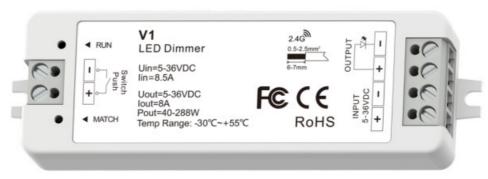


SuperLightingLED V1 Single Color LED Controller User Manual

Home » SuperLightingLED » SuperLightingLED V1 Single Color LED Controller User Manual





1 Channel/Step-less dimming/Wireless remote control/Auto-transmitting/Synchronize/Push Dim/Multiple protection

Contents

- 1 Features
- **2 Technical Parameters**
- **3 Mechanical Structures and Installations**
- **4 Wiring Diagram**
- 5 Match Remote Control (two match ways)
- **6 Application notes**
- **7 Push Dim Function**
- **8 Dimming Curve**
- 9 Light on/off fade time
- 10 Malfunctions Analysis &

Troubleshooting

- 11 Documents / Resources
- **12 Related Posts**

Features

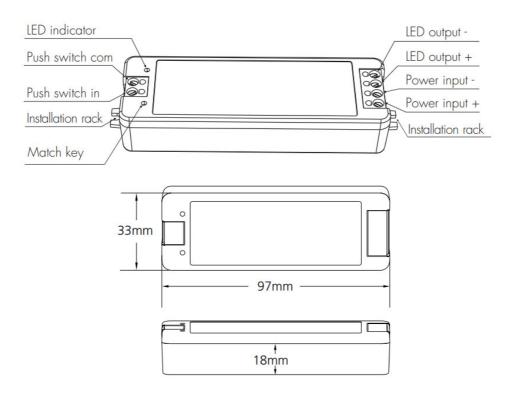
- 4096 levels 0-100% dimming smoothly without any flash.
- Match with RF 2.4G single zone or multiple zones dimming remote control.
- One RF controller accepts up to 10 remote control.
- Auto-transmitting function: Controller automatically transmits a signal to another controller with a 30m control
 distance.
- Synchronize on multiple controllers.
- Connect with external push switch to achieve on/off and 0-100% dimming function.
- Light on/off fade time 3s selectable.
- Over-heat / Over-load / Short circuit protection, recover automatically.

Technical Parameters

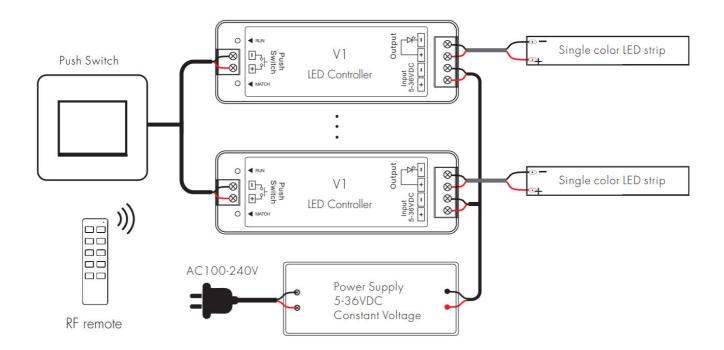
Input and Output		
Input voltage	5-36VDC	
Input current	8.5A	
Output voltage	5-36VDC	
Output current	1CH,8A	
Output power	40W/96W/192W/288W (5V/12V/24V/36V)	
Output type	Constant voltage	
Safety and EMC		
EMC standard (EMC)	ETSI EN 301 489-1 V2.2.3 ETSI EN 301 489-17 V3.2.4	
Safety standard(LVD)	EN 62368-1:2020+A11:2020	

Radio Equipment(RED)	ETSI EN 300 328 V2.2.2	
Certification	CE,EMC,LVD,RED	
Weight		
Gross weight	0.041kg	
Net weight	0.052kg	
Dimming data		
Input signal	RF 2.4GHz + Push Dim	
Control distance	30m(Barrier-free space)	
Dimming grayscale	4096 (2^12) levels	
Dimming range	0 -100%	
Dimming curve	Logarithmic	
PWM frequency	2000Hz (default)	
Environment		
Operation temperature	Ta: -30 O C ~ +55 O C	
Case temperature (Max.)	T c: +85 C	
IP rating	IP20	
Warranty and Protection		
Warranty	5 years	
Protection	Reverse polarity Over-heat Over-load Short circuit	

Mechanical Structures and Installations



Wiring Diagram



Match Remote Control (two match ways)

End users can choose the suitable match/delete ways. Two options are offered for selection:

Use the controller's Match key

Match:

Short press the match key, and immediately press the on/off key (single zone remote) or zone key (multiple zones remote) on the remote.

The LED indicator fast flash a few times means the match is successful.

Delete:

Press and hold the match key for 5s to delete all match, The LED indicator fast flash a few times means all matched remotes were deleted.

Use Power Restart

Match:

Switch off the power of the receiver, then switch on the power.

Repeat again.

An immediately short press on/off key (single zone remote) or zone key (multiple zones remote) 3 times on the remote.

The light blinks 3 times means the match is successful.

Delete:

Switch off the power of the receiver, then switch on the power.

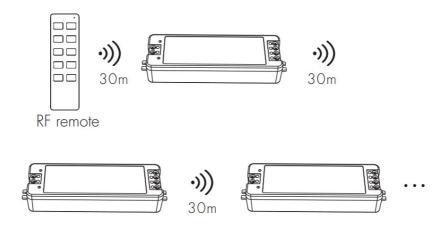
Repeat again.

An immediately short press on/off key (single zone remote) or zone key (multiple zones remote) 5 times on the remote.

The light blinks 5 times means all matched remotes were deleted.

Application notes

1. All the receivers in the same zone.



Auto-transmitting: One receiver can transmit the signals from the remote to another receiver within 30m, as long as there is a receiver within 30m, the remote control distance can be extended.

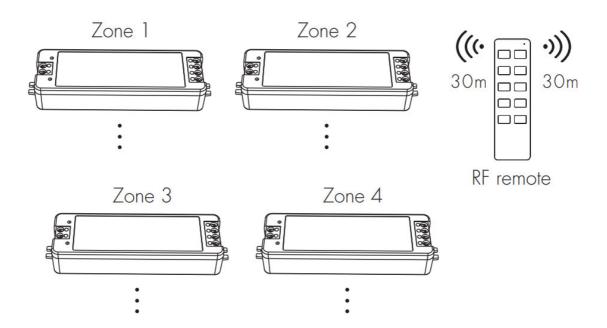
Auto-synchronization: Multiple receivers within a 30m distance can work synchronously when they are controlled by the same remote.

Receiver placement may offer up to 30m communication distance. Metals and other metal materials will reduce the range.

Strong signal sources such as WiFi routers and microwave ovens will affect the range.

We recommend for indoor applications that receiver placements should be no further apart than 15m.

2. Each receiver(one or more) in a different zone, like zone 1, 2, 3 or 4.



Push Dim Function

The provided Push-Dim interface allows for a simple dimming method using commercially available non-latching (momentary) wall switchs.

· Short press:

Turn on or off light.

• Long press (1-6s):

Press and hold to step-less dimming,

With every other long press, the light level goes to the opposite direction.

· Dimming memory:

Light returns to the previous dimming level when switched off and on again, even at power failure.

