



Hardsoft Design LTD

Experts in DMX Controllers and modern LED lightings

URL: www.ledspotline.com

E-mail: hsd@ledspotline.com

support@ledspotline.com

Tel : 03592 8739455

Ver.4.2

Detailed description of all functions of DMX Controller PROG 01

Function 1 / 1 – Compose play list

This function is designed to compose and run/stop play list from already existing 'positions'.

Begin screen of function **F1/1** is:

F	1	/	1		P	L		L	S	T				

Step 1

After pressing of button "ENTER", second row display:

F	R	O	M		0	0	0		T	O		0	0	0
---	---	---	---	--	---	---	---	--	---	---	--	---	---	---

Step 2

Number after "FROM" denote begin position of play list, number after "TO" be end position of play list.
i.e. play list contain only one position "000"

After pressing of left arrow is possible to set / edit number after "FROM" – begin position of play list.
After pressing of right arrow is possible to set / edit number after "TO" - end position of play list.
Twice pressing of right arrow is equal to pressing of left arrow (for comfort)
Limits of each number are 000 – 255.
For comfort, after composing of number "FROM", same number is copied as number "TO"

Set / editing process is made by RGB up/down arrows, as follow:

- **RED** up/down arrows set digit of hundreds in limits 0 – 2;
- **GREEN** up/down arrows set digit of teens in limits 0 – 9;
- **BLUE** up/down arrows set digit of ones in limits 0 – 9;

After end of this process and pressing button "enter", display show:

F	1	/	1		P	L	A	Y				R	D	Y
F	R	O	M		▣	▣	▣		T	O		▣	▣	▣

Step 3

Where ▣▣▣ are numbers of begin and end positions of play list.

Next step is start play list by pressing of button "START/STOP". First pressing of this button start play list and display show: This is **START** state of this function with unlimited duration.

F	1	/	1		P	L	A	Y				◇	◇	◇
F	R	O	M		▣	▣	▣		T	O		▣	▣	▣

Step 4 and

next steps

Where ◇◇◇ is numbers of current positions of play list.

After next pressing of button "START/STOP" play list **stop** at **dark state** of all members and digits in positions ◇◇◇ flashed with period 1 sec. This is **STOP** state of this function with unlimited duration.

Every next pressing of button "START/STOP" invoke alternate changes between states "START" and STOP"

Function 1 / 2 – Edit play list position

This function is designed to **edit one position**, already prepared to run in play list.

Begin screen of function **F1/2** is:

F	1	/	2		E	D	I	T		P	L	I	S	T	

After pressing of button “ENTER”, second row display:

P	O	S		0	0	0									
---	---	---	--	---	---	---	--	--	--	--	--	--	--	--	--

Set number process is made by RGB up/down arrows, as follow:

- **RED** up/down arrows set digit of hundreds in limits 0 – 2;
- **GREEN** up/down arrows set digit of teens in limits 0 – 9;
- **BLUE** up/down arrows set digit of ones in limits 0 – 9;

After end of this process and pressing button “enter” , display show:

P	O	S		█	█	█		I	S		O	P	E	N	
---	---	---	--	---	---	---	--	---	---	--	---	---	---	---	--

Where █ █ █ is number of edited play list positions.

From this moment that way opened position is fully enabled for its edit.

Function 1 / 3 – Change group of play list position

This function is designed to **change group** of position, already prepared to run in play list.

Begin screen of function **F1/3** is:

F	1	/	3		C	H	A	N	G	E		G	R	P	

Step 1

After pressing of button “ENTER”, second row display:

O	L	D							N	E	W				
---	---	---	--	--	--	--	--	--	---	---	---	--	--	--	--

Step 2

Number after “OLD” show existing group for this play list position. This position is only for information and is un-changeable. Number after “NEW” is fully changeable by RGB up/down arrows, as follow:

- **RED** up/down arrows set digit of hundreds in limits 0 – 2;
- **GREEN** up/down arrows set digit of teens in limits 0 – 9;
- **BLUE** up/down arrows set digit of ones in limits 0 – 9;

After end of this process and pressing button “ENTER”, display show for 1 sec.:

G	R	P						I	S		L	O	A	D	
---	---	---	--	--	--	--	--	---	---	--	---	---	---	---	--

Step 3

Where is number of edited play list positions.

