware signal lines and power lines, turn on the power of the control box. Signal lines must not be plugged or unplugged while powered to avoid current backflow that could damage the output protection circuit or components.

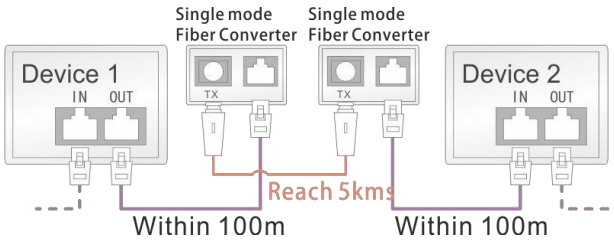
2.4.2. Transmission Distance

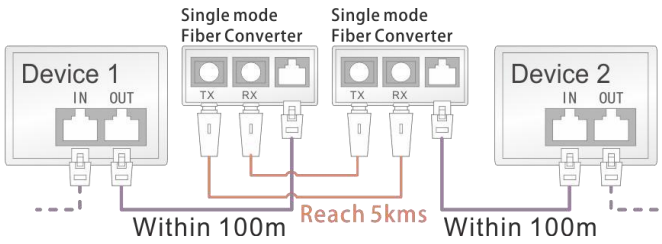
Transmission Method	Transmission Signal	Transmission Medium	Reference Distance	Remarks
Computer → Controller Controller→ Controller	100M Ethernet	UTP CAT5e	50-80 meters	
Controller→DMX Lighting DMX Lighting→DMX Lighting	RS-485	UTP CAT5e	30-50 meters	If the cable length exceeds 5 meters, the number of controlled lighting points will decrease. (The address line cannot exceed 5 meters.)
		Three-core Wire	1-20 meters	
		Four-core Wire	1-20 meters	
Controller→SPI Lighting DMX Lighting→DMX Lighting	TTL	UTP CAT5e	5-20 meters	
		Two-core Wire	1-5 meters	
		Three-core Wire	1-5 meters	
SPI Lighting →SPI Lighting	TTL	UTP CAT5e	1-2 meters	Pixels controlled less if over 1m.
		Two-core Wire	0.1-1 meter	

2.4.3. Fiber Optic Connection

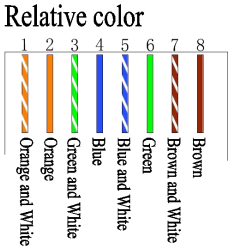
The fiber optic transceiver must use a single-mode transceiver; customers can decide to use single-fiber or dual-fiber (one of the two) based on the site conditions.

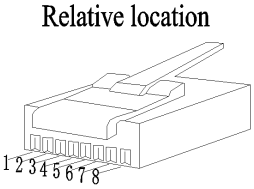
The dual-fiber transceiver must be connected to two fiber optic cables to function normally.





T568B Network Port Wiring





Recommended Brands:

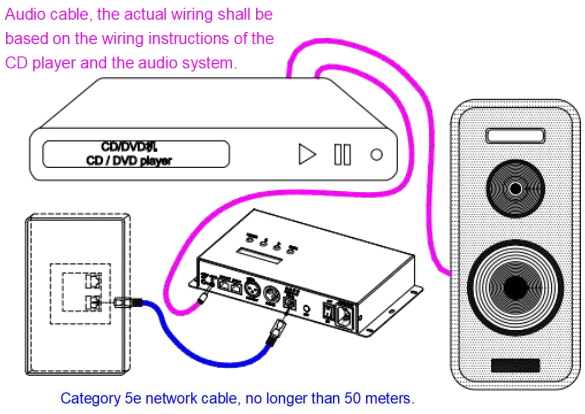
Switch (Industrial Grade): Netgear USA

Fiber Optic Transceiver: TP-LINK, DLINK

Use Category 5e unshielded twisted pair cable (oxygen-free copper, diameter greater than 0.51mm, tightly twisted pairs, resistance less than 10 ohms/300 meters); the distance between control boxes can be up to 100 meters; for longer distances, use a 'Fiber Optic Converter' which can reach up to 5 kilometers.

2.4.4. Panel Connection

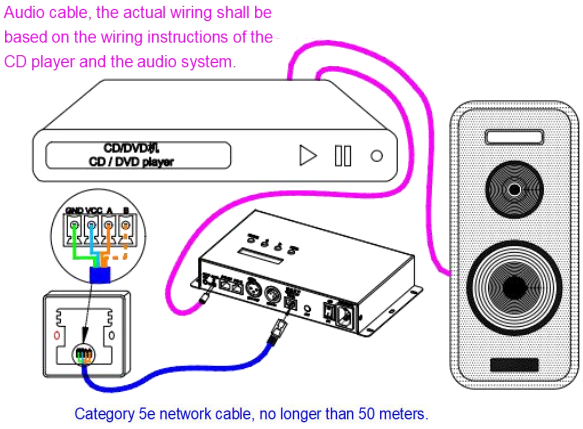
Panel N:



The two RJ45 interfaces on the panel can be connected using either one.

For panel operation, see 'Panel N Control Operation'

Panel A:



For panel operation, see 'Panel A Control Operation'

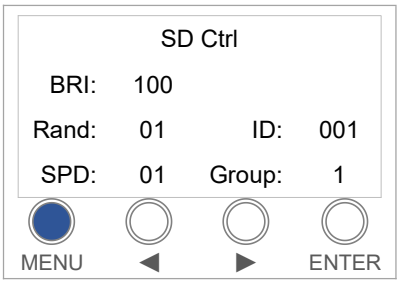
Note:

1. The network cable distance must not exceed 50 meters. Customers can extend the network cable themselves, re-terminating both ends as straight-through cables according to the T568B standard.
2. The wiring sequence of both ends of the network cable must be T568B; do not use a crossover cable to avoid damaging the panel or controller interfaces.

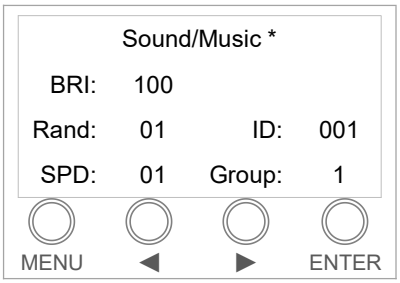
2.4.5. Audio Control Connection

Use a 3.5mm audio cable to connect to the controller's audio input port (AUDIO IN),
Then, press the 【MENU】 button briefly on the main interface to switch to Spectrum Audio Control/Dynamic Sound Control to use the audio control function.

3.5mm Audio Cable



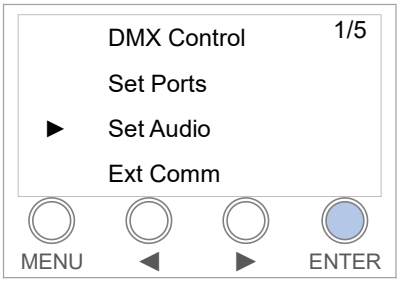
Main Interface Diagram



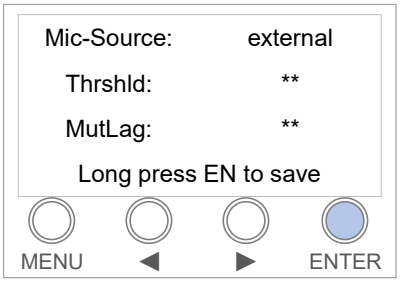
Switching Diagram

If using the built-in microphone, no additional wiring is required. On the main interface, press the 【MENU】 button briefly to switch to Spectrum Sound Control/Dynamic Sound Control.
If using an external microphone, after switching to sound control mode, connect the microphone to the controller's audio input port (AUDIO IN), and the external microphone connector must be a 3.5mm 4-segment interface (as shown below). Then press and hold the 【MENU】 key, and set the 【Mic-Source】 to external in the audio control settings.

3.5mm Jack Microphone



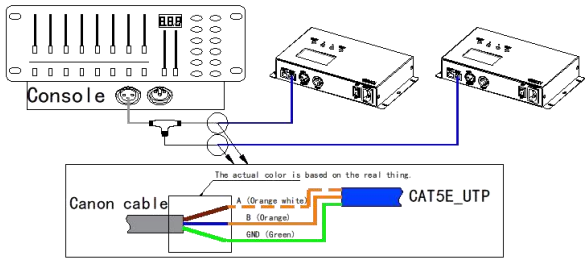
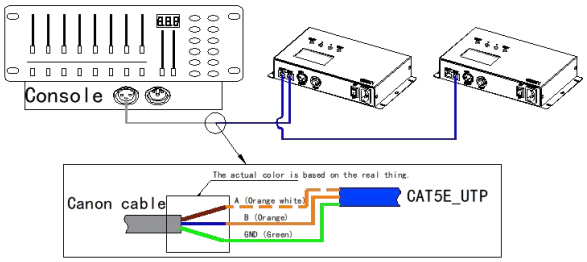
Parameter Settings Interface Diagram

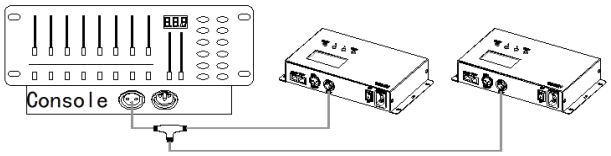
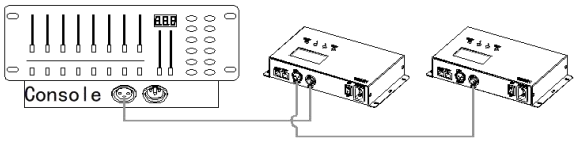


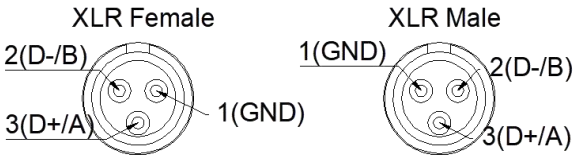
Switching Diagram

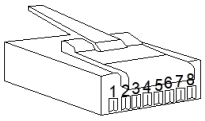
2.4.6. DMX Control Connection

The controller can be set to be controlled by a DMX512 console, allowing changes to animations, speed, and other functions.

Connect multiple controllers in parallel via network ports (each with the same or different addresses)	Connect the host's network port separately + cascade with slave controllers (Only set the host address, and all slaves are controlled by the host)
	

Connect multiple controllers in parallel via XLR ports (each with the same or different addresses)	Independently connect to the host's network port + XLR port for cascading (Each with the same or different addresses)
	





T568B structure

8	Brown	Signal GND
7	Brown white	Signal GND
6	Green	Signal GND
5	Blue white	None
4	Blue	None
3	Green white	None
2	Orange	Signal D-/B
1	Orange white	Signal D+/A

- The pin signal of the XLR interface is for reference only; the final signal is subject to the actual XLR interface and DMX512 console.

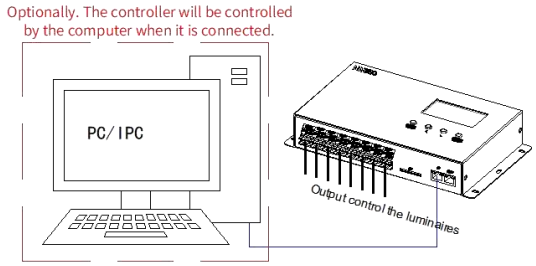
3. Application Solution

Users can flexibly choose from the following plans based on the number of channels that the controller can support for lighting fixtures. All three types of plans can use the KTV panel or audio control for operation. When there is a master-slave control situation, simply enable the audio control function on the host or connect the KTV panel to achieve group control for all controllers in the same group. For wiring details of the KTV panel or audio control, please refer to 'KTV Panel Wiring'.

3.1. A Single Device Work Alone

When the load-bearing lighting fixture channel limit does not exceed 30,720 channels, the project can be satisfied with just one controller. It is also possible to connect to a computer to receive the Player signal for software simultaneous playback.

Note: When receiving the Player signal, the SD card effects of the controller act as a backup mode, and the SD card will only start working when there is no Player signal.



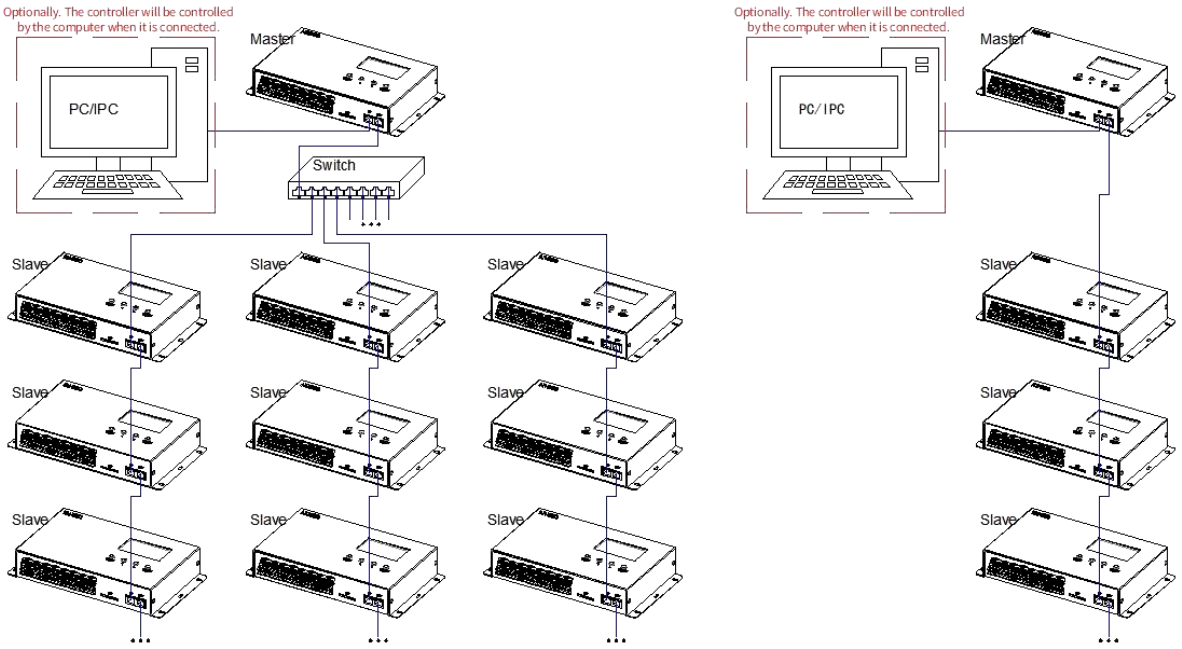
3.2. Multiple Devices In The Group Work Simultaneously

When the load-bearing lighting fixture channel limit exceeds 30,720 channels, the project requires the use of multiple controllers and setting up a master-slave scheme for cascading synchronous control. If you choose to connect to a computer to receive the Player signal for software simultaneous playback.

Scheme Features:

1. When connected to a computer, it can play online, debug, and other functions, and can also autonomously switch between playback software or animation files on the SD card based on the network communication status with the computer.
2. In the entire control scheme, any controller can be set as the host, but there can only be one host in a group. If multiple hosts appear, the controller will display an E37 prompt.

3. Wiring between controllers can use a switch to connect up to 400 devices in series or parallel, with a maximum of 50 devices in series on a single link.

