

OPERATION MODES

The “SL eSTRIP 10 RGBW” has three different operation modes. It can be used as a 01 pixel, 02 pixel, 5 pixel, 10 pixel channel DMX dimmer. Please follow illustrations below to operate the unit in your desired mode.

Mode	Parameter	Parameter Value	Function
DMX	Address	001-512	To set the initial DMX receiving address
	Channel	8 Bit:1/2/5/10 pixel 16 Bit:1/2/5/10 pixel	To set the DMX Control Mode
	DMX Fade	OFF/ON	To set the status of the fixture when there is no DMX input
Chase	Program	01-10	To select a built-in program
	Speed	01-99	To set the speed level of the built-in Program
	Dimmer	000-255	To set the intensity
	Fade	000-100	To set the speed of the Fadetime(percentage)
Manual	R	000-255	To set the output intensity of the red
	G	000-255	To set the output intensity of the green
	B	000-255	To set the output intensity of the blue
	W	000-255	To set the output intensity of the cool white

DMX Mode

Use this operation mode only when you are about to use the unit as a DMX dimmer. This function can allow you set your unit dimmer function as a 01 pixel, 02 pixel, 05 pixel, 10 pixel channel DMX dimmer and DMX address.

SL eSTRIP 10 RGBW DMX Mapping (RGBW 16 Bit Mode)

RGBW 16 BIT MODE				
DMX CHANNEL	10 Pixel MODE	5 Pixel MODE	2 Pixel MODE	1 Pixel MODE
1	Red_1 - High Byte	Red_1-2- High Byte	Red_1-9 - High Byte	Red_1-18 - High Byte
2	Red_1 - Low Byte	Red_1-2 - Low Byte	Red_1-9 - Low Byte	Red_1-18 - Low Byte
3	Green_1 - High Byte	Green_1-2 - High Byte	Green_1-9 - High Byte	Green_1-18 - High Byte
4	Green_1 - Low Byte	Green_1-2 - Low Byte	Green_1-9 - Low Byte	Green_1-18 - Low Byte
5	Blue_1 - High Byte	Blue_1-2 - High Byte	Blue_1-9 - High Byte	Blue_1-18 - High Byte
6	Blue_1 - Low Byte	Blue_1-2 - Low Byte	Blue_1-9 - Low Byte	Blue_1-18 - Low Byte
7	White_1 - High Byte	White_1-2 - High Byte	White_1-9 - High Byte	White_1-18 - High Byte
8	White_1 - Low Byte	White_1-2 - Low Byte	White_1-9 - Low Byte	White_1-18 - Low Byte
9	Red_2 - High Byte	Red_3-4 - High Byte	Red_10-18 - High Byte	
10	Red_2 - Low Byte	Red_3-4 - Low Byte	Red_10-18 - Low Byte	
11	Green_2 - High Byte	Green_3-4 - High Byte	Green_10-18 - High Byte	
12	Green_2 - Low Byte	Green_3-4 - Low Byte	Green_10-18 - Low Byte	
13	Blue_2 - High Byte	Blue_3-4 - High Byte	Blue_10-18 - High Byte	
14	Blue_2 - Low Byte	Blue_3-4 - Low Byte	Blue_10-18 - Low Byte	
15	White_2 - High Byte	White_3-4 - High Byte	White_10-18 - High Byte	
16	White_2 - Low Byte	White_3-4 - Low Byte	White_10-18 - Low Byte	
17	Red_3 - High Byte	Red_5-6 - High Byte		
18	Red_3 - Low Byte	Red_5-6 - Low Byte		
19	Green_3 - High Byte	Green_5-6 - High Byte		
20	Green_3 - Low Byte	Green_5-6 - Low Byte		
21	Blue_3 - High Byte	Blue_5-6 - High Byte		
22	Blue_3 - Low Byte	Blue_5-6 - Low Byte		
23	White_3 - High Byte	White_5-6 - High Byte		
24	White_3 - Low Byte	White_5-6 - Low Byte		
25	Red_4 - High Byte	Red_7-8 - High Byte		
26	Red_4 - Low Byte	Red_7-8 - Low Byte		
27	Green_4 - High Byte	Green_7-8 - High Byte		
28	Green_4 - Low Byte	Green_7-8 - Low Byte		
29	Blue_4 - High Byte	Blue_7-8 - High Byte		
30	Blue_4 - Low Byte	Blue_7-8 - Low Byte		
31	White_4 - High Byte	White_7-8 - High Byte		
32	White_4 - Low Byte	White_7-8 - Low Byte		
33	Red_5 - High Byte	Red_13-15 - High Byte		
34	Red_5 - Low Byte	Red_13-15 - Low Byte		
35	Green_5 - High Byte	Green_13-15 - High Byte		
36	Green_5 - Low Byte	Green_13-15 - Low Byte		
37	Blue_5 - High Byte	Blue_13-15 - High Byte		
38	Blue_5 - Low Byte	Blue_13-15 - Low Byte		
39	White_5 - High Byte	White_13-15 - High Byte		
40	White_5 - Low Byte	White_13-15 - Low Byte		
41	Red_6 - High Byte	Red_16-18 - High Byte		
42	Red_6 - Low Byte	Red_16-18 - Low Byte		