From this moment that way **new group** is permanent attached to this play list position (until perform next change group) and display show begin screen of function F1/3:

F	1	/	3		C	H	A	N	G	E		G	R	P	

Function 1 / 4 – Set type of program and repeat times for play list position

This function is designed to set/change **type of program** and **repeat times** of position, already prepared to run in play list.

Begin screen of function **F1/4** is:

F	1	/	4		P	G	M		T	Y	P	/	R	P	T

Step 1

After pressing of button “ENTER”, second row display:

T	Y	P	E		█	█	█		R	P	T	█	█	█
---	---	---	---	--	---	---	---	--	---	---	---	---	---	---

Step 2

Number after “TYPE” show existing type of program for this play list position, number after “RPT” show existing repeat times for this play list position.

After pressing of left arrow is possible to set / edit number after “TYPE” – attached type of program for this play list position.

After pressing of right arrow is possible to set / edit number after “RPT” – repetition times of this position of play list.

Twice pressing of right arrow is equal to pressing of left arrow (for comfort)

Limits of each number are 000 – 255.

Set / editing process is made by RGB up/down arrows, as follow:

- **RED** up/down arrows set digit of hundreds in limits 0 – 2;
- **GREEN** up/down arrows set digit of teens in limits 0 – 9;
- **BLUE** up/down arrows set digit of ones in limits 0 – 9;

After end of this process and pressing button “ENTER”, display show for 1 sec.:

						S	A	V	E	D				
--	--	--	--	--	--	---	---	---	---	---	--	--	--	--

Step 3

From this moment that way **new type of program** and its **new repeat times** are permanent attached to this play list position (until perform next change group) and display show begin screen of function F1/4:

F	1	/	4		P	G	M		T	Y	P	/	R	P	T

Function 1 / 5 – Set begin intensity for play list position










This function is designed to set/change **begin intensity of group** of position, already prepared to run in play list.

Begin screen of function **F1/5** is:




F	1	/	5		B	E	G		I	N	T	E	S	I	T

Step 1

After pressing of button "ENTER", second row display:

R						G						B			
---	---	---	---	--	--	---	---	---	---	--	--	---	---	---	---

Step 2

Where    after "R", "G" and "B" are **begin intensities** existing of **red, green** and **blue** colors for this play list positions.

Limits of each intensity are 000 – 255.

Set / editing process is made by RGB up/down arrows, as follow:

- **RED** up/down arrows set number after "R" in limits 0 – 255;
- **GREEN** up/down arrows set number after "G" in limits 0 – 255;
- **BLUE** up/down arrows set number after "B" in limits 0 – 255;

This process is displayed by members in real time (only for comfort).

After end of this process and pressing button "ENTER", display show for 1 sec.:

						S	A	V	E	D				
--	--	--	--	--	--	---	---	---	---	---	--	--	--	--

Step 3

From this moment that way **begin intensities** of **red, green and blue colors** are permanent attached to this play list position (until perform next change group) and display show begin screen of function F1/5:

F	1	/	5		B	E	G		I	N	T	E	S	I	T

Function 1 / 6 – Set end intensity for play list position

This function is designed to set/change **end intensity of group** of position, already prepared to run in play list.

Begin screen of function **F1/5** is:

F	1	/	6		E	N	D		I	N	T	E	S	I	T

Step 1

After pressing of button “ENTER”, second row display:

R	▒	▒	▒			G	▒	▒	▒			B	▒	▒	▒
---	---	---	---	--	--	---	---	---	---	--	--	---	---	---	---

Step 2

Where ▒▒▒ after “R”, “G” and “B” are **end intensities** existing of **red, green and blue** colors for this play list positions.

Limits of each intensity are 000 – 255.

Set / editing process is made by RGB up/down arrows, as follow:

- **RED** up/down arrows set number after “R” in limits 0 – 255;
- **GREEN** up/down arrows set number after “G” in limits 0 – 255;
- **BLUE** up/down arrows set number after “B” in limits 0 – 255;

This process is displayed by members in real time (only for comfort).

After end of this process and pressing button “ENTER” , display show for 1 sec.:

						S	A	V	E	D					
--	--	--	--	--	--	---	---	---	---	---	--	--	--	--	--

Step 3

From this moment that way **begin intensities** of **red, green and blue colors** are permanent attached to this play list position (until perform next change group) and display show begin screen of function F1/6:

F	1	/	6		E	N	D		I	N	T	E	S	I	T

Function 1 / 7 – Set hold and off times for play list position

This function is designed to set/change **hold time** and **off time** of position, already prepared to run in play list.