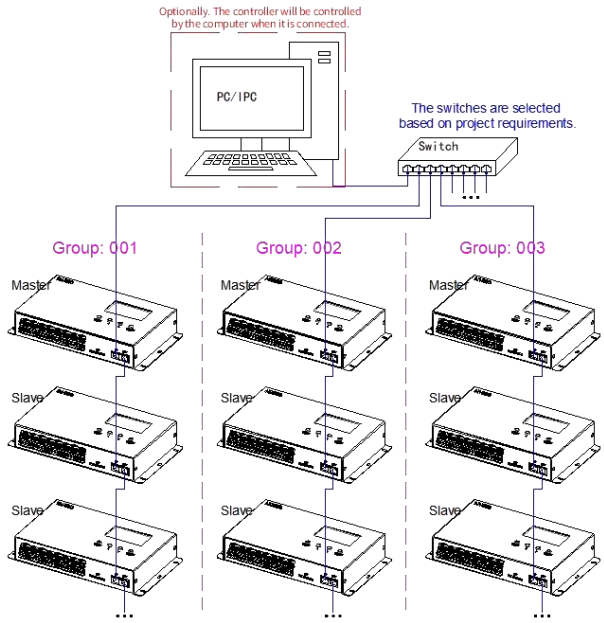


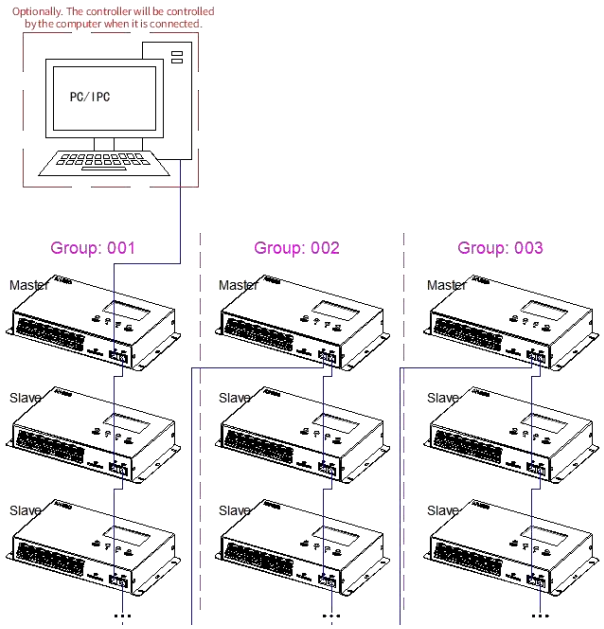
3.3. Multiple Devices In Multiple Groups Work Simultaneously

When the load-bearing lighting fixture channel limit exceeds 30,720 channels, the project requires the use of multiple controllers and setting up a master-slave scheme for cascading synchronous control. To facilitate project group management, controllers can be categorized into groups, achieving synchronous control in single or multiple groups.

Scheme Features:

1. When connected to a computer, it can play online, debug, and other functions, and can also autonomously switch between playback software or animation files on the SD card based on the network communication status with the computer.
2. In the entire control scheme, any controller can be set as the host, but there can only be one host in a group. If multiple hosts appear, the controller will display an E37 error message.
3. Wiring between controllers can use a switch to connect up to 400 devices in series or parallel, with a maximum of 50 devices in series on a single link.
4. In a state not controlled by the computer, controllers in each group can only achieve time-synchronized playback with devices within the same group.
5. In projects with multiple groups, to avoid all devices being consolidated into one group when setting device IDs and groups, please first disconnect the controllers of other groups from the current link control.





4. Basic Operations

4.1. Button Instructions

Key	Operation	Instructions
MENU	Short Press	Short pressing the main interface switches the playback mode, while short pressing the parameter menu returns.
	Long Press	Enter/Exit the [Parameter Settings] interface.
◄	Short Press	Decrement, suitable for switching general effect modes and setting parameters.
	Long Press	Quickly decrement the values of general effect modes/parameters.
►	Short Press	Increment, suitable for switching general effect modes and setting parameters.
	Long Press	Quickly increment the values of general effect modes/parameters.
ENTER	Short Press	Short press in the main interface to set speed; short press in the menu page to confirm menu selection.
	Long Press	Long press for 2 seconds to save parameter settings.

4.2. Interface Description

➢ Online Mode:

Artnet	
Lamp:	DMX
ChnQty:	3
ID:	001
IP:	002.000.000.104

Display	Instructions
Online Mode	The controller is controlled by the computer's Player, and the status is 'Artnet.'
Lamp	The type of lighting fixture currently connected to the output.
ChnQty	Current number of channels.
ID	ID number of the controller.
IP	IP address of the controller.
Offline mode	The controller plays animations from the SD card, status is 'SD Ctrl' Short press 【MENU】 to switch between spectrum

➢ Offline mode:

	SD Ctrl		DMX
Brightness:	100		
Cycle:	01	ID:	001
Speed:	01	Group:	1

	sound control, spectrum audio control, dynamic sound control, and dynamic audio control. If the controller is connected to the computer but the computer's Player is not outputting signals normally, the status will also be 'SD Ctrl' . When the controller is connected to the KTV panel, clicking the corresponding scene mode on the panel will switch here to 'Music **', for example, clicking the panel 'Effect 1' will display 'SGL:01' on the controller.
DMX / BLE	When the controller is connected to the DMX console, it flashes 'DMX'. When the controller successfully connects via Bluetooth, it flashes 'BLE'.
Brightness	The current output controls the brightness value of the lighting fixture.
Unicast/Cycle/Random	The current playback effect's cycle mode.
Speed	The current playback effect's speed.
Group	The current group of the control box.

Functions not supported/enabled by the control box will not be displayed on the interface.

4.3. Speed Settings

The larger the value, the slower the playback speed of the effect. This series of controllers does not support 'AC Sync' functionality.

Click ENTER to set the speed on the main interface (this operation applies to sound control, music control, and SD Ctrl modes).

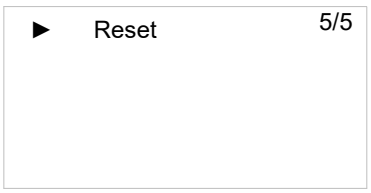
Parameters	Speed																	
Interface Display	01	02	03	04	05	06	07	08	09	10	11	12	15	20	30	50	80	99
Frame Rate (ms)	10	20	30	40	50	60	70	80	90	100	110	120	150	200	300	500	1000	2000
Frames Per Second (fps)	100	50	33	25	20	17	14	13	11	10	9	8	7	5	3	2	1	0.5

4.4. Parameter Settings

In the main interface, long press【MENU】to enter/exit the 'Parameter Settings' options interface on the LCD screen.

Short press【◄】and【►】to select menu items, then press【ENTER】to enter the settings. There are a total of 5 menu pages as follows:

► DMX Control	► Set Art-Net	► Set Gamma
Set Ports	Set ID&Grp	Set All ID
Set Audio	Set SYNC	Test Lights
Ext Comm	Brightness	Port Level
1/5	2/5	3/5



Level 1 Interface	Level 2 Interface	Instructions
DMX Settings	DMX Addr: ** DMX Chn: ** DMX Buf: *** Long press EN to save	Parameter definitions controlled by the DMX console. DMX Address: The offset channel value for the controller receiving DMX data, address offset formula: (N-1)*12+1 (N represents the Nth controller); DMX Channel: One-to-one, ten-to-one. The channel definitions for both are detailed in '5. DMX Console Control Parameters.' DMX Buffer: Determined by the actual operation of the console. 'Off' is for corresponding numeric consoles, 'On' is for corresponding fader consoles (wait for 5 frames to take effect after setting the value).
Port Settings	Port 8: Normal/DMX Long press EN to save	Set the output port type for channel 8. General: Outputs chip protocol according to project settings (player hardware settings or local Art-Net settings). DMX: Fixed output DMX512 protocol at a baud rate of 250K.
Audio Control Settings	Mic- Src: ** Mute Thrshld: ** MutLag: ** Long press EN to save MutMode: ** Switch: ** Mutate: ** Long press EN to save Senstvt: ** Speedup: ** Long press EN to save	Set audio control parameters, see section 'Audio Control' for details.
Ext Comm	Type: **** Mode: **** BLE: AN_BLE_**** Long press EN to save	Type: external control type can set KTV panel types [Com/KTV-A], [KTV N01], [KTV N02], [KTV N03]. Mode: Playback mode when the panel selects 'Automatic', can set [random], [loop]. BLE: Represents the Bluetooth name of the

Level 1 Interface	Level 2 Interface	Instructions
		controller, which can be used to connect devices.
Set Art-Net	Starting U: ** U Qty: ** Lamp: ** 1/3 Long press EN to save	Set parameters related to controlling lights based on the Art-Net protocol, see 'ARTNET Settings' for details.
	Chn Qty: ** Chn Seq: ** Baud: ** 2/3 Long press EN to save	
	IP: ***.***.***.*** 3/3 Long press EN to save	
Set ID&Grp	ID: **** Group: **** Long press EN to save	Set the controller ID number and group number.
Set SYNC	Host / Slave Long press EN to save	Set the controller as a host or slave to achieve synchronized playback within the local area network.
Brightness	R: *** G: *** B: *** W: *** W2: *** W3: *** Total Bri: ***	Set the brightness of the output effect.
Set Gamma	*.0 Long press EN to save	Set the reverse Gamma correction coefficient (gray level smoothing level).
Set All ID	Set ID Set ID&Group	Quickly set the ID, group, and host of controllers in the same cascading level, see 'Setting Controller ID and Group Management (Hardware/Software Settings)' for details.

Level 1 Interface	Level 2 Interface	Instructions
Test Lights	Lamp: **** Chn: ** Speed: ** Bri: ** Mode: ****	Enter test mode and select built-in test effects for debugging.
Port Level	Auto/TTL/RS485 Long press EN to save	To prevent signal interference, the output port type can be adjusted. Auto: Automatically matches output based on the lighting fixture chip type. TTL: Fixed output single-line TTL level signal. RS485: Fixed output differential line RS485 level signal.
Addressing	One-Key Addr Addr Check	Perform address writing for the lighting fixture driver chip.
Run Info	SD Param 1/2 SDBin ID: ** PCBType: ** Page/Frame: *** Baud: ****** CopyBin: * Sd Run Info 2/2 MaxReadSD **ms AvgReadSD **ms ErrFrameQty ** JumpFrameQty ** E28Qty ** E05Qty **	Display project information and SD card performance monitoring.
About	A608 **** ****	View the current control box version and program version.
语言设置	Chinese / English Long press EN to save	Language displayed in the settings interface.
Reset	Reset? (Long press EN) Press menu to return	Choose whether to restore factory settings

4.5. ARTNET Settings

Before the controller can be operated by third-party software (such as Madrix or other Art-Net protocol software), the controller parameters must be configured to match the software settings. In the 'Parameter Settings' interface, use the 【◄】 and 【►】 buttons to select ‘Set Art-Net', and press 【ENTER】 to enter.

The relevant setting parameters are as follows:

Options	Secondary Settings Interface	Instructions
Starting U	/	Set Starting Universe, the range for the starting domain is 0001-2048.
U Qty	/	Set Number of Universe, the range for the number of domains is 0001-0006.
Lamp	DMX 1/10 SM15155E SM16703P SM16704PB SM16709P SM16711 Long press ◄► to turn pages SM16712P 2/10 SM16714P SM16714PHT SM16804PB SM16813P SN16823E Long press ◄► to turn pages SM16824E 3/10 TM1804 TM1809 TM1812 TM1814 TM1903(SM) Long press ◄► to turn pages TM1903(PTH) 4/10 TM1908 TM1913 TM1914 TM1923 TM1934 Long press ◄► to turn pages UCS7604 5/10 UCS1903 UCS1904 UCS1909B UCS1912 UCS2603 Long press ◄► to turn pages UCS2903 6/10 UCS2904B UCS2909 UCS2912 UCS5603 UCS8903 Long press ◄► to turn pages UCS8904 7/10 UCS9812 WS2811 WS2812 WS2813 WS2818 Long press ◄► to turn pages WS2805 8/10 MT1806/MT16703 FW1903 FW1935 GS8205 GS8206 Long press ◄► to turn pages GS8508 9/10 GS8512 GS8513 GS8515 GW6312 JE2815 Long press ◄► to turn pages LB1934A 10/10 LX1003 LX3203 P9883/XT1506S SK6812 Long press ◄► to turn pages	Select Driver Chip.
Chn Qty	/	Set the number of channels for a single pixel.
Chn Seq	/	Set the channel order.Support 3 or 4 channel color selection
Baud	/	Set the output baud rate. SPI serial chip options: 400K, 600K, 650K, 700K, 800K. DMX chip options: 250K, 500K.

Options	Secondary Settings Interface	Instructions
IP	Current II ***.***.***.*** Modify IF ***.***.***.*** Press menu to return	Set the controller's IP address.

After setting, long press 【MENU】 to save parameters, the screen will display 'Operation Successful'.

4.6. Set the ID and group (hardware/software settings)

Connect all controllers correctly, and operate through the software Player or the first controller in the 'Automatic ID Assignment' interface to trigger all sub-controls under the same link to automatically assign IDs in sequence. Groups and hosts can be configured without needing to set each sub-control individually.

Note:

A. A maximum of 30 controller IDs can be assigned at one time, and the configuration duration is related to the number of controllers. Assigning the ID for each sub-controller takes approximately 3 seconds.

B. If the automatic ID assignment exceeds 100 seconds without receiving a successful ID assignment message, it will report an E46 error, indicating that the automatic ID assignment has timed out.

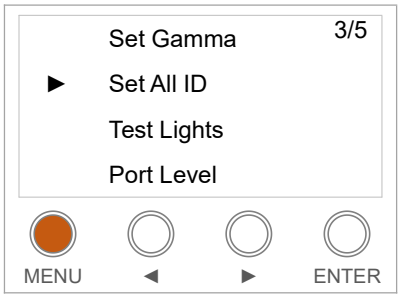
C. If the IN and OUT network ports are reversed, the automatic ID assignment will fail. Please ensure correct wiring.

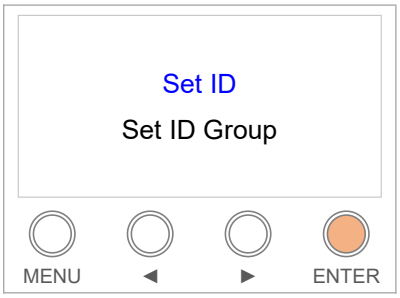
D. When operating the automatic ID assignment on the controller, it can start from any middle controller without changing the parameters of the preceding controllers.

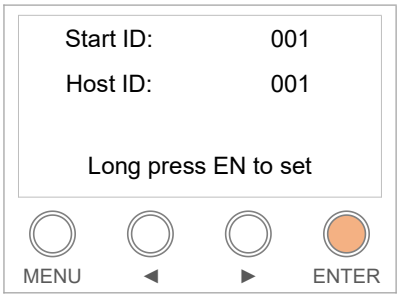
E. During the automatic ID assignment process on the controller, ensure that the software Player stops outputting or is closed.

