M-A1 remote control version instruction manual

1. Introduction to the controller:



Note: Format the SD

2. Detailed parameters:

- 1. Power supply voltage: DC5-24V
- 2. Load quantity: DMX 1 * 512; TTL 2 * 1024 points
- 3. Synchronization mode: cascade synchronization;
- 4, carrying mode: SD card program;
- 5, SD card format: FAT 32 format
- 6. Dimensions:
- 7. Weight: 0.85 Kg

容里(P):	
7.39 GB	
文件系统(F)	
FAT32 (默认)
分配单元大小	(A)
32 KB	
还原设备的 卷标 (L)	默认值 (0)
还原设备的 卷标 (L)	默认值 (0)
还原设备的 卷标 (L) 格式化选项	<u>默认值 (D)</u> (O)
还原设备的 巻标 (L) 格式化选项 ☑ 快速格式	默认值 0) (0) (化 Q)
还原设备的 巻标 (L) 格式化选项 ☑ 快速格式 □ 创建一个	默认值 (D) (O) (化 (Q) · MS-DOS 启动盘 (M)
还原设备的 巻标 (L) 格式化选项 ☑ 快速格式 □ 创建一个	<u>默认值 (0)</u> (0) (化 (Q) - MS-DOS 启动盘 (M)
还原设备的 巻标 (L) 格式化选项 ☑ 快速格式 □ 创建一个	默认值 (D) (O) (化 (Q) - MS-DOS 启动盘 (M)

3. Instructions for using the remote control



1. The controller and the remote control have been the good code when leaving the factory, and the "pair code label" is as follows: ID: 1384, the remote control of the good code can only be used alone for this controller. The remote control can not be used for the controller without the "pair code label". When the remote control uses the controller with different labels, we need to use the code again. Before the controller is powered on, we can use it.



2. Remote control use: first of all, the controller should set the chip to use remote control lamps and lanterns, the chip does not correspond to the remote control lamps and lanterns is not responsive

Operating instructions of the remote control panel:



3. Digital combination button: if it is 1-9, you can directly press the above button to switch, but when the value of the mode is greater than or equal to 10,

Then use the combination of numbers, and then you can directly combine the numbers above, 11,56, and so on.The remote control is used within 20 meters from the open area of the controller. Try not to have shelter, otherwise the signal of the remote control will be affected.

5. When using the remote control control, the M-A1 controller will lose the cascaded input function, only the output function.

4. The M-A1 system features

1,32-65536 gray scale control, software Gamma correction processing.

2, support a variety of point, line, surface light sources, support a variety of rules, special shape processing.

3. The controller port can have a DMX 1 * 512pixels; SPI 2 * 1024 light.

4. For a single and multiple cascade synchronization, only the first controller is operated, and the rear controller is equivalent to separate control. Using Simple LED program software, multiple program files are exported when used synchronously. The last number of the file name is sequentially copied to the corresponding controller, which identifies the corresponding program content in the file according to the ID serial number. 5, M-A1 memory files are not limited, but can not exceed the storage capacity of SD card, it is recommended to

compress the program files to the minimum range as far as possible when doing the program, and the two ports independently output, without interference with each other.

6. Support conventional RGB lamps (serial, DMX512) and RGBW lamps.

7. The controller adds a one-button reset function, and holds down the cycle / OK button and the speed + button at the main interface.

3. Digital display screen and key meaning:

Menu display	Digital display	liquid-crystal display	Chinese translation
1	1-c P	Set Chip x x x x	Set the chip
2	2-b r,g-22	Set Bright 100%	Set the brightness, and the gamma value
3	3-r F	Set RF Mode	Set the RF band
4	4-r g b	Set RGB Mode	Set the lamp channel
5	5-R T C	RTC :1970-00-00	Timed function
6	6:d-0 1	ID :01	Set the ID number
0	7: c 150	AC Delay: 150MS	a-c cycle
8	8:50 HZ	WorkMode:50HZ	service frequency
9	9: V 605	VER 6.05	Version of the sequence

4. Main interface display description:



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F: Represents a single built-in mode run; press cycle / OK to switch to E: represents all built-in cycles.