Begin screen of function **F1/7** is:

F	1	/	7		H	L	D	/	O	F	F		T	I	M

Step 1

After pressing of button “ENTER”, second row display:

H	L	D		▒	▒	▒			O	F	F		▒	▒	▒
---	---	---	--	---	---	---	--	--	---	---	---	--	---	---	---

Step 2

Where ▒▒▒ is 3 decimal digit numbers.

Number after “HLD” show existing hold time of program for this play list position, number after “OFF” show existing off time for this play list position.

After pressing of left arrow is possible to set / edit number after “HLD” – attached hold time for this play list position.

After pressing of right arrow is possible to set / edit number after “OFF” – attached off time for this position of play list.

Twice pressing of right arrow is equal to pressing of left arrow (for comfort)

Limits of each number are 000 – 255.

Each number present this times with resolution 0.1 sec. i.e. time limits are 00,0 – 25.5 sec.

Set / editing process is made by RGB up/down arrows, as follow:

- **RED** up/down arrows set digit of hundreds in limits 0 – 2;
- **GREEN** up/down arrows set digit of teens in limits 0 – 9;
- **BLUE** up/down arrows set digit of ones in limits 0 – 9;

After end of this process and pressing button “ENTER” , display show for 1 sec.:

						S	A	V	E	D					
--	--	--	--	--	--	---	---	---	---	---	--	--	--	--	--

Step 3

From this moment that way **new type of program** and its **new repeat times** are permanent attached to this play list position (until perform next change group) and display show begin screen of function F1/7:

F	1	/	7		H	L	D	/	O	F	F		T	I	M

Function 1 / 8 – Set begin and end time for play list position

This function is designed to set/change **begin and end time** (by system clock) of position, already prepared to run in play list.

Begin screen of function **F1/8** is:

F	1	/	8		T	I	M	E		B	E	G	/	E	N

Step 1

After pressing of button “ENTER”, second row display:

B				:				E				:		
---	--	--	--	---	--	--	--	---	--	--	--	---	--	--

Step 2

Numbers after “B” shows existing begin time (by system clock) of program for this play list position in 24 hour format HH:MM. Seconds of begin time always is 00.

Numbers after “E” shows existing end time (by system clock) off time for this play list position in 24 hour format HH:MM. Seconds of end time always is 59.

After pressing of left arrow is possible to set / edit numbers after “B” – attached begin clock time for this play list position.

After pressing of right arrow is possible to set / edit number after “E” – attached end clock time for this position of play list.

Twice pressing of right arrow is equal to pressing of left arrow (for comfort)

Set / editing process is made by **R** and **G** up/down arrows, as follow:

- **RED** up/down arrows set digits of hours in limits 0 – 23;
- **GREEN** up/down arrows set digits of minutes in limits 0 – 59;
- **BLUE** up/down arrows are not used (they are disabled);

After end of this process and pressing button “ENTER”, display show for 1 sec.:

						S	A	V	E	D				
--	--	--	--	--	--	---	---	---	---	---	--	--	--	--

Step 3

From this moment that way **new type of program** and its **new repeat times** are permanent attached to this play list position (until perform next change group) and display show begin screen of function F1/8:

F	1	/	8		T	I	M	E		B	E	G	/	E	N

Function 1 / 9 – Set active day's of week for play list position

This function is designed to set/change **active days of week** (by system clock) of position, already prepared to run in play list. In active days of week this position run, in others day of week this position is halted (equally that this position not exist).

Begin screen of function **F1/9** is:

F	1	/	9		A	C	T	I	V	E		D	/	W	

Step 1

After pressing of button "ENTER", second row display:

D	A	Y	S		O	F		W	E	E	K	♪	♪	♪
---	---	---	---	--	---	---	--	---	---	---	---	---	---	---

Step 2

Where ♪ ♪ ♪ is code of active days, existing for this position and may be edit by RGB up/down arrows, as follow:

- **RED** up/down arrows set/edit first ♪ in limits 0 – 1;
- **GREEN** up/down arrows set/edit second ♪ digit of teens in limits 0 – 9;
- **BLUE** up/down arrows set/edit third ♪ digit in limits 0 – 9;