4.6.1. Setting ID On Controller

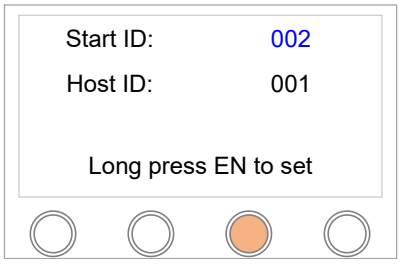
1. Cascade all controllers that need to be set, while ensuring that the IN and OUT network ports are not reversed (the OUT port of the previous sub-controller connects to the IN port of the next sub-controller).
2. On the first sub-control, press 【MENU】 to enter 'Set All ID', select 'Set ID', and press 【ENTER】 to proceed.



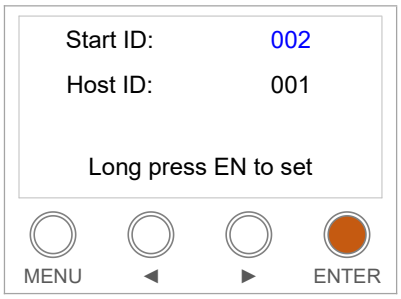


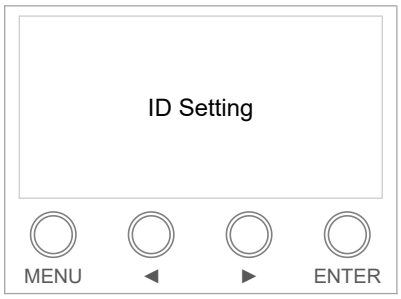


3. Press 【◄】 and 【►】 to decrease (minimum 1) or increase (maximum 400) the value (flashing text indicates selected or editable state);



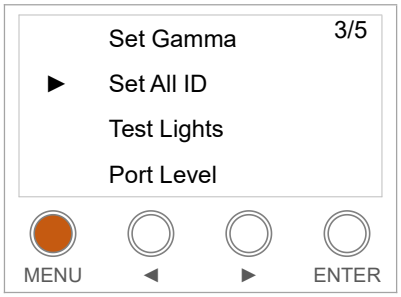
4. Confirm that the starting ID is correct, long press 【ENTER】, and the controller will automatically assign IDs based on its location;
5. Once ID setup is complete, the screen will display the number of controllers, and if the number of units matches, the operation is successful.

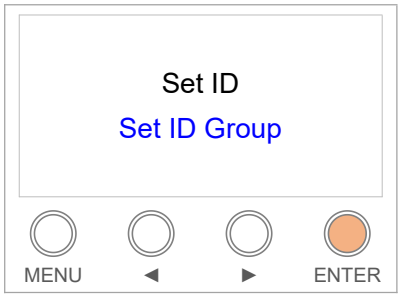


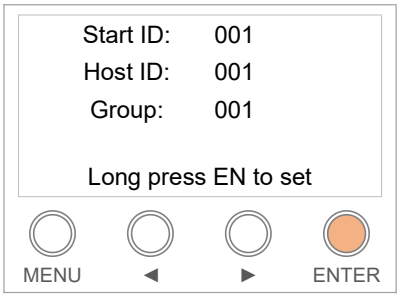


4.6.2. Setting ID, Group and Host

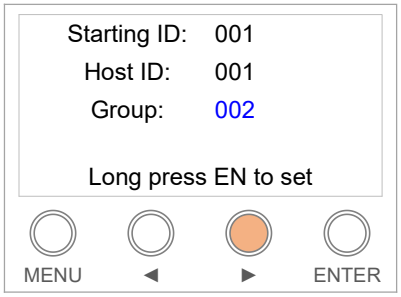
1. Cascade all controllers that need to be set, while ensuring that the IN and OUT network ports are not reversed (the OUT port of the previous sub-controller connects to the IN port of the next sub-controller).
2. On the first sub-control, press 【MENU】 to enter 'Automatic ID assignment', select 'Assign ID Group', and press 【ENTER】 to proceed.







3. Set the parameters for 'Starting ID', 'Host ID', and 'Group' number using the buttons.

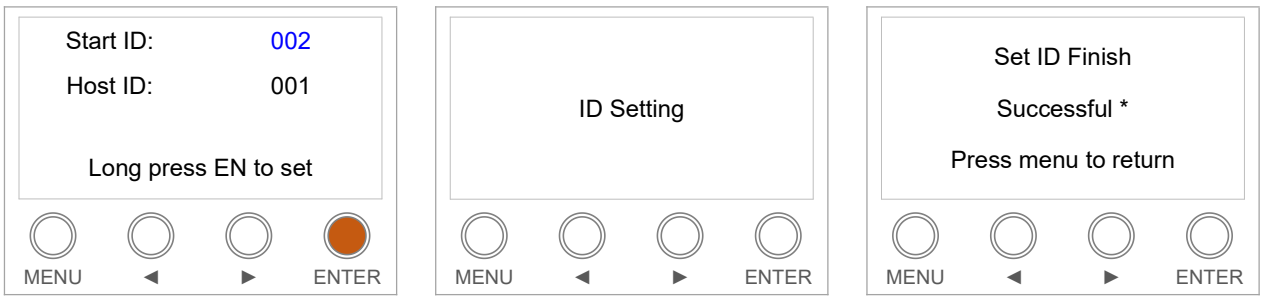


Note: When configuration is successful, the controller matching the 'Host ID' will act as the host, while all other controllers with different IDs will be slaves, and all controllers on the same link will automatically join the current 'Group'.

During configuration, it is essential to ensure that all controllers on the current link are configured within the same group.

If there are controllers in different groups, they will all be modified to the current group, and the controller IDs will default to sequential order.

4. Confirm that the starting parameters are correct, then press and hold【ENTER】to begin configuring the parameters.
5. After setup is complete, the screen will display the number of controllers, and a match in the number of units indicates successful operation.



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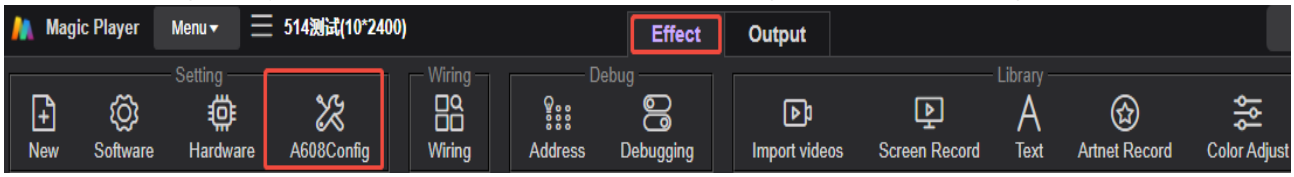
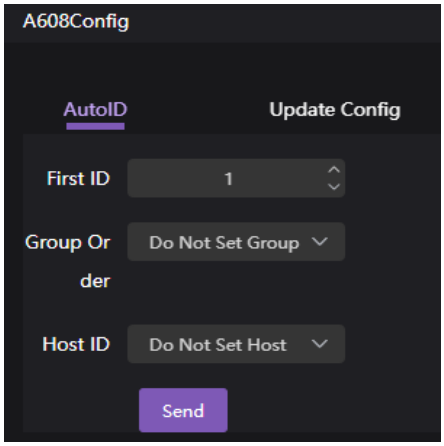
4.6.3. Software Magic Player online settings

1. Cascade the computer with all controllers that need to be set, while ensuring that the IN and OUT network ports are not reversed (the OUT port of the previous sub-control connects to the IN port of the next sub-control); If the computer uses a switch and connects to multiple links, please disconnect other links first to avoid misoperation.
2. Open Magic Player, and under [Effect], click [A608Config] to open the settings window.



3. In the 'Auto ID' interface, set the first controller's ID, group order, and host ID, then click [Send].



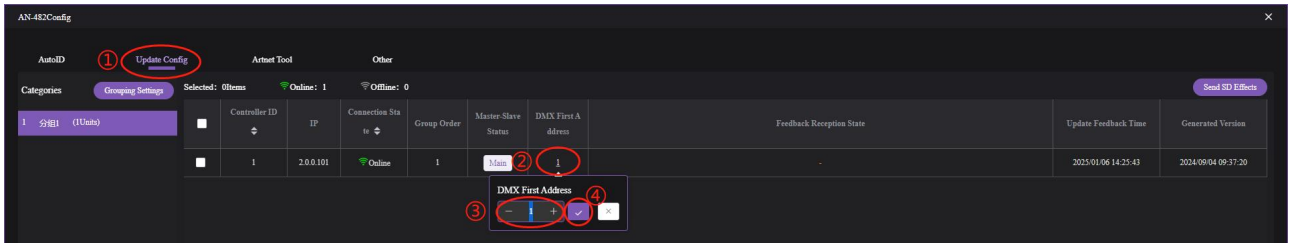
When the configuration is successful, the controller matching the 'Host ID' will act as the host, while all other controllers with different IDs will be slaves, and all controllers on the same link will automatically join the current 'Group'.

4.7. Online modification of DMX address

1. Connect one end of the network cable to the controller's Ethernet interface (IN) and the other end to the computer.
2. Open Magic Player, and under [Effect], click [A608Config] to open the settings window.

3. Click 'Online Update Settings', click on the corresponding DMX starting address value of the controller, enter the modified value in the pop-up box, and check '√' to confirm.

The range of the DMX starting address value that can be modified is from 1 to 500.



5. DMX Console Control Setting

When the controller is controlled by the console, set the definition of the channels according to actual needs (one-to-one or ten-to-one); the effects presented by different definitions of the gray scale range vary. When the console is connected to the controller, the top right corner of the controller's main interface will display a flashing 'DMX'.

Each controller occupies twelve channels, and the address offset formula is: (N-1)*12+1 (where N represents the Nth controller).

Note: When using a digital console, set the DMX buffer to 'Off'; when using a fader console, set the buffer to 'On'.

One-to-One (Channel values increment by 1 corresponding to levels)

Channel	01 Animation		02 Speed		03 Brightness (RGBW)_100 level		03 Brightness (RGBW)_6 level		04 Brightness (R)_100 level		05 Brightness (G)_100 level		06 Brightness (B)_100 level		07 Brightness (W)_100 level		08 预留	09 Control mode		10 Look mode		11 Play frame order		12 Flicker	
	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value		Target	Push rod value	Target	Push rod value	Target	Push rod value	Target (insert xrame)	Push rod value
Value	97	07 ~ 255	99	18 ~ 255	100	100 ~ 255			100	100 ~ 255	100	100 ~ 255	100	100 ~ 255	100	100 ~ 255		Dy. Au.	4 ~ 255	Random	2 ~ 255	Reverse	100 ~ 255	100	100 ~ 255
	96	96	80	17	99	99	100	5 ~ 255	99	99	99	99	99	99	99	99								99	99
	95	95	50	16	98	98			98	98	98	98	98	98	98	98								98	98
	94	94	30	15	97	97			97	97	97	97	97	97	97	97								97	97
	93	93	20	14	96	96	50	4	96	96	96	96	96	96	96	96		Dy. Sou.	3					96	96
	92	92	15	13	95	95			95	95	95	95	95	95	95	95								95	95
	...	...	12	12	...	...	25	3	...	...	...	...	...	...	...	...				Full loop	1			...	...
	8	8	11	11	8	8			8	8	8	8	8	8	8	8	/	Sp. Au.	2			Forward	0 ~ 99	8	8
	7	7	10	10	7	7			7	7	7	7	7	7	7	7								7	7
	6	6	9	9	6	6	12	2	6	6	6	6	6	6	6	6								6	6
	5	5	8	8	5	5			5	5	5	5	5	5	5	5		Sp. Sou.	1					5	5
	4	4	7	7	4	4			4	4	4	4	4	4	4	4								4	4
	3	3	6	6	3	3	6	1	3	3	3	3	3	3	3	3				Single loop	0			3	3
	2	2	5	5	2	2			2	2	2	2	2	2	2	2								2	2
	1	1	4	4	1	1			1	1	1	1	1	1	1	1		Image	0					1	1
	0	0	3	0 ~ 3	0	0	0	0	0	0	0	0	0	0	0	0								None	0

Ten-to-One (Channel values increment by 10 corresponding to levels)

Channel	01 Animation (decade)		02 Animation (unity)		03 Speed		03 Brightness (RGBW)_100 level		04 Brightness (RGBW)_6 level		05 Brightness (R)_100 level		06 Brightness (G)_100 level		07 Brightness (B)_100 level		08 Brightness (W)_100 level		09 Control mode		10 Look mode		11 Play frame order		12 Flicker	
	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target	Push rod value	Target (insert xrame)	Push rod value
Value	90	90 ~ 255	9	90 ~ 255	99	240 ~ 255	100	200 ~ 255			100	200 ~ 255	100	200 ~ 255	100	200 ~ 255	100	200 ~ 255	Dy. Au.	40 ~ 255	Random	2 ~ 255	Reverse	100 ~ 255	100	200 ~ 255
					80	230 ~ 239	99	198 ~ 199	100	50 ~ 255	99	198 ~ 199	99	198 ~ 199	99	198 ~ 199	99	198 ~ 199							99	198 ~ 199
	80	80 ~ 89	8	80 ~ 89	50	220 ~ 229	98	196 ~ 197			98	196 ~ 197	98	196 ~ 197	98	196 ~ 197	98	196 ~ 197							98	196 ~ 197
					30	210 ~ 219	97	194 ~ 195			97	194 ~ 195	97	194 ~ 195	97	194 ~ 195	97	194 ~ 195							97	194 ~ 195
	70	70 ~ 79	7	70 ~ 79	20	200 ~ 209	96	192 ~ 193	50	40 ~ 49	96	192 ~ 193	96	192 ~ 193	96	192 ~ 193	96	192 ~ 193	Dy. Sou.	30 ~ 39					96	192 ~ 193
					15	150 ~ 199	95	190 ~ 191			95	190 ~ 191	95	190 ~ 191	95	190 ~ 191	95	190 ~ 191							95	190 ~ 191
	60	60 ~ 69	6	60 ~ 69	12	120 ~ 149	...	...	25	30 ~ 39	...	...	...	...	...	...	...	...			Full loop	1			...	...
					11	110 ~ 119																				
	50	50 ~ 59	5	50 ~ 59	10	100 ~ 109	8	16 ~ 17			8	16 ~ 17	8	16 ~ 17	8	16 ~ 17	8	16 ~ 17	Sp. Au.	20 ~ 29			Forward	0 ~ 99	8	16 ~ 17
					9	90 ~ 99	7	14 ~ 15			7	14 ~ 15	7	14 ~ 15	7	14 ~ 15	7	14 ~ 15							7	14 ~ 15
	40	40 ~ 49	4	40 ~ 49	8	80 ~ 89	6	12 ~ 13	12	20 ~ 29	6	12 ~ 13	6	12 ~ 13	6	12 ~ 13	6	12 ~ 13							6	12 ~ 13
					7	70 ~ 79	5	10 ~ 11			5	10 ~ 11	5	10 ~ 11	5	10 ~ 11	5	10 ~ 11	Sp. Sou.	10 ~ 19					5	10 ~ 11
	30	30 ~ 39	3	30 ~ 39	6	60 ~ 69	4	8 ~ 9	6	10 ~ 19	4	8 ~ 9	4	8 ~ 9	4	8 ~ 9	4	8 ~ 9			Single loop	0			4	8 ~ 9
					5	50 ~ 59	3	6 ~ 7			3	6 ~ 7	3	6 ~ 7	3	6 ~ 7	3	6 ~ 7							3	6 ~ 7
	20	20 ~ 29	2	20 ~ 29	4	40 ~ 49	2	4 ~ 5			2	4 ~ 5	2	4 ~ 5	2	4 ~ 5	2	4 ~ 5	Image	0 ~ 9					2	4 ~ 5
	10	10 ~ 19	1	10 ~ 19	3	0 ~ 39	1	2 ~ 3	0	0 ~ 9	1	2 ~ 3	1	2 ~ 3	1	2 ~ 3	1	2 ~ 3							1	2 ~ 3
	0	0 ~ 9	0	0 ~ 9			0	0 ~ 1			0	0 ~ 1	0	0 ~ 1	0	0 ~ 1	0	0 ~ 1							None	0 ~ 1

Note 1: If the channel color order of the lighting fixture is unconventional R-G-B-W, the brightness channel should be swapped accordingly.