SL eSTRIP 10 RGBW DMX Mapping (RGBW 16 Bit Mode)

RGBW 16 BIT MODE					
DMX CHANNEL	10 Pixel MODE	5 Pixel MODE	2 Pixel MODE	1 Pixel MODE	
43	Green_6 - High Byte	Green_16-18 - High Byte			
44	Green_6 - Low Byte	Green_16-18 - Low Byte			
45	Blue_6 - High Byte	Blue_16-18 - High Byte			
46	Blue_6 - Low Byte	Blue_16-18 - Low Byte			
47	White_6 - High Byte	White_16-18 - High Byte			
48	White_6 - Low Byte	White_16-18 - Low Byte			
49	Red_7 - High Byte				
50	Red_7 - Low Byte				
51	Green_7 - High Byte				
52	Green_7 - Low Byte				
53	Blue_7 - High Byte				
54	Blue_7 - Low Byte				
55	White_7 - High Byte				
56	White_7 - Low Byte				
57	Red_8 - High Byte				
58	Red_8 - Low Byte				
59	Green_8 - High Byte				
60	Green_8 - Low Byte				
61	Blue_8 - High Byte				
62	Blue_8 - Low Byte				
63	White_8 - High Byte				
64	White_8 - Low Byte				
65	Red_9 - High Byte				
66	Red_9 - Low Byte				
67	Green_9 - High Byte				
68	Green_9 - Low Byte				
69	Blue_9 - High Byte				
70	Blue_9 - Low Byte				
71	White_9 - High Byte				
72	White_9 - Low Byte				
73	Red_10 - High Byte				
74	Red_10 - Low Byte				
75	Green_10 - High Byte				
76	Green_10 - Low Byte				
77	Blue_10 - High Byte				
78	Blue_10 - Low Byte				
79	White_10 - High Byte				
80	White_10 - Low Byte				

SL eSTRIP 10 RGBW DMX Mapping (RGBW 8 Bit Mode)

RGBW 8 BIT MODE				
DMX CHANNEL	10 Group MODE	5 Group MODE	2 Group MODE	1 Group MODE
1	Red_1	Red_1-2	Red_1-5	Red_1-1
2	Green_1	Green_1-2	Green_1-5	Green_1-1
3	Blue_1	Blue_1-2	Blue_1-5	Blue_1-1
4	White_1	White_1-2	White_1-5	White_1-1
5	Red_2	Red_3-4	Red_6-10	
6	Green_2	Green_3-4	Green_6-10	
7	Blue_2	Blue_3-4	Blue_6-10	
8	White_2	White_3-4	White_6-10	
9	Red_3	Red_5-6		
10	Green_3	Green_5-6		
11	Blue_3	Blue_5-6		
12	White_3	White_5-6		
13	Red_4	Red_7-8		
14	Green_4	Green_7-8		
15	Blue_4	Blue_7-8		
16	White_4	White_7-8		
17	Red_5	Red_9-10		
18	Green_5	Green_9-10		
19	Blue_5	Blue_9-10		
20	White_5	White_9-10		
21	Red_6			
22	Green_6			
23	Blue_6			
24	White_6			
25	Red_7			
26	Green_7			
27	Blue_7			
28	White_7			
29	Red_8			
30	Green_8			
31	Blue_8			
32	White_8			
33	Red_9			
34	Green_9			
35	Blue_9			
36	White_9			
37	Red_10			
38	Green_10			
39	Blue_10			
40	White_10			