The process of set/edit active days of week use special, but very simply coding scheme, dictated by this, that user may have desire for playing a position of play list in non-consecutive days of week, for example only at Monday, Tuesday and Friday. In accordance with Implemented here coding scheme each day of week have own weight and multiplier, show in table. Each day of week have multiplier as follow:

0 - if day of week is **inactive**; **1** - if day of week is **active**

Day of week	Saturday	Friday	Thursday	Wednesday	Tuesday	Monday	Sunday
Weight	64	32	16	8	4	2	1
multiplier	0 or 1	0 or 1	0 or 1	0 or 1	0 or 1	0 or 1	0 or 1
♪♪♪							

Example: active days are Monday, Tuesday and Friday

Day of week	Saturday	Friday	Thursday	Wednesday	Tuesday	Monday	Sunday
Weight	64	32	16	8	4	2	1
multiplier	0	1	0	0	1	1	0
♪♪♪	38						

Calculation: $(64*0) + (32*1) + (16*0) + (8*0) + (4*1) + (2*1) + (1*0) = 38$

This value must be written in row ♪♪♪.

After end of this process and pressing of button "ENTER", display show for 1 sec.:

						S	A	V	E	D					
--	--	--	--	--	--	---	---	---	---	---	--	--	--	--	--

Step 3

From this moment that way **new type of program** and its **new repeat times** are permanent attached to this play list position (until perform next change group) and display show begin screen of function F1/9:

F	1	/	9		A	C	T	I	V	E		D	/	W	

Function 1 / 10 – Save play list position

This function is designed to save thus edited position under some number for use it by play list.
Begin screen of function **F1/10** is:


F	1	/	1	0		S	A	V	E		P	L	P	O	S

Step 1

After pressing of button “ENTER”, second row display:

A	S		P	L	A	Y		P	O	S					
---	---	--	---	---	---	---	--	---	---	---	--	--	--	--	--

Step 2

Where  is 3 decimal digit numbers, equal to report in F1/2 position, but this is not obligatory. This number may be easy changed by already familiar manner by R, G and B up/down arrows to create new position for play list.

After new number is composed, pressing of button “enter” will be display for 1 sec.

						S	A	V	E	D					
--	--	--	--	--	--	---	---	---	---	---	--	--	--	--	--

Step 3

From this moment that way **this position** for play list is **permanent** saved and may be used from play list.
Display show begin screen of function F1/10:

F	1	/	1	0		S	A	V	E		P	L	P	O	S
A	S		P	L	A	Y		P	O	S					

UD_PTR=9
by RGB U/D

Function 2 / 1 – Compose new group

This function performed a compose process of new group with previous assigned number. In essentially this is process for select turned-on members of group. By default, after call this function for comfort clears automatically members 000-255.

Number of current member is composing by **Red**, **Green** and **Blue** UP/DOWN arrows.

State '**ON**' of current member is set by pressing of **RIGHT** arrow '>'.
 State '**OFF**' of current member is set by pressing of **LEFT** arrow '<'.

Also for comfort, once pressed '<' or '>' arrow keep this state independent from member's number.

At this process members with state 'ON' light by reduced constant intensity.

CAUTION: If this function is applied to already composed group with same number, all members of group are set to 'OFF' state

Begin screen of function F2/1

F	2	/	1			N	E	W			G	R	O	U	P	

Step 1

After button 'ENTER' line 2 displays:

G	0	0	0													
---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--

Step 2

Number of group always begin from **000** and may be selected up to **255** by **RGB U/D** arrows.

After setting necessary number of group, by next pressing of button 'ENTER' line 2 displays:

G	█	█	█			M	B	R		0	0	0			N	O
															Y	E
															S	

Step 3

Number of member always begin from **000** and may be selected up to **255** by RGB U/D arrows.

Set '**YES**' by right arrow '>', set '**NO**' by left arrow '<'.

At end of compose process, press button '**ALL**'. Then line 2 display for 1 sec:

G	R	P		█	█	█		I	S		S	A	V	E	D	
---	---	---	--	---	---	---	--	---	---	--	---	---	---	---	---	--

Last step

And then display show Begin **screen** of function F2/1 and this action may be repeated or select other function:

F	2	/	1			N	E	W			G	R	O	U	P	

█ █ █ Denoted current numbers of group or member.

Function 2 / 2 – Edit existing group

This function performed a change of state (ON or OFF) of members of **already existing** group.
 In this time, only for comfort, members in state 'ON' light with lowered constant intensity and members with state 'OFF' are fully dark.