Note 2: Brightness and strobe levels increment by 2 levels.

6. Stage Lighting Control Setting

The controller can set the type of the 8th output port, which can be configured as either General or DMX. When set to General, it outputs according to the chip protocol specified in the project settings (player hardware settings or local Art-Net settings).

When set to DMX, it outputs the DMX512 protocol at a fixed baud rate of 250K, mainly used for connecting DMX512 lighting fixtures, commonly used for stage lighting control, controlling moving head lights, laser lights, lift balls, etc.

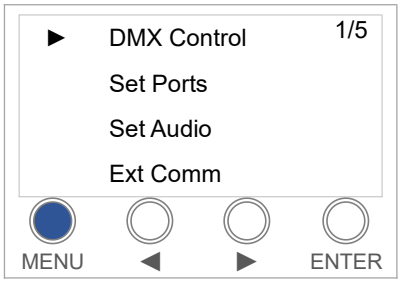
Note: If using Magic player, this port is fixed to single channel output and cannot be directly used to control full-color LED strips; other software such as Madrix does not have this limitation.

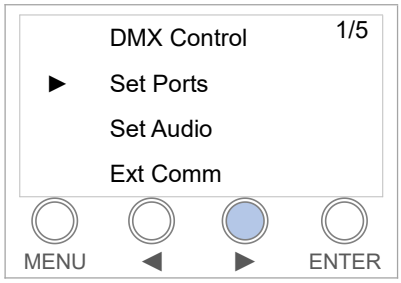
The setup method is as follows:

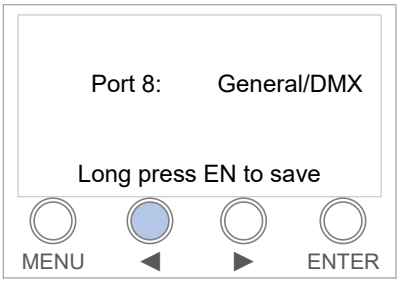
A. Long press the 【MENU】 key on the main interface.

B. Select 'Port Settings'.

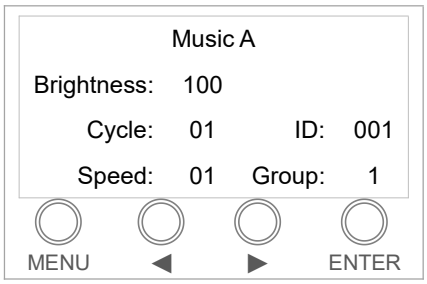
C. Short press 【 ◄ 】 or 【 ► 】 to switch options, and long press 【ENTER】 to save.



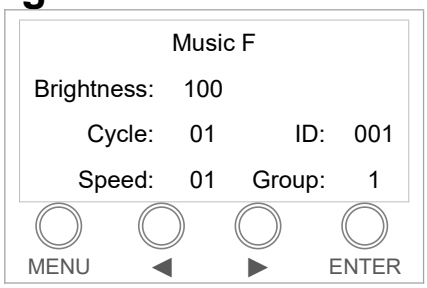




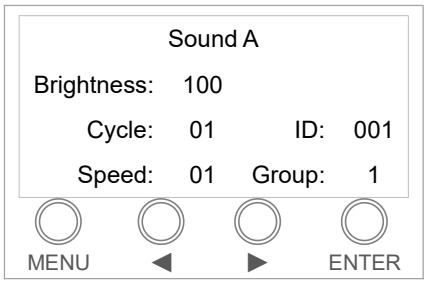
7. Audio Control Setting



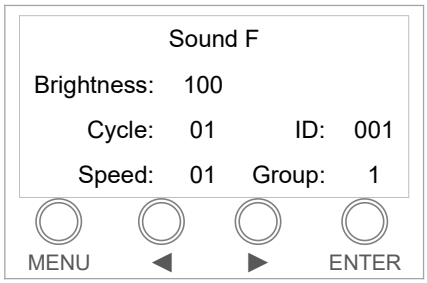
Dynamic Sound Control



Spectrum Audio Control



Dynamic Sound Control



Spectrum Sound Control

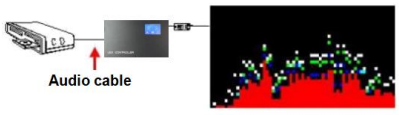
The controller has both audio control and sound control functions, but only one can be used at a time.

Short press the 【MENU】 key to switch to audio control mode; the effects of sound control and audio control are the same. The number of effects for both can be modified according to customer needs. Files on the SD card must ensure that the effects in the software are in .yel/.yin (spectrum) or .*mel/.*min (dynamic) format before synthesis; otherwise, the controller cannot enable sound control.

Audio Control

With the controller powered off, insert one end of the audio cable into the audio input port (AUDIO IN) and the other end into the music player. Power on both the controller and the music player. Ensure that the effect mode is set to 'Audio Control.'

When playing music, it can be observed that the

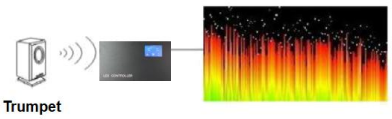


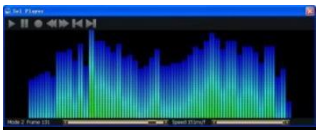
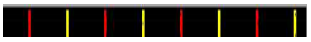
lighting fixtures will change accordingly with the highs and lows of the music.

Sound Control

The controller has a built-in microphone. Place the controller near the sound source to ensure clear audio, manually switch to 'Sound Control' mode, and the controller will output corresponding effects based on the input volume levels.

Note: The controller cannot be directly connected to an amplifier, and the audio interface should not be connected to any devices.



Mode		Applicable Scenarios	Introduction	Effect Demonstration
Spectrum	Sound Control Audio Control	Screen Light Panel	Outputs different heights of audio color bands at corresponding positions based on the volume levels of different frequency points of the input sound. High volume results in high jumps of the spectrum color band, while low volume results in low jumps.	
Dynamic	Sound Control Audio Control	Light Strip, Light Bar	Dynamic Effect suggestions for Light Strip, Light Bar scenarios. Under stable ambient sound conditions, the color strip operates according to the speed settings, but accelerates in real-time when there are changes in volume and low-frequency sound segments (such as background beats). **The louder the volume, the faster the speed.** Effects can also be controlled to switch abruptly or change based on the beat rhythm.	

After enabling the audio control function, you can set the audio output method and related parameters. Long press【MENU】, then click【Audio Control Settings】in the parameter settings interface to enter the following 'Audio Control Settings' interface.

Mic- Src:	**
Thrshld:	**
MutLag:	**
Long press EN to save	

MutMode:	**
Switch:	**
Mutate:	**
Long press EN to save	

Senstvt:	**
Speedup:	**
Long press EN to save	

Options	Instructions
Mic- Src	Microphone source can be set to [Built-in] or [External]
Thrshld	Mute threshold set to 5%-95%, with an increment of 5%; Indicates the sensitivity of sound detection; the smaller the value, the more sensitive the detection, meaning even a small sound can trigger the audio control

Options	Instructions
	function; The larger the value, the less sensitive the detection, meaning a louder sound is required to trigger the audio control function.
MutLag	Mute delay set to [at once], [close], or specify a time of 1-10 seconds; Indicates whether to switch effects immediately in mute state or after a specified delay; the specified switching effect is selected from the mute switching effects below.
MutMode	Mute effect set【black】,【all Pic】; Indicates the type of effect that occurs in mute status.
Switch	Switching beat set 【random】 or specify the number of beats 1-8 Indicates the number of beats that the controller needs to detect when switching effects in audio control status.
Mutate	Mutation beat can set【off】 or specify the number of beats 1-4 Indicates the number of beats required for the controller to mutate the effect (change direction or change color) in audio control status.
Senstvt	Beat sensitivity can set 5-50 Indicates the sensitivity of beat detection by the controller in audio control status; the smaller the value, the higher the sensitivity.
Speedup	Speedup set to [Off] or specify a multiplier of 1.5-6.0 Indicates the acceleration detected by the controller when in audio control mode and a beat is detected.

8. Bluetooth Control Setting

8.1. Bluetooth remote control

When the controller supports Bluetooth remote control functionality, it can use a remote control within 10 meters to invoke effects and speed operations.

Must be used with the SD.bin file that supports 100 levels of brightness.

【AUTO】	Short press to switch from single loop to multi-loop.
【MODE+】/【MODE-】	Short press, mode value increases by 1 or decreases by 1.
【SPD+】/【SPD-】	Short press, effect speed level increases by one or decreases by one.
【BRI-】/【BRI+】	Short press, brightness effect decreases by 10% or increases by 10%.
【A/V/P】	Short press, switch the playback mode of patterns/audio control (audio control mode cannot be selected if there are no audio materials in the SD.bin effect file).

8.2. Bluetooth Mini Program&APP Control

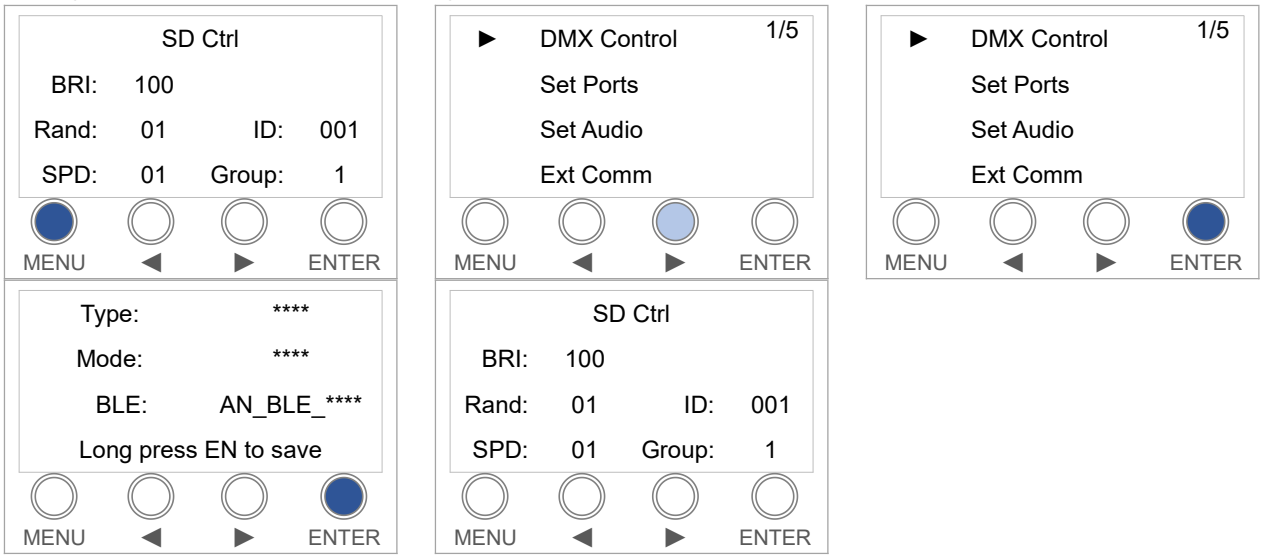
When the controller enables Bluetooth signal and the SDBin effect file supports 0-100 level brightness fine-tuning, it can be controlled via the mobile APP or WeChat Mini Program Eseeker to invoke the controller's effects, speed, and other operations. The effective Bluetooth transmission distance is up to 10 meters. For operation methods, please refer to the manuals 'Eseeker_APP Operation Manual' or 'Eseeker Operation Manual'.

Note: 1. Please turn on your phone's Bluetooth and location switch before using the APP or WeChat Mini Program.

1. Turn on Bluetooth on your phone: Scan the following QR code with WeChat.	The app can be searched and installed from the application store by looking for 'Eseeker'.	Android and HarmonyOS systems can also click the following link to directly download the file. http://www.swdoc.cn/f/20d2ce9de42a47fbad89/

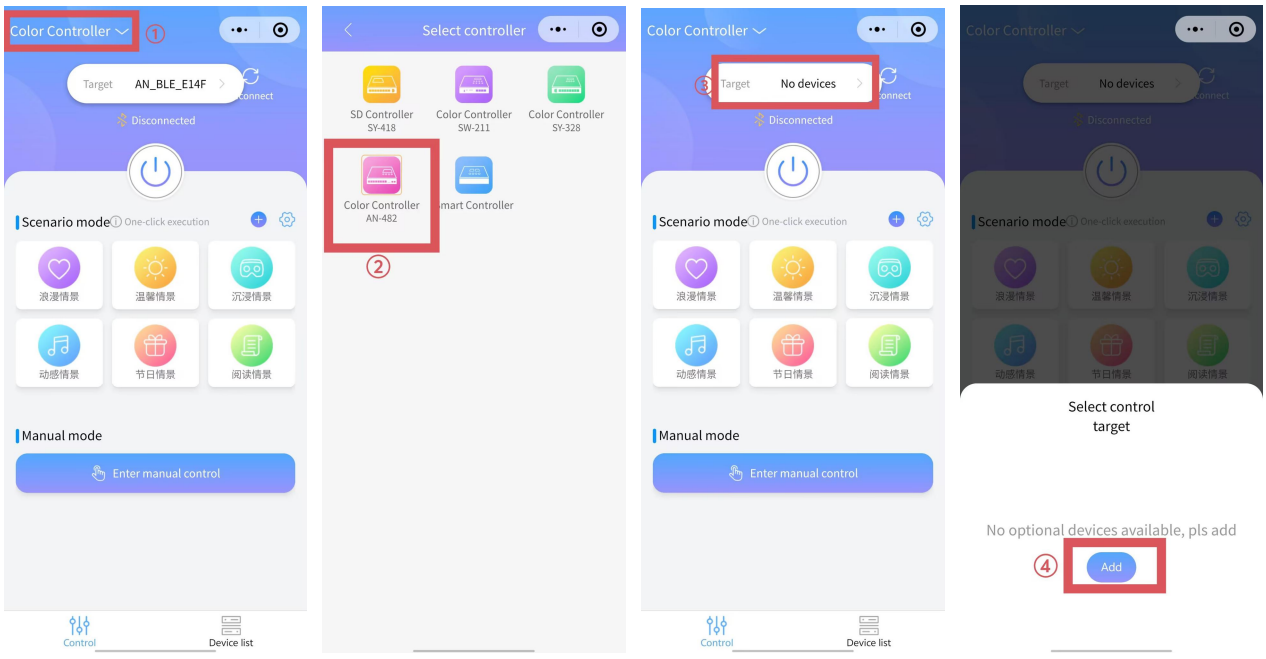
Note that the downloaded file name must be 'apk' for proper installation.