The d: represents a single SD card file running; press the cycle / OK key to switch to A: represents all SD card cycles

Key name	meaning	
velocity +/-	In the main interface, directly switch the speed, and select the button in other states.	
pattern +/-	In the main interface directly switch the controller built-in program, and SD card program switch.	
coding (ADR)	Lighting address, so that the lamp order is normal.	
test (Test)	A total of 5 test effects to detect whether the signal is smooth, the power supply is sufficient, and the code is correct.	
recurrence (OK)	For projects above, press OK (OK) to determine, save, return, and exit.	
Menu (MENU)	Settings: chip, brightness, RF frequency band, channel, time, ID number, synchronization frequency, working frequency, version number	

scr ipt

5. De

ion of the operation steps

1. Set up the chip (CHIP):

Chip is the model of lamps and lanterns. Those commonly used on the market are as follows:

UCS1903,UCS1904,UCS2909,UCS2903,UCS1912,TM1803,TM1804

TM1809, TM1914 (breakpoint)), WS2811, WS2812, WS2818 (breakpoint)

SM16703, SK6812, SK6814, GS8206 (breakpoint), GS8205 (breakpoint)

UCS5603 (Breakpoint transmission), P9883 (breakpoint transmission) each controller needs to choose the chip model

Series, Series UCS512C, Series B, Series D; SM16512, TM512AC

Full-color lamps and lanterns are controlled through the chip, no matter what the full-color lamps and lanterns are all models, so when using the specific chip model of the lamp first, know the model and then operate the controller.

The specific operation steps are described as follows:

Step 1: Press the menu (MENU) key to enter



Step 2: Press the cycle / OK key to enter the chip selection interface



Step 3: Press the speed + / speed-switch the chip model and select the corresponding model of the lamp.

Chip selection corresponding table					
01: 512H	02: 512L	03: 1903	04: 6812		
05: 6703	06: 1804	07: 2904	08: 2811		
09: 2812	10: 1914	11: 9883	12: 8206		
13: 8205	14: 5603	15: 512P	16: 1923		
17: 1814					

Step 4: Press the cycle / OK key, save to the controller, the lamp begins to effect.

2. Switching mode (MODE):

It can be divided into SD card program mode and built-in effect mode, the two modes can switch between each other, press and hold down the cycle / OK key for 3 seconds to switch between the two modes. If you don't like the built-in effect of the controller, you need to copy the program to the SD card; If the simple profile effect doesn't need many changes, you can use the built-in effect, totaling 86 types.

SD card program mode: it is designed through the program software, according to the requirements of customers, or the designer himself design.

The specific operation steps are described as follows:

Step 1: Press the cycle / OK key for 3 seconds to switch between the SD card program and the built-in program, which will be displayed as follows



Program mode of d: SD card; 01: first program; 5: speed 5

Step 2: Press the mode + / -key to switch the mode files up and down.



Step 3: Press the speed + / -key to adjust the controller speed.



Press the cycle / OK key for a single time to switch a single program cycle and all program cycles.



And d: a single cycle representing the SD card program; A: representing the SD card program.

F: represents a single cycle of built-in programs; E: represents the full cycle of built-in programs

Built-in effect mode: (the controller card and the card can call out the built-in effect, simply put, has nothing to do with the SD card.)

The controller itself comes with the effect program, these built-in effect program is relatively simple, mainly used to test whether the lamp is smooth and the controller is working normally, if you want to be more gorgeous effect, you need to write the program file placed into the SD card. Like some simple contours, you can use a built-in effect.

The specific operation steps are described as follows:

Step 1: Long press the cycle (OK) key for 3 seconds, until the interface displays



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F: Controller built-in program mode; 01: first program; 5: speed 5

Step 2: Press the mode + / -key to switch the program, with a total of 86 modes



Step 3: Press the speed + / -key to switch the program speed.



Press the cycle / OK key for a single time to switch a single program cycle and all program cycles.



And d: represent the SD card program single cycle; A: represent the SD card all program cycle.

F: single cycle representing built-in programs; E: cycle representing all built-in programs.

3. Channel switching:

Channel refers to the order of R, G and B of the lamp, with a total of 7 orders; when the color of the actual lamp deviates, the order of RGB must be misplaced, so the order of RGB should be adjusted through the controller.

The specific operation steps are described as follows:

Step 1: Press the menu (MENU) key 4 times, and the interface displays below



Step 2: Press cycle / OK to confirm the channel selection interface.



Step 3: Press the speed + / -key to switch the channel (rgb, rbg, gbr, grb, bgr, brg, rgbw) and select the channel

corresponding to the lamp.

Step 4: Press the cycle / OK key, save and return to the main interface.

4. Set the ID:

When multiple controllers are used synchronously, the user can choose to set the ID number of each controller, or separate each controller. If the ID number is set, set it in sequence. The single use ID number is 0001, because the drawing port number will be set when doing the program. For example, the port range of 1-2 must be the first controller.

Step 1: Press the menu (MENU) key 6 times, and the interface displays below



Step 2: Press the cycle / OK key to enter the ID setting interface.



Step 3: Press the speed + / -key to switch the number and select the number corresponding to the controller.

Step 4: Press the cycle / OK key to determine the return to the main interface.

5. Adjust the brightness (Bright):

When the actual brightness of the actual lamp is bright or low, the brightness value can be appropriately adjusted, can only adjust the overall brightness, grade 5% - -100%, the larger the 100%, the higher the brightness.