Begin screen of function F2/2

F	2	/	2		E	D	I	T		G	R	O	U	P	

Step 1

After button 'ENTER' line 2 displays:

G	R	P		0	0	0									
---	---	---	--	---	---	---	--	--	--	--	--	--	--	--	--

Step 2

Number of group always begin from **000** and may be selected up to **255** by RGB UP/DOWN arrows.

After button 'ENTER' line 2 displays for 1 sec:

G	R	P		█	█	█		I	S		O	P	E	N	
---	---	---	--	---	---	---	--	---	---	--	---	---	---	---	--

Step 3

And then line 2 displays:

G	█	█	█		M	B	R		█	█	█		O	N	
													O	F	F

Many steps

Number of displayed member in range **0-255** is selected by RGB UP/DOWN arrows.

State of displayed member **ON/OFF** is selected by L/R arrows as follow: L - off, R – on

After button 'ALL' line 2 displays for 1 sec:

G	R	P		█	█	█		I	S		S	A	V	E	D
---	---	---	--	---	---	---	--	---	---	--	---	---	---	---	---

Last step

And then display show Begin **screen** of function F2/2 and this action may be repeated or select other function:

F	2	/	2		E	D	I	T		G	R	O	U	P	

█ █ █ Denoted current numbers of group or member.

Function 2 / 3 – Copy existing group to another group

This function performed a copy of **already existing suitable group** (source group) to another group or more groups (target group) with idea to use source group as template for fast create of other groups, similar of source and next small editing of target groups (for example by function F2/2).

In this time, only for comfort, members of selected existing group in state 'ON' light with lowered constant intensity and members with state 'OFF' are fully dark.

CAUTION: If this function is applied to already existing group with same number, all members of group will be lose their previous states and will be set to states corresponded to source group.

Begin screen of function **F2/3**

F	2	/	3		C	O	P	Y		G	R	O	U	P	

Step 1

After button 'ENTER' line 2 displays:

G	R	P		0	0	0									
---	---	---	--	---	---	---	--	--	--	--	--	--	--	--	--

Step 2

Number of group **GRP** always begin from **000** and may be selected up to **255** by RGB U/D arrows.

After button 'ENTER' line 2 displays :

G	R	P		▒	▒	▒				T	O		0	0	0
---	---	---	--	---	---	---	--	--	--	---	---	--	---	---	---

Step 3

Number of destination group (after 'TO') also always begin from **000** and may be selected up to **255** by RGB UP/DOWN arrows.

After finish of this process must be pressed 'ENTER' and line 2 will be displays for 1 sec:

G	R	P		▒	▒	▒		R	E	P	L	E	T	E	D
---	---	---	--	---	---	---	--	---	---	---	---	---	---	---	---

Step 4

And then display show **Begin screen** of function F2/3 and this action may be repeated or select other function:

F	2	/	3		C	O	P	Y		G	R	O	U	P	

▒▒▒ Denoted current numbers of group or member.

Function 3 / 1 – Read individual number of device

This function is dedicated **only for service use** and performed a read of individual light device number. To realize this function is necessary to disconnect of light device from distributive board and plug it own connector to connector at position 2 on DMX controller.

Begin screen of function F3/1

F	3	/	1		R	E	A	D		D	E	V	I	C	E

Step 1

After button '**ENTER**' line 2 displays:

D	E	V		N	U	M		I	S		▣	▣	▣		
---	---	---	--	---	---	---	--	---	---	--	---	---	---	--	--

Step 2

No other actions are available.

If not exist connection to connector at position 2, line 2 displays:

D	E	V		N	U	M		I	S		-	-	-		
---	---	---	--	---	---	---	--	---	---	--	---	---	---	--	--

Step 2

▣▣▣ Denoted current numbers of group or member.

Function 3 / 2 – program individual number of device

This function is dedicated **only for service use**. She performed an ERASE of **individual number** of light device and program new individual number of same device.

To realize this function is necessary to disconnect of light device from distributive board and plug it own connector to connector at position 2 of this hand-held DMX controller.

Begin screen of function F3/2

F	3	/	2		P	R	O	G		D	E	V	I	C	E

Step 1

After button 'ENTER' line 2 displays:

D	E	V		N	U	M		▒	▒	▒					
---	---	---	--	---	---	---	--	---	---	---	--	--	--	--	--

Step 2

Device number 'NUM' always begins from **000** and may be set up to **255** by RGB U/D arrows.