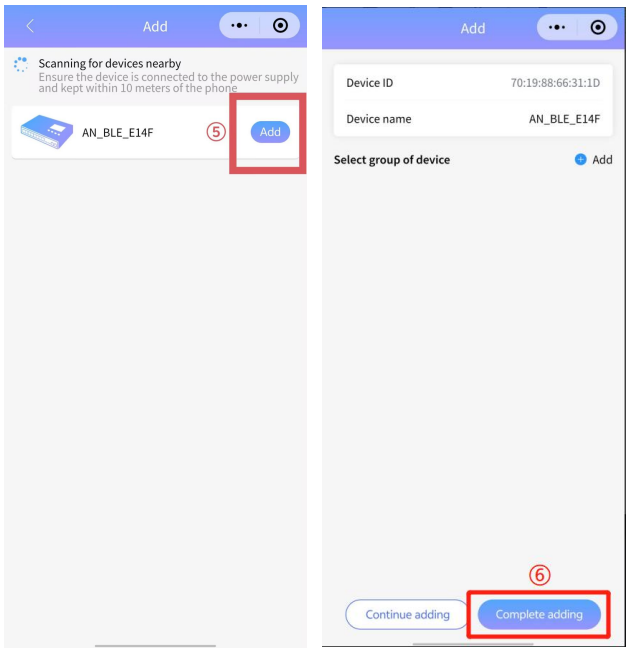
2、Long press the 【MENU】 key on the controller, select 'External Control Settings' in the parameter settings interface, and pair according to the Bluetooth name.



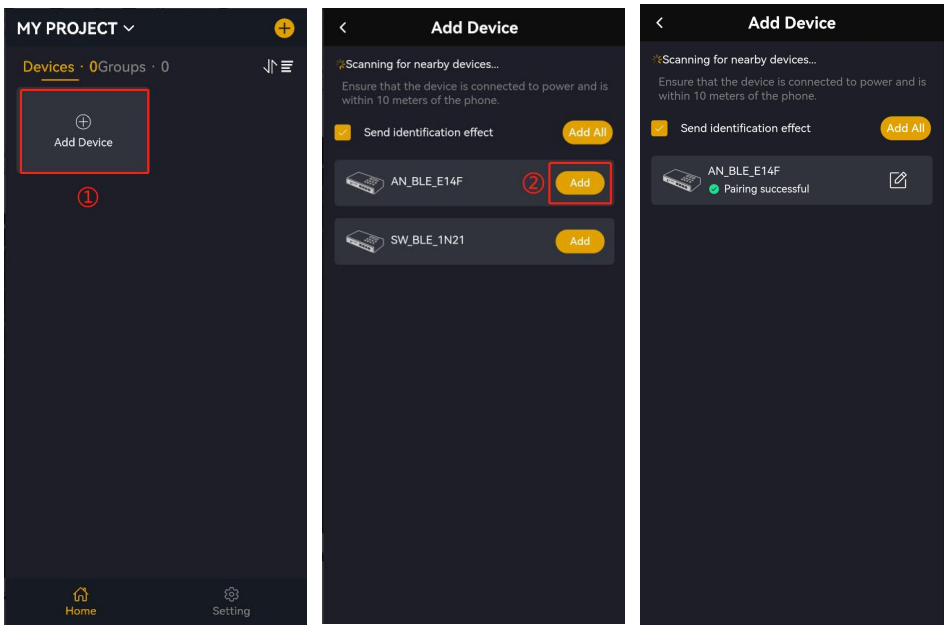
3、Select and connect to the matching device. When the Bluetooth connection is successful, 'BLE' will flash on the controller's main interface.

①WeChat Mini Program Eseeker：First select the controller type A608, then add search to add devices. Please make sure the phone positioning, Bluetooth is on, and the applet can search for nearby devices.

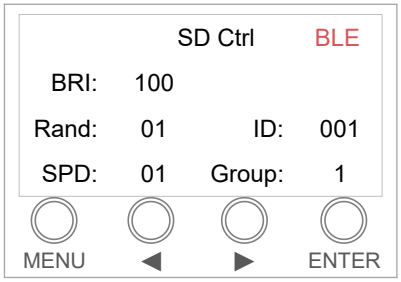




②Eseeker APP：Add the device named “AN_BLE_****”, as shown in the figure, it is added successfully.



When finished, the controller interface is displayed as follows：

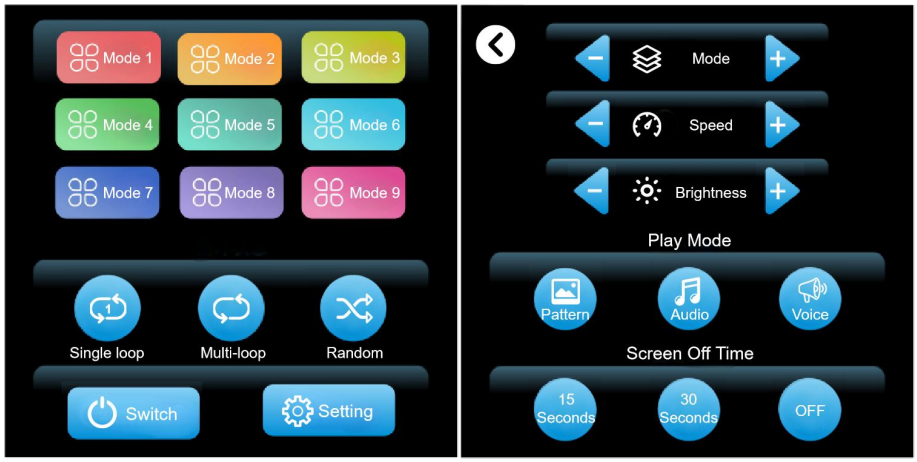


9. Panel Control

If the BIN files on the controller's SD card do not contain enough animations, clicking the corresponding icon on the serial port screen will be ineffective.

9.1. Panel A Control Operation

After connecting the serial port screen to the controller via a Category 5 cable, press and hold the 【MENU】 key to enter the parameter menu, select 'Ext Comm', and set 'Type' to: **Com/KTV-A**. You can then click the serial port screen to change lighting effects, playback speed, brightness, and other functions.



Key	Instructions
Pattern 1-9	Playback Mode 1-9
Single Loop / Multi Loop / Random	Switch to single loop / multi loop / random loop playback.
Switch	Switch the lighting fixture.
Settings	Enter the settings interface.

Key	Instructions
Mode	Mode
Speed	Playback Speed
Brightness	Playback Brightness
Pattern	Pattern Effect Mode
Audio	Dynamic Music Control Mode
Voice	Dynamic Sound Control Mode
Screen Off Time	Time for the screen to enter sleep mode without operation

9.2. Panel N Control Operation

After connecting the panel to the controller panel via a Category 5 cable, press and hold the 【MENU】 key to enter the parameter menu, select 'Ext Comm', and set the 'Type' to: **KTV N03** (using KTV Panel N03), then you can click the panel to change the lighting effects, playback speed, and brightness, etc.

KTV Panel N03 only supports Chinese.

Key	Instructions
Scene 1	Sequential Playback Effect Mode 1-5
Scene 2	Sequential Playback Effect Mode 6-10
Scene 3	Sequential Playback Effect Mode 11-15
Scene 4	Sequential Playback Effect Mode 16-20
Scene 5	Sequential Playback Effect Mode 21-25
Scene 6	Sequential Play Effect Mode 26-30
Soft	Sequential Play Effect Mode 31-35
Bright	Sequential Play Effect Mode 36-40
Dynamic Sound	Switch control mode to 'Dynamic Sound Control'

Control	
Warm	Sequential Play Pattern Effect Mode 41-45
Mode	Switch the current scene's Effect Mode and change to single loop playback. (If you want to restore sequential playback, please press the current scene again.)
Turn Off Lights	Set lighting fixture brightness to 0/Restore lighting fixture brightness.
Automatic	All effects in sequence/random playback. (The effects played depend on the control mode set by the controller.)
Brightness	Adjust lighting fixture brightness. 11 Levels of Brightness Adjustable: 0%, 10 %, 20 %, 30 %, 40%, 50%, 60%,70%,80%,90%, 100%. 0% is black, 100% is the brightest.

10. Addressing Operation

10.1. Chip Supported

Chip	Addressing	Self-Addressing	Parameter Writing					
			No Signal State	Power-On Parameters	Current	Forwarding	Serial	GAMMA
UCS512A	√	×	×	×	×	×	×	×
UCS512B	√	×	×	×	×	×	×	×
UCS512C0	√	×	×	×	×	×	×	×
UCS512C1	√	×	√	√	√	×	×	×
UCS512C1L	√	×	√	√	√	×	×	×
UCS512C2	√	×	√	√	√	×	×	×
UCS512C2L	√	×	√	√	√	×	×	×
UCS512C4	√	×	×	√	×	×	×	×
UCS512CN	√	×	√	√	×	×	×	×
UCS512D	√	×	√	√	√	×	×	×
UCS512E0	√	√	√	√	√	√	×	×
UCS512EH	√	√	√	√	√	√	×	×
UCS512G4	√	×	√	√	√	×	×	√
UCS512G6	√	×	√	√	√	×	×	√
UCS512K Series	√	√	√	√	√	√	×	√
UCS512H Series	√	×	√	√	√	×	×	√
DMX512AP	√	×	×	×	×	×	×	×
SM16511	√	×	×	×	×	×	×	×
SM16512	√	×	×	×	×	×	×	×
SM16520	√	×	×	×	×	×	×	×
SM16500	√	×	√	√	×	×	×	×
SM17500	√	√	√	√	√	×	×	×
SM17512	√	×	√	√	√	×	×	×
SM17522	√	×	√	√	√	×	×	×
SM18522PH	√	×	√	√	√	×	×	√
SM18522P	√	×	√	√	√	×	×	√

Chip	Addressing	Self-Addressing	Parameter Writing					
			No Signal State	Power-On Parameters	Current	Forwarding	Serial	GAMMA
SW-D	√	×	×	×	×	×	×	×
Hi512A0	√	√	×	×	×	×	×	×
Hi512A4	√	×	√	√	×	×	×	×
Hi512A6	√	×	√	√	×	×	×	×
Hi512E	√	×	×	×	×	×	×	×
Hi512D	√	×	×	×	×	×	×	×
TM512AB3	√	×	×	×	×	×	×	×
TM512AL1	√	×	×	×	×	×	×	×
TM512ACx	√	×	×	×	×	×	×	×
TM512AD	√	×	√	√	√	×	×	×
QED512P	√	×	×	×	×	×	×	×
GS8511	√	×	×	×	×	×	×	×
GS8512	√	×	×	×	×	×	√	√
GS8513	√	×	×	×	√	×	√	√
GS8515	√	×	×	×	√	×	√	√
GS8516	√	×	√	√	√	×	√	×
GS8523	√	×	√	√	√	×	√	×
GS8524	√	×	√	√	√	×	√	×
GS8525	√	×	√	√	√	×	√	×
GS8526	√	×	√	√	√	×	√	×

10.2. Chip Addressing And Success Phenomenon

Chip	Power-On Self-Test Color	Address		General (Field + No Signal + Power-On)		Current Parameters		Self-Channel Parameters	
		First Light	Other Lights	First Light	Other Lights	First Light	Other Lights	First Light	Other Lights
UCS512A	White	Blue	Blue	/	/	/	/	/	/
UCS512A1	White	Blue	Blue	/	/	/	/	/	/
UCS512A2	White	Blue	Blue	/	/	/	/	/	/
UCS512B3	White	Blue	Blue	/	/	/	/	/	/
UCS512C	Pin Selection	White	White	/	/	/	/	/	/
UCS512C0	/	White	White	/	/	/	/	/	/
UCS512C1	Blue	Yellow	White	Power-On Color	Power-On Color	White	White	/	/
UCS512C1L	Blue	Yellow	White	Power-On Color	Power-On Color	White	White	/	/
UCS512C2	Blue	Yellow	White	Power-On Color	Power-On Color	White	White	/	/
UCS512C2L	Blue	Yellow	White	Power-On Color	Power-On Color	White	White	/	/
UCS512C4	Custom	White_25%	White_25%	Red_25%	Red_25%	/	/	/	/
UCS512CN	Custom	Yellow_22%	White_22%	Yellow_22%	Power-On Color	/	/	/	/
UCS512D	Custom	Yellow_22%	White_22%	Yellow_22%	Power-On Color	Yellow_22%	Red_22%	/	/
UCS512E0	Custom	Yellow_22%	White_22%	Yellow_22%	Power-On Color	/	/	Yellow_22%	Green_22%
UCS512E	Custom	Yellow_22%	White_22%	Yellow_22%	Power-On	Yellow_22	Red_22%	Yellow_22	Green_22

Chip	Power-On Self-Test Color	Address		General (Field + No Signal + Power-On)		Current Parameters		Self-Channel Parameters	
		First Light	Other Lights	First Light	Other Lights	First Light	Other Lights	First Light	Other Lights
H					Color	%		%	%
UCS512G4	Custom	Yellow_22%	White_22%	①White_22% ②Red_22% (Enable automatic coding) ③Yellow_22% (Disable automatic coding)	①White_22% ②Red_22% (Enable automatic coding) ③Yellow_22% (Disable automatic coding)	White_22%	White_22%	/	/
UCS512G6	Custom	①Yellow_22% ②Red_22% (Parallel addressing 0) ③Green_22% (Parallel addressing non-0)	①White_22% ②Red_22% (Parallel addressing 0) ③Green_22% (Parallel addressing non-0)	①White_22% ②Red_22% (Enable automatic coding) ③Yellow_22% (Disable automatic coding)	①White_22% ②Red_22% (Enable automatic coding) ③Yellow_22% (Disable automatic coding)	White_22%	White_22%	/	/
DMX512AP	/	White	White	/	/	/	/	/	/
SM16512	/	Green	Green	/	/	/	/	/	/
SM16511	/	Green	Green	/	/	/	/	/	/
SM16520	/	Green	Green	/	/	/	/	/	/
SM16500	Custom	Red	Green	Red	Power-On Color	/	/	/	/
SM17500	Custom	Red	Green	Red	Power-On Color	Red	Yellow	Red	Purple
SM17512	Custom	Red	Green	Blue	Blue	/	/	/	/
SM17522	/	Red	Green	Red	Blue	Red	Yellow	/	/
SM18522P	/	Red	Green	Red	Blue	Red	Yellow	/	/
SM18522PH	/	Red	Green	Red	Blue	Red	Yellow	/	/
SW-D	/	Yellow	Green	/	/	/	/	/	/
Hi512A4	Custom	Red_25%	Green_25%	Red_25%	Green_25%	/	/	/	/
Hi512A6	Custom	Red_25%	Green_25%	Red_25%	Green_25%	/	/	/	/
Hi512A0	/	White	White	White	White	/	/	/	/
Hi512D	/	Red_25%	Green_25%	Green_25%	Green_25%	Green_25%	Green_25%	/	/
Hi512E	/	Red_25%	Green_25%	Green_25%	Green_25%	Green_25%	Green_25%	/	/
TM512AB3	White	Blue	Blue	/	/	/	/	/	/
TM512AL1	White	Blue	Blue	/	/	/	/	/	/
TM512AC0	/	White	White	/	/	/	/	/	/
TM512AC2	Pin Selection	White	White	/	/	/	/	/	/
TM512AC3	Blue	White	White	/	/	/	/	/	/
TM512AC4	Blue	White	White	/	/	/	/	/	/
TM512AD	Blue	Yellow	White	Yellow	Power-On Color	Yellow	Red	/	/
GS8512	/	Red	Cyan	/	/	/	/	/	/
GS8511	/	/	/	/	/	/	/	/	/
GS8513	/	Red	Cyan	/	/	Red	Red	/	/
GS8515	/	Red	Cyan	/	/	Red	Red	/	/
GS8516	/	Red	Cyan	/	/	/	/	/	/
GS8523	/	Red	Cyan	/	/	/	/	/	/