Step 1: press the menu (MENU) key twice, and the interface displays below



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Step 2: Press the cycle / OK key to enter the brightness adjustment interface.



Step 3: press the speed + / -key to switch the number level, select the appropriate lamp brightness 005-100, the larger the number, the higher the brightness.

Step 4: Press the cycle / OK key to save to the controller, and the lamp will adjust to the selected corresponding brightness.

6、 Set the gamma value:

Step 1: press the menu (MENU), key twice, the interface display



Step 2: Press the cycle / OK key twice to enter the gamma adjustment interface.



Step 4: Press the speed + / -key, switch the gamma value, adjust the value, press the cycle / OK key to save and return to the main interface.

7, write code operation: (for DMX512 lamps and lanterns, manufacturer production lamps and lanterns test may write a single address of lamps and lanterns, but to the actual site, installation mode and installation sequence, can lead to the original address code of lamps and lanterns repeat or offset, so need to use the controller to install the lamps and lanterns unified coding operation):

Before operation, it is necessary to determine the chip model of the lamp, the writing code channel of the chip, and check whether the wiring of the controller is correct, whether the direction of the lamp is correct, and then start the operation writing code.

The specific writing code operation steps are as follows:

Step 1: press the write code (ADR) key to enter the selected chip state



Step 2: Press the speed + / -key to switch over the chip

Write the code chip to select the corresponding table					
01: UCS512B3	07: Hi512A4	13: SM16512P			
02: UCS512C*	08: Hi512D	14: SM17500			
03: UCS512D	09: TM512AC	15: SM17512			
04: UCS512E	10: TM512AD	16: SM17522			
05: UCS512F	11: TM512AL	17: GS8512			
06: Hi512A0	12: SM16512	18: GS8512 clear address			

3: Press the cycle / OK key to enter the channel selection interface



Step 4: Press the speed + / -key to switch the number of channels, and press the write code (ADR) key

to return to the previous layer of operation.

Step 5: After confirmation, press the cycle / OK key to enter the port selection interface



Step 6: Press the speed + / -key to select the port to write the address code



Represents the first port write code

By analogy, for a total of 2 ports.

In the case of cascade synchronization, the following controller all choose the first controller.

Press the write code (ADR) key to return to the previous layer operation.

Step 7: After both the channel and the port are correct:

Press the loop / OK key to start the write code

Display content: IC: 0X channel: CH 0 X port: POAL / PO-X

The representative is writing code





The representative writing code is completed

In the process of writing code, we should pay attention to whether the lamp has a writing code status change, and complete the automatic switch of measuring point interface.



This interface is consistent with the following measuring spot operation

Step 8: After the above code operation, if there is lamp replacement or there is no need to reset the chip channel after maintenance,

The controller adds a key write code function: long press the write code (ADR) key for 3 seconds, the controller interface will automatically display all the content of the last write code operation and automatically start writing code.

Note: See whether the lamps are running point by point in order or manually switch point by point. The order is normal is successful, the order is not normal to continue to write the code or find out the reason for the writing code is not successful

Common reasons for unsuccessful writing code:

(1), The direction of the lamp is not right. Although DMX512 is a parallel two-way transmission signal, the direction of the writing code is one-way.

2. The wiring problem of the lamps, the line order is wrong, check the controller port and the lamp line order.

- ③、 The power supply of the lamp is not sufficient, resulting in the inability to drive the chip to write the code.
- (4). The signal line of the lamp is too long, beyond the effective distance range of the chip.

8. Set-up test (Test):

The following cases need to be used in the test function: ① Do not know the number of lamps ② do not know the channel order of lamps RGB, RBG, GRB, GBR, BGG, BGR ③ lamps ④ the power supply is sufficient ⑤DMX512 the lamp is normal, whether the code) the questions mentioned in the appeal can be tested through the test function.

Step 1: Press the test Test key to enter the test interface



Step 2: Press the speed + / -key to switch the 3 / 4 channel lamps, take 3 channels as an example

Step 3: Press the cycle / OK key, and the interface display



Step 4: Press the speed + / -key to switch the number and select the corresponding port test Page 1 of 16 pages



Step 5: Press cycle / OK to enter the manual point interface



Step 6: Press the speed + / -key to manually test individually and successively, 001-1024.



Step 7: Press the menu (MENU) key to automatically measure the point, and press this key again to

return to the manual point interface



Press the Test Test at the manual point interface



Press the Tes est key again to jump to the next color



Always bright red, always bright green, always bright blue, always bright white

The bright color order of the lamp is the channel order of the lamp

Step 2: Press the cycle / OK key and return to the main interface.

VI. Schematic diagram of the wiring drawing: TTL series



DMX series:



VII. The schematic diagram of the cascade is as follows:

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采用网线或者RVV屏蔽双绞线连接 输出至下一台输入依次串联

100 Meters