After setting of desired device number press button 'ENTER' and after success programming process line 2 will be displays permanent:

D	E	V		N	U	M		▒	▒	▒		O	K		
---	---	---	--	---	---	---	--	---	---	---	--	---	---	--	--

Step 3

After unsuccessful programming process line 2 will be displays permanent:

D	E	V		N	U	M		▒	▒	▒		-	-	-	
---	---	---	--	---	---	---	--	---	---	---	--	---	---	---	--

Step 3

▒▒▒ Denoted current numbers of device.

Function 3 / 3 – Individual test of device

This function is dedicated **only for service use**. She performed a **TEST** of **individual device number** by light intensity correspondent to intensity by RGB up/down pointers.

To realize this function is necessary to disconnect of light device from distributive board and plug it own connector to connector at position 2 of this hand-held DMX controller.

Begin screen of function F3/3

F	3	/	3		T	E	S	T		D	E	V	I	C	E

Step 1

After button '**ENTER**' line 2 displays:

D	E	V		N	U	M		0	0	0					
---	---	---	--	---	---	---	--	---	---	---	--	--	--	--	--

Step 2

Number of device **DEV NUM** always begins from **000** and may be selected up to **255** by RGB U/D arrows.

And then line 2 displays:

R	▣	▣	▣			G	▣	▣	▣			B	▣	▣	▣
---	---	---	---	--	--	---	---	---	---	--	--	---	---	---	---

Step 4

Value after R, G and B are produced directly by **R, G** and **B Up/Down** arrows on DMX Controller.

This process is time unlimited and may be terminated by selection any other function.

▣▣▣ Denoted current values of color intensity.

Function 4 / 1 – display current 'TIME'

This function is dedicated only for **information use**. She displayed current time in 24 hour format. Display is refreshed every second and display hours, minutes and seconds in standard fashion. After selection of this function, device wait for begin of new second and then displays time in full format

Begin screen of function F4/1

F	4	/	1		T	I	M	E									

After begin of next new second, second line of display show and refresh every second

				H	H	:	M	M	:	S	S						
--	--	--	--	---	---	---	---	---	---	---	---	--	--	--	--	--	--

Where: **HH** – hours in 24 hour format in limits 00-23

MM – minutes in limits 00-59

SS – seconds in limits 00-59

IMPORTANT: When this function works, all other functions are halted. Accuracy of clock is ± 7 sec / week (by component's manufacturing data sheets). Clock – calendar system of this device is fully supported by battery with approximate life time about 10 years. When this battery is removed or failure and then inserted or replace with new, displayed time is unpredictable.

Function 4 / 2 - display current 'DATE'

This function is dedicated only **for information use**. She displayed current date in full format. Display is refreshed every second and display days, months and years in standard fashion. After selection of this function, device wait for begin of new second and then displays date in full format

Begin screen of function F4/2

F	4	/	2		D	A	T	E								

After begin of next new second, second line of display show and refresh every second

			D	D	:	M	M	M	:	Y	Y	Y	Y		
--	--	--	---	---	---	---	---	---	---	---	---	---	---	--	--

Where: **DD** – days of month in limits 01-31, dependent by month
MM – month, 3 letters (JAN, FEB,DEC)
YYYY – 4 digit, full presentation of current year

- IMPORTANT:**
1. When this function works, all other functions are halted.
 2. Count of days of month is automatically adjusted to name of month.
 3. Day's of month 'February' are automatically adjusted to leap year.
 4. Clock – calendar system of this device is fully supported by battery with approximate life time about 10 years. When this battery is removed or failure and then insert same or replace with new, displayed date is unpredictable.

Function 4 / 3 - display current 'DAY of WEEK'

This function is dedicated only **for information use**. She displayed current day of week by 3 letter format.

Display is refreshed every second and display days, months and years in standard fashion.

After selection of this function, device waits for begin of new second and then displays day of week in 3 letter format.

Begin screen of function F4/3

F	4	/	3		D	A	Y		O	F		W	E	E	K

After begin of next new second, second line of display show and refresh every second

					D	d	d								
--	--	--	--	--	---	---	---	--	--	--	--	--	--	--	--

Where: **Ddd**– days of week in 3 letter format (Sun, Mon, , Sat)

- IMPORTANT:**
1. When this function works, all other functions are halted.
 2. Clock – calendar system of this device is fully supported by battery with approximate life time about 10 years. When this battery is removed or failure and then insert same or replace with new, displayed day of week is unpredictable.