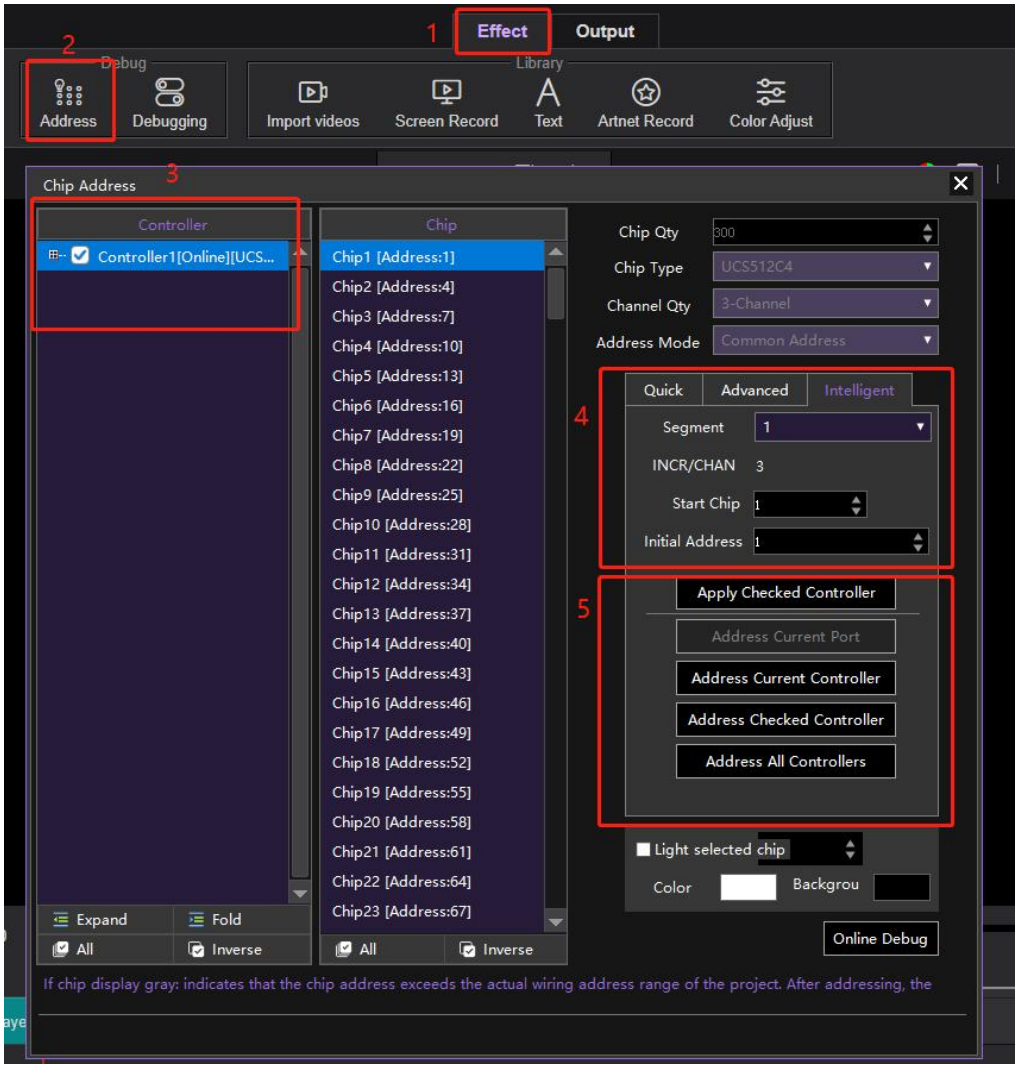
Chip	Power-On Self-Test Color	Address		General (Field + No Signal + Power-On)		Current Parameters		Self-Channel Parameters	
		First Light	Other Lights	First Light	Other Lights	First Light	Other Lights	First Light	Other Lights
GS8524	/	Red	Cyan	/	/	/	/	/	/
GS8525	/	Red	Cyan	/	/	/	/	/	/
GS8526	/	Red	Cyan	Red	Cyan	/	/	/	/

10.3. Online addressing

1. Correctly connect the computer to all controllers, open Magic Player, and click on 【Effect Editing】 under 【Lighting Fixture Addressing】.
2. In the settings window, check the controllers that need addressing.
3. After setting the addressing parameters, click 【Apply to Checked Controllers】.
4. Click 【Write Address to Checked Controllers】; upon success, it will display 【Addressing Completed】. (See the table below for other options.)

Note:

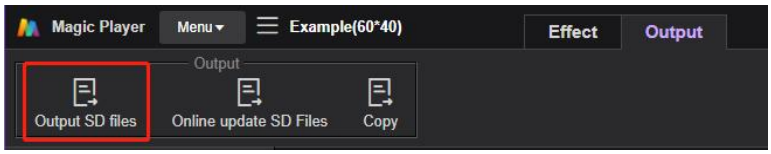
1) In practical applications, you can choose to address a single port, a single controller, or all controllers under the project based on the actual addressing target.
2) The interface displaying 'Addressing Completed' does not mean that the lighting fixture has successfully written the address code; it must be judged based on the addressing effect of the lighting fixture and the number of points.



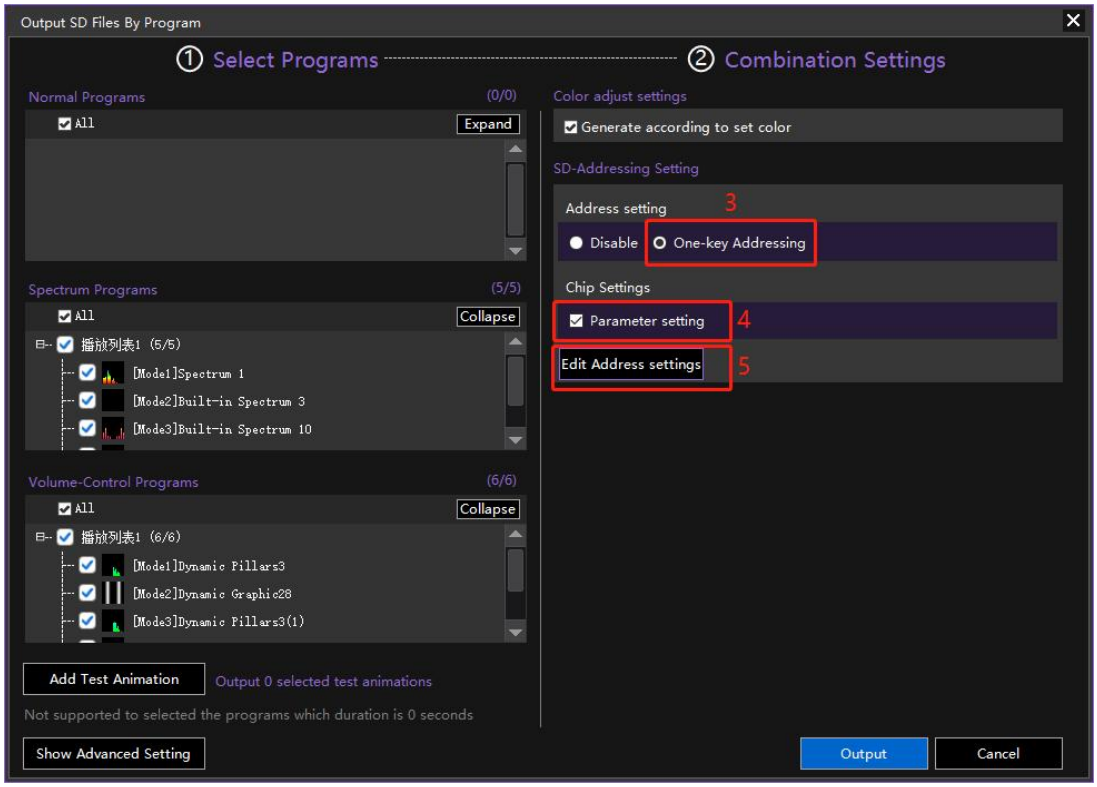
Options	Description
Apply to selected controllers	Click to save the chip address data of all ports of the selected controllers.
Write address for current port	Only the selected port can be used; after clicking, write the address of the lighting fixture connected to the selected port.
Write address for current controller	Only the selected controller can be used; after clicking, write the address of the lighting fixture connected to the selected controller.
Write address for selected controllers	Only the selected controllers can be used; after clicking, write the address of the lighting fixtures connected to the selected selected controllers.
Write address for all controllers	Can be used at any time; after clicking, write the address of the lighting fixtures connected to all controllers (if the controller is offline, it will not be able to receive software data correctly).

10.4. Offline addressing

① Refer to the operation settings of the controller's lighting fixtures in 'Online Addressing' for the address parameters (or click [Edit Address Parameters] in the output file box to open the settings interface).

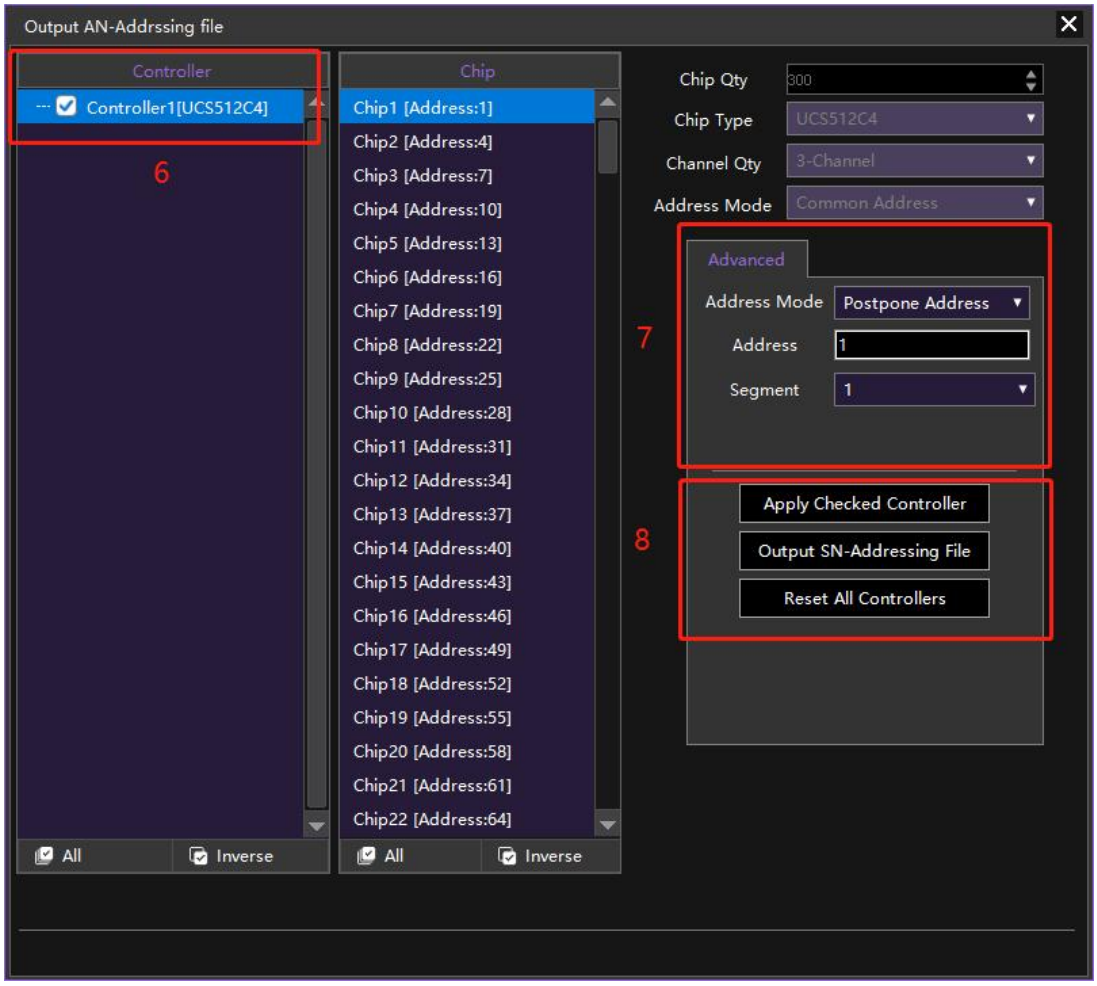


② Click Magic Player [Menu] - [Output] - [Output SD File] (or click [Output SD File] under [Output Playback]).



③ Select the program files to be output.

④ Announcement: 'One-Key Addressing', ‘Parameter setting’, ‘Edit Address setting’. Set up addressing parameters



⑤ Click [Output].

⑥ After successful output, follow the prompts to perform the copy card operation (refer to the 'Software Copy Card' chapter for operation).

⑦. After inserting the SD card into the controller, power on directly.

⑧. Long press [MENU], select [Addressing], then press [ENTER], and select [OnecKey Addr] again.wait for 2~15 seconds, and display 【Addressing Done !】.

Note:

A. When the controller is the host, offline one-key addressing is effective for slaves in the same group;

B. When the controller is a slave, offline one-key addressing is only effective for this device.

C. The interface displaying 'Addressing Done!' does not mean that the lighting fixture has successfully written the address code; it must be judged based on the addressing effect of the lighting fixture and the number of points.