Function 4 / 4 - SET SYSTEM CLOCK

This function is dedicated to ensure correct work of programs, especially time of start and stop of active program. For comfort, when this function is activated, current time is sampled and this sample is use as base to set new time. Setting process of new time is very friendly by using R,G and B up/down arrows as follow:

- **RED** up/down arrows adjust/set hours in range **00-23** hour;
- **GREEN** up/down arrows adjust/set minutes in range **00 – 59** minutes;
- **BLUE** up/down arrows adjust/set seconds in range **00 – 59** seconds;

Begin screen of function F4/4

F	4	/	4		S	E	T		C	L	O	C	K		
				H	H	:	M	M	:	S	S				

Where: - **HH** is sample of current hours in 24 hour format;
 - **MM** is sample of current minutes;
 - **SS** is sample of current seconds.

By pressing R,G and B up/down arrows row 2 display

				▣	▣	:	▣	▣	:	▣	▣				
--	--	--	--	---	---	---	---	---	---	---	---	--	--	--	--

▣ ▣ ▣ Denoted current values of hours, minutes and seconds (respective to it positions).

IMPORTANT: 1. When this function works, all other functions are halted.
 2. Clock – calendar system of this device is fully supported by battery with approximate life time about 10 years. When this battery is removed or failure and then insert same or replace with new, displayed time is unpredictable.

Function 4 / 5 - SET SYSTEM DATE

This function is dedicated to ensure correct work of programs, especially day of week by date of start and stop of active program. For comfort, when this function is activated, current date is sampled and this sample is use as base to set new time. Setting process of new date is very friendly by using R,G and B up/down arrows as follow:

- **RED** up/down arrows adjust/set date in range **00-31** (no depended from month);
- **GREEN** up/down arrows adjust/set month in range **JAN ... DEC**;
- **BLUE** up/down arrows adjust/set year in range **2000 –2099**;

Begin screen of function F4/5

F	4	/	5		S	E	T		D	A	T	E			
			D	D		M	M	M		Y	Y	Y	Y		

Where: - **DD** is sample of current date;
 - **MMM** is sample of current month (JAN DEC);
 - **YYYY** is sample of current year.

By pressing R,G and B up/down arrows row 2 display

			⦿	⦿		⦿	⦿	⦿		⦿	⦿	⦿	⦿		
--	--	--	---	---	--	---	---	---	--	---	---	---	---	--	--

⦿ ⦿ ⦿ Denoted current values of date, month and year (respective to it positions).

- IMPORTANT:**
1. When this function works, all other functions are halted.
 2. Clock – calendar system of this device is fully supported by battery with approximate life time about 10 years. When this battery is removed or failure and then insert same or replace with new, displayed date is unpredictable.

Function 4 / 6 - SET SYSTEM DAY OF WEEK

This function is dedicated to ensure correct work of programs by day of week of start and stop of active program. For comfort, when this function is activated, current day of week is sampled and this sample is use as base to set new day. Setting process of new day is very friendly by using GREEN up/down arrows.

- **GREEN** up/down arrows adjust/set day of week in range **Sun ... Sat**;
- **RED** up/down arrows are inactive;
- **BLUE** up/down arrows are inactive;

Begin screen of function F4/4

F	4	/	6		S	E	T		D	A	Y	/	W		
						D	d	d							

Where: - **Ddd** is sample of current day of week (Sun Sat);

By pressing **GREEN** up/down arrows row 2 display

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

☐☐☐☐☐ Denoted current values of day of week.

- IMPORTANT:**
1. When this function works, all other functions are halted.
 2. Clock – calendar system of this device is fully supported by battery with approximate life time about 10 years. When this battery is removed or failure and then insert same or replace with new, displayed day of week is unpredictable.

If you have any questions or find some errors or misunderstandings in present documentation, do not hesitate to contact us on the next E-mails: hsd@ledspotline.com or support@ledspotline.com and we try to answer you as soon as possible.



Hardsoft Design LTD

Experts in DMX Controllers and modern LED lightings

URL: www.ledspotline.com E-mail: hsd@ledspotline.com support@ledspotline.com

Tel : 03592 8739455