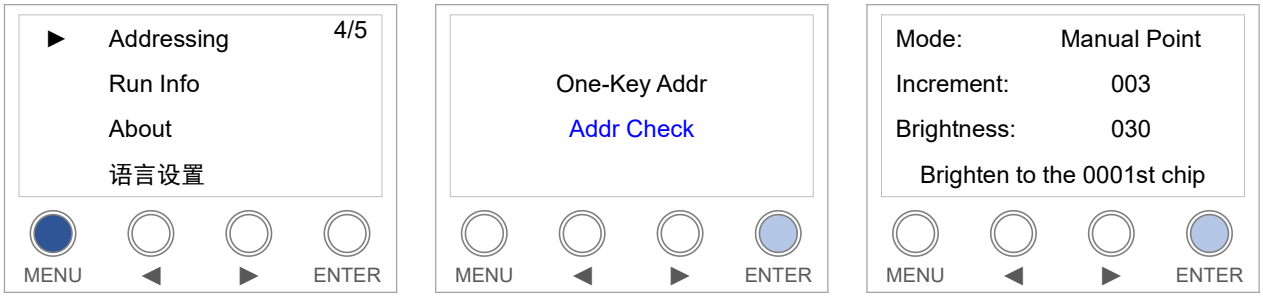
10.5. Addressing Check

After the lighting fixture has written the address, we need to verify again whether the address

parameters have been successfully written.

10.5.1. Offline Address Check

1. In the 'Parameter Settings' interface, select 'Addressing Function' and then 'Addressing Verification' to enter the operation interface.

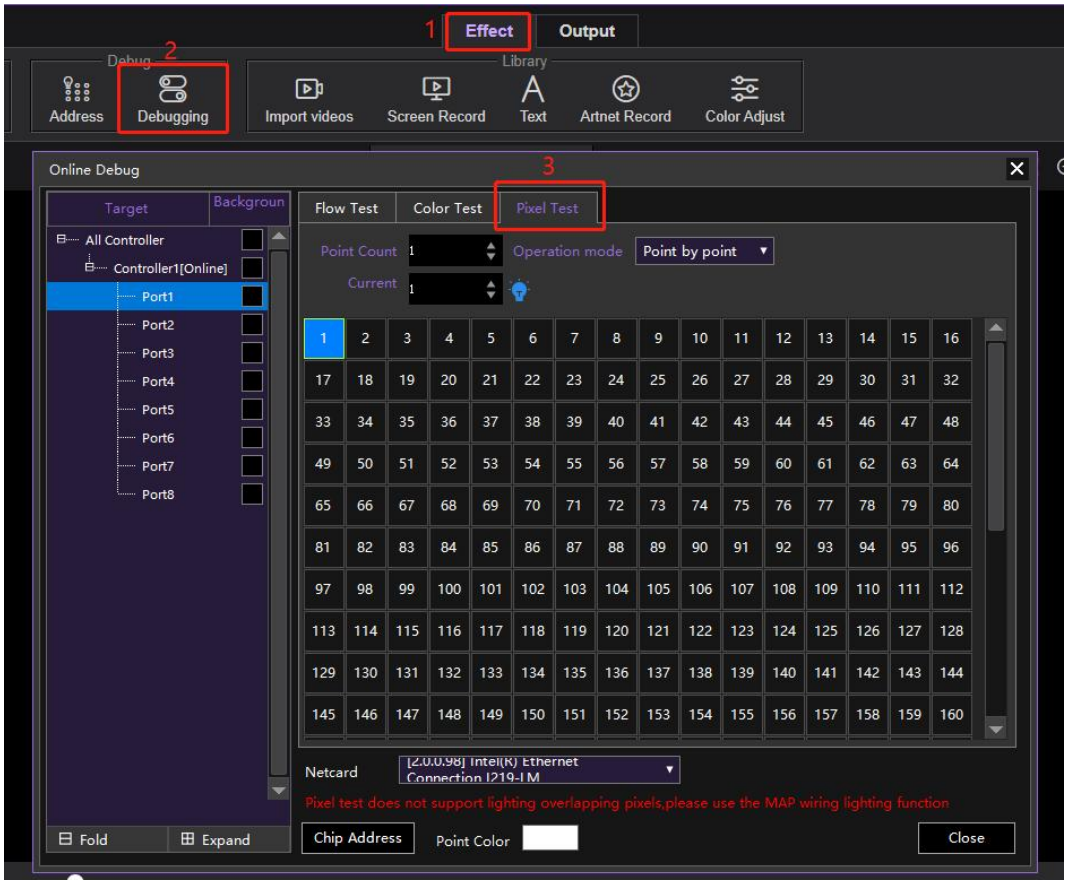


2. Press 【ENTER】 briefly to switch the cursor position as needed, and use 【◄】 and 【►】 to set the value. The controller outputs the lighting fixture in real-time.
3. Modes: Supports manual point-by-point, manual stacking, automatic point-by-point, and automatic stacking. Lighting fixtures can only be specified in manual verification mode.

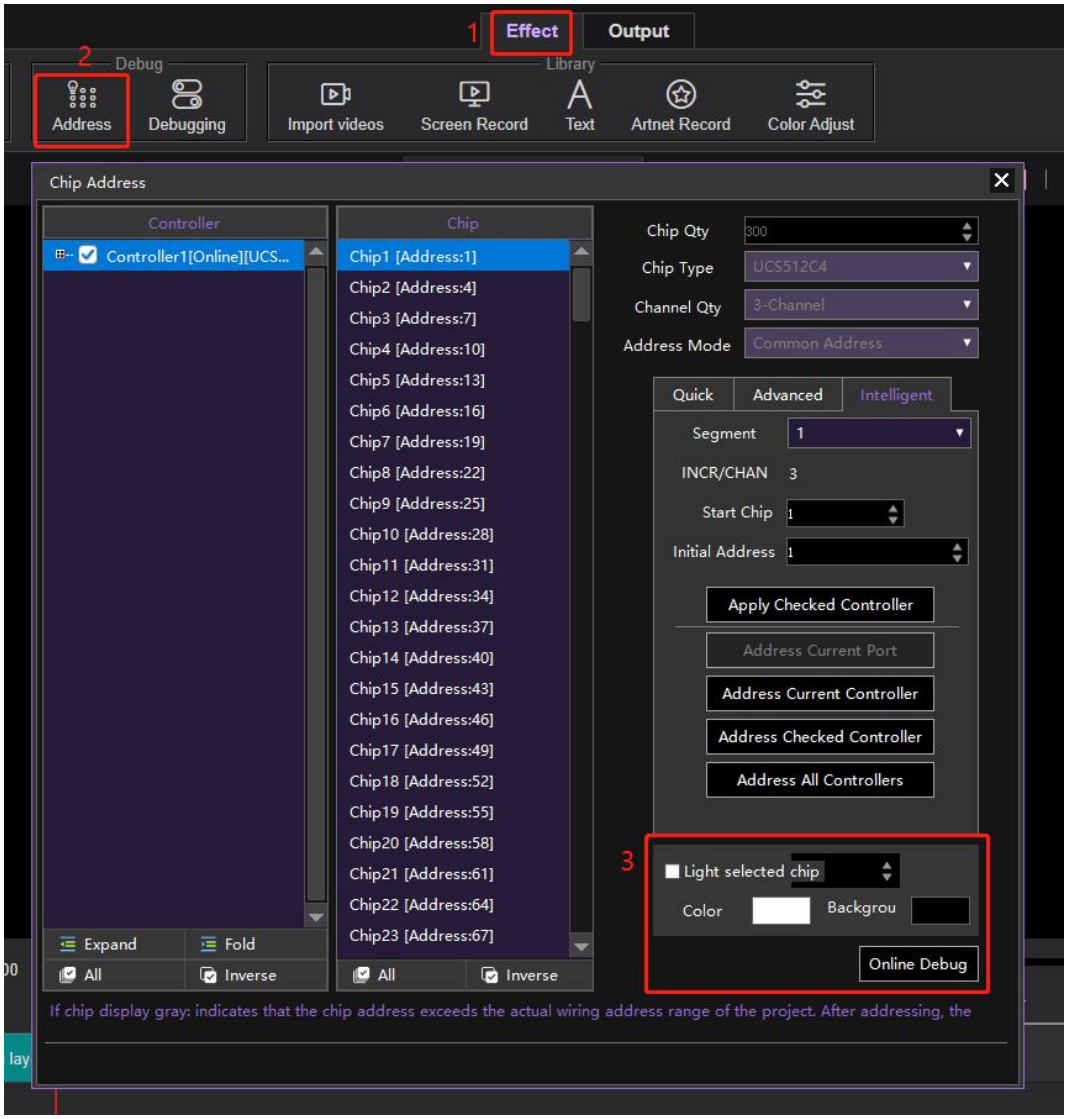
10.5.2. Online Address Check

Method 1: In the 'Effect Editing' interface of Magic Player, click [Project Debugging], and select 'Lighting Point Test' in the opened interface.

Set the number of chip segments and verification method to perform the verification.



Method 2: In the 'Effect Editing' interface of Magic Player, click [Lighting Fixture Addressing], and check 'Light Up Selected Chips' in the lower right corner of the opened interface to perform the verification.

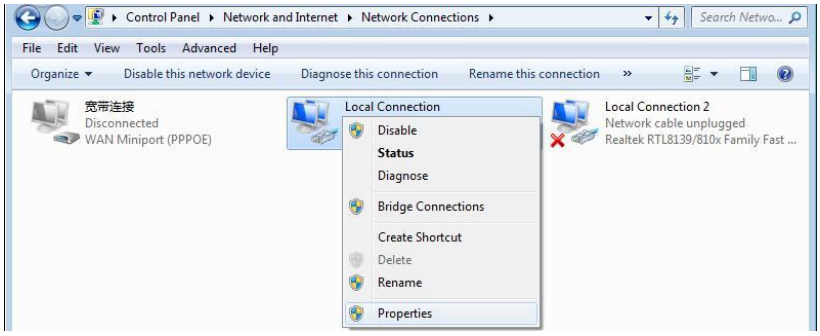


Note: When this function is checked, selecting a chip will cause Magic Player to calculate and light up the lighting fixtures driven by that chip in white light based on the chip address data in the chip list.
Please ensure that the data in Magic Player matches the actual lighting fixture addresses.
If consistency cannot be guaranteed, it is recommended to write the address to the lighting fixture once before turning it on.
The 'Lighting Color' and 'Background Color' can be changed according to actual needs.

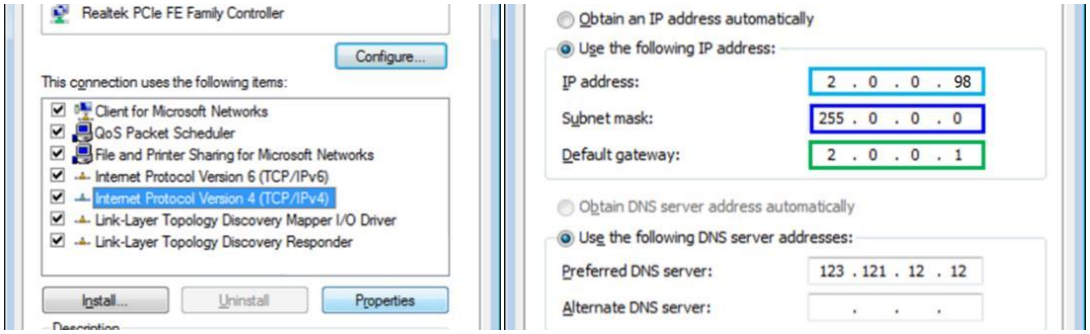
11. PC Network Configure

When the controller is connected to the computer, a static IP must be assigned to the connected network card. The operation is as follows:

1. Open Network Connections, right-click on Local Area Connection, and select [Properties].



2. Select Internet Protocol Version 4 (TCP/IPv4), click [Properties] to enter, and set the IP address (parameters shown in the lower right image).



3. After setting OK, click [OK].

Note: After changing the network card settings, the software Player needs to be reopened.

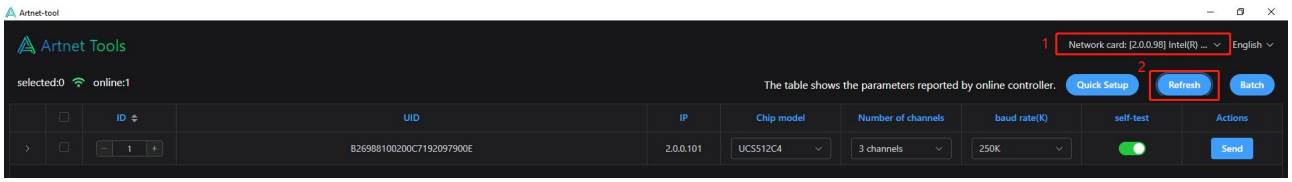
12. Art-Net Settings Online

Online setup via ArtNet Tool. Artnet Tool 3.0 download link is as follows:
https://mega.nz/file/AoJG0DDK#Yz2ZTJectMNPztW7-BW5ABexzcFbPDjkjYuUI9XbS1I

Language Selection: The software is in Chinese by default and needs to be switched to English manually.Select ‘en’ in the upper right corner of the interface to switch to the English version.

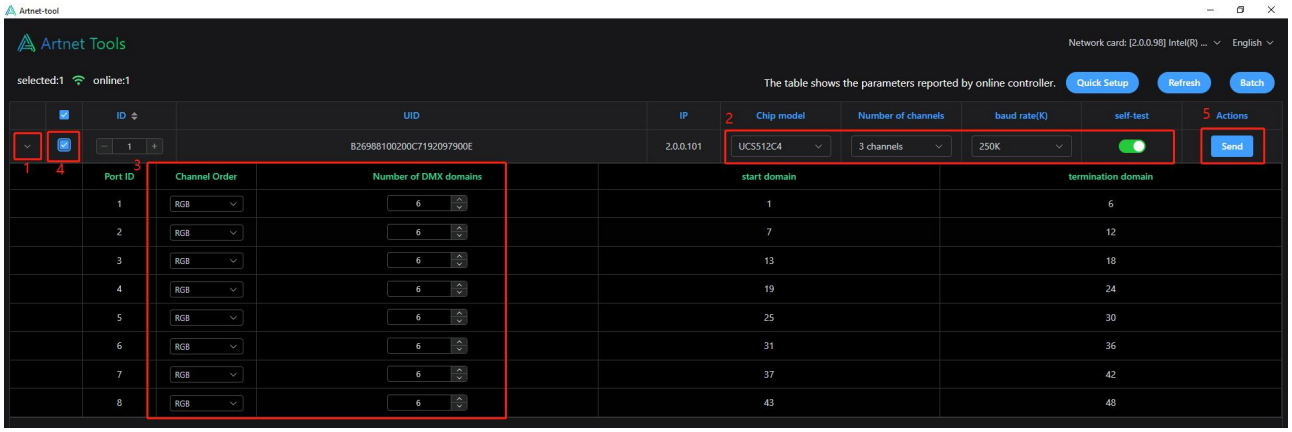
12.1. Query Online Controller Parameters

1. Click on [Network Card Settings], and select the network card that connects to the controller (ensure that the static IP address set for the network card does not conflict with the controller, e.g., set to 2.0.0.98).
2. After exiting, click [Refesh] to query the connected controllers.

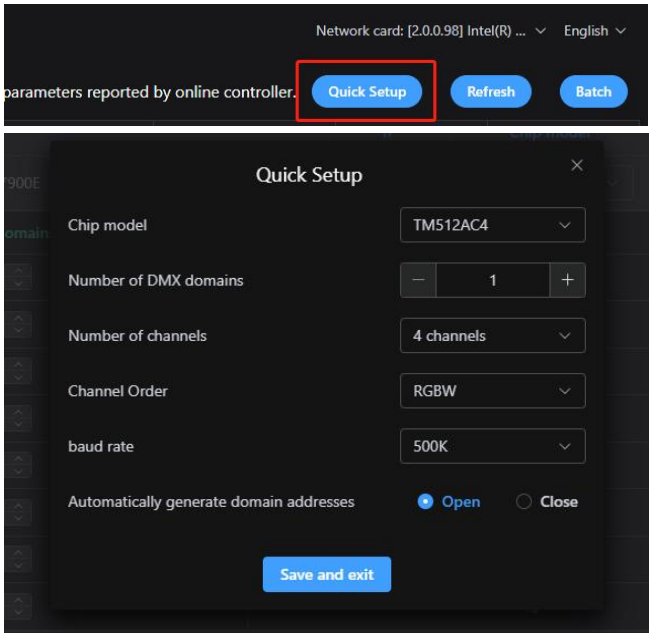


12.2. Configure Parameters of the Controller

1. After correctly connecting and reading the controller, check the controllers that need to be set.
2. Set the controller parameters (such as IP address, chip type, baud rate, lighting fixture channel, In this interface, you can set the channel order and domain parameters of the lamps under a single port);
3. Once the settings are complete, select controller, click [Send].



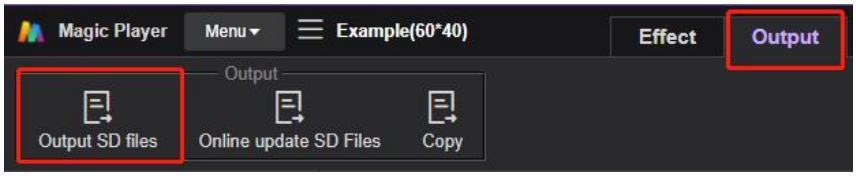
Modify the configuration: Click [Quick Setup], set the parameters in the order shown in the image, [save and exit], select controller, click [Send].



13. SD Card File Related

13.1. Output SD Card File

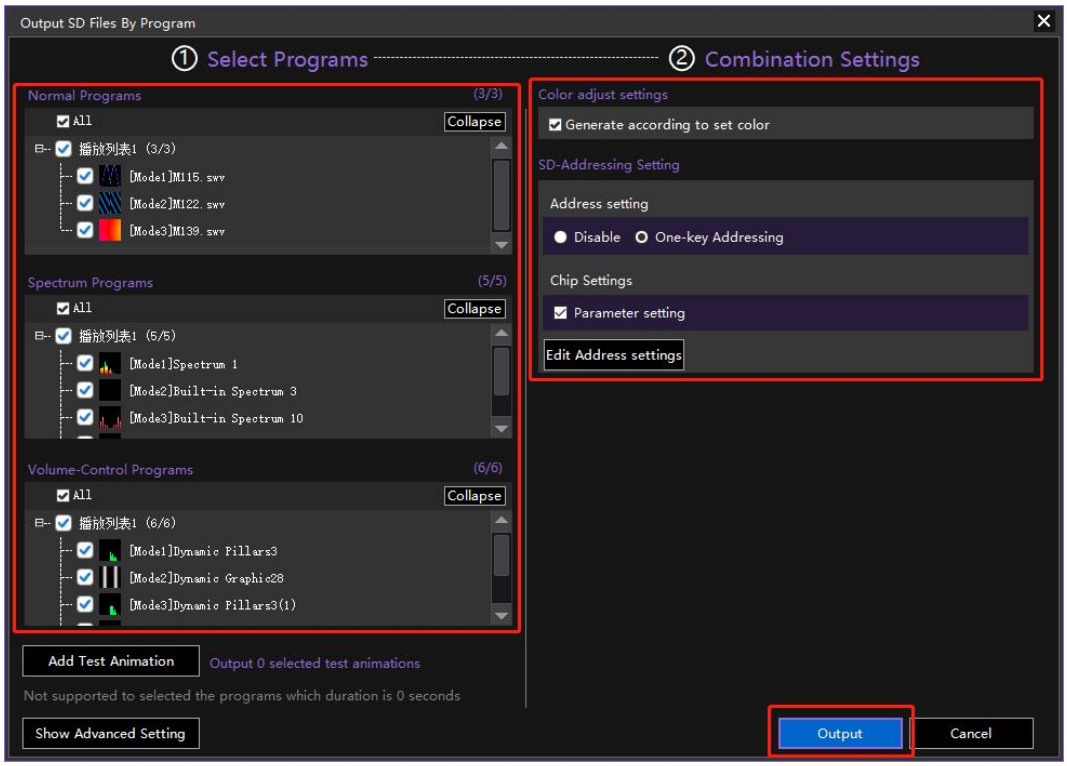
① Click Magic Player [Menu] - [Output] - [Output SD File]. (Or click [Output SD File] under [Output Play].)



② Check the program files to be output. The total number of checked programs must be less than 96.

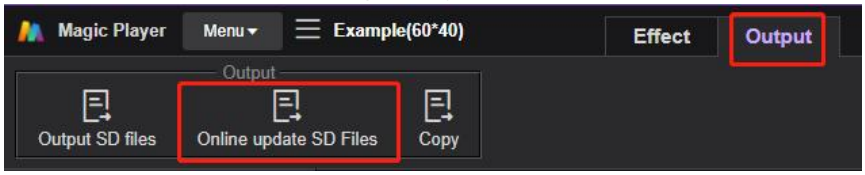
③ Check "Combination Settings" according to your needs.

④ Click [Output].



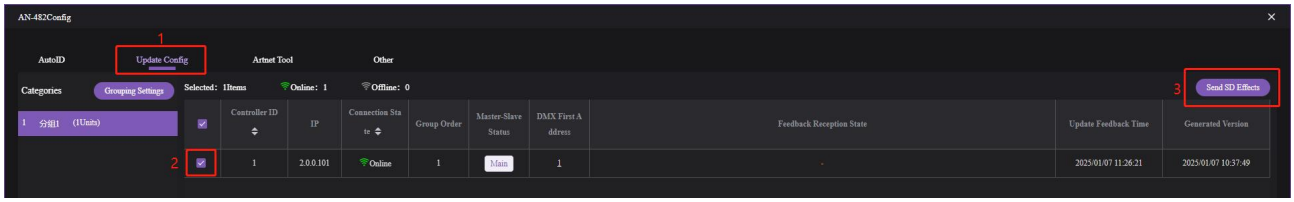
13.2. Online Update Effect File

① Under the 'Output' of Magic Player, click [Online update SD Files].



② Check the controllers that need to be updated (only supports online controllers).

③ Click [Send SD Effect].

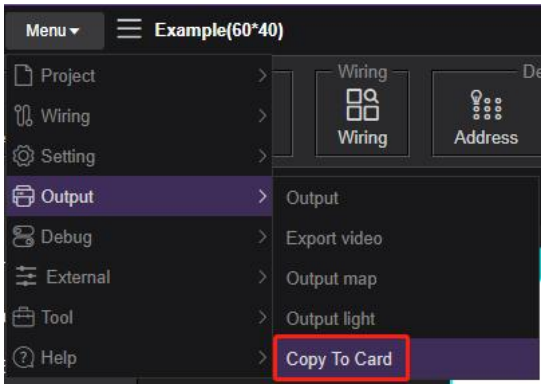


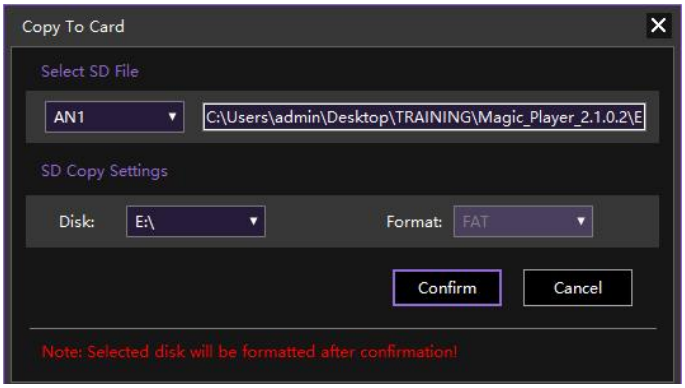
13.3. Software Copy Card

① Click Magic Player [Menu] - [Output] - [Copy Card].

② Select the controller number to copy from the dropdown.

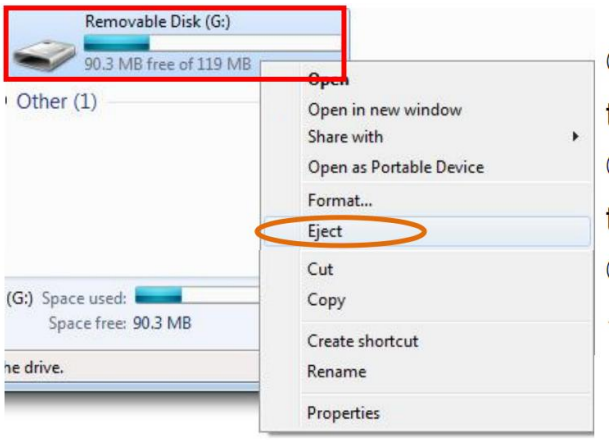
③ Click [Confirm].





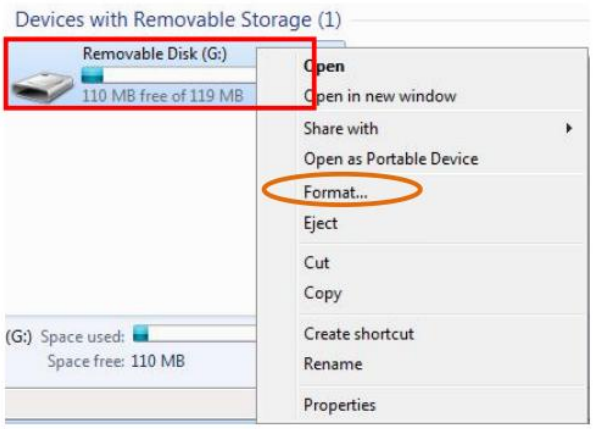
❖ After the copy is complete, right-click the SD card drive letter and select 'Eject' to safely remove the

SD card.

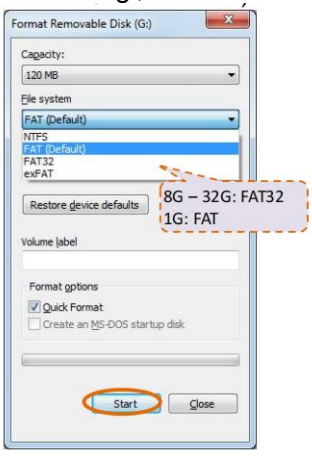


13. 4. Manual Copy Card Precautions

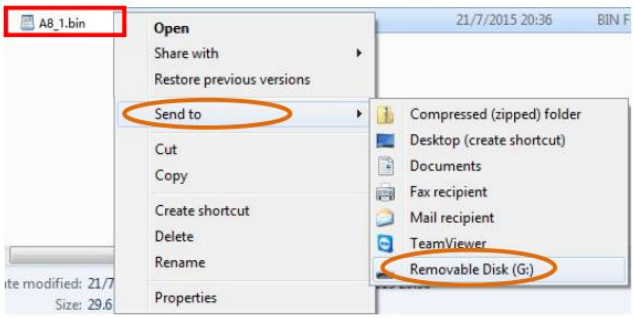
1) Select 'Format' from the right-click context menu;



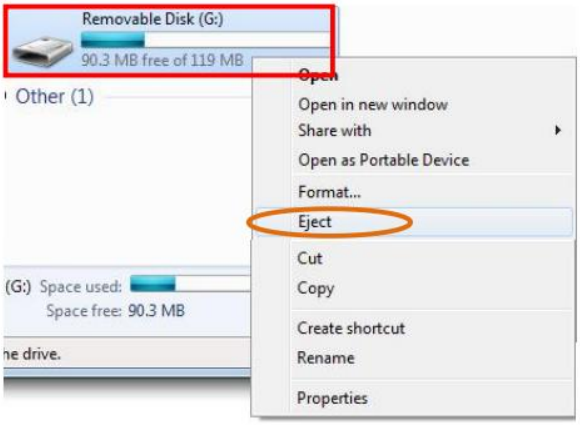
2) Set 'File System' + 'Allocation Unit Size 32KB' + 'Quick Formatting', then click 'Start';



3) Right-click A8_*. b in the file, and select 'Send to' removable disk from the pop-up menu;



4) In the right-click pop-up menu, select 'Eject' to safely eject SD Card;



14. Error Codes and Troubleshooting

Display	Tips	Measures
E01	No SD Card / Please insert SD Card	1. Insert the SD Card or reinsert the SD Card. 2. If the error persists after inserting the SD Card, the SD card slot may be damaged; please contact customer service.
E02	SD Card is unresponsive,	1. The SD Card is damaged, please replace the SD Card.

Display	Tips	Measures
	please replace the SD Card.	2. If the error persists after inserting the SD Card, the SD Card slot may be damaged, please contact customer service.
E03	No effect files on the SD Card, please re-copy the files.	No effect files on the SD Card, or the effect files are damaged, please re-copy or replace the effect files.
E18	Exceeded point limit	The project point count exceeds the limit, please reduce the number of project points played, refer to '2.1 Product Information'.
E19	Effect file mismatch, please copy the correct file.	Player file name does not match the controller, please check if the file name is correct.
E27	Too many bad sectors on the SD card, please replace the SD card	Too many bad sectors on the SD Card, please replace the SD Card.
E29	The SD card formatting unit is too small, please copy the card again with 32KB.	The SD card cluster size is too small, which may cause frame rate instability. Please reformat the SD card to 32KB.
E30	The controller hardware is damaged, please contact customer service.	Abnormal parameter saving in the Flash main area and backup area, please contact customer service.
E37	There are multiple hosts in the same group on the network.	The group contains multiple hosts, please check if the master-slave settings are correct.
E38	SD.BIN does not match the controller ID.	The effect file ID does not match the controller ID, please use a matching effect file.
E39	Lost saved parameters.	1. An unknown exception has caused the loss of saved parameters, running parameters have been restored to default values. 2. After upgrading the firmware, saved parameters are restored to default values, which is normal.
E46	Automatic ID assignment timeout	1. Please check if the wiring for the controller's automatic ID assignment is correct. 2. Please check the number of sub-controls for automatic ID assignment; the number of sub-controls cannot exceed 30 units. 3. Ensure that all controllers in the link are powered on and wait 10 seconds before retrying. 4. Check if there are any faulty devices in the network.
E51	Slave effect file does not match the host	The slave effect file and the host come from different player projects; differences in the number of effect frames may affect the overall synchronization of the effects. Please copy the correct effect file.

15. Fitting

Image	Name	Quantity	Remarks

Image	Name	Quantity	Remarks
	SD Card	1	
	1.5-meter three-prong power cable	1	
	3P terminal block	9	Includes spare part*1

Note: Our company reserves the right to revise this information (changes will not be notified separately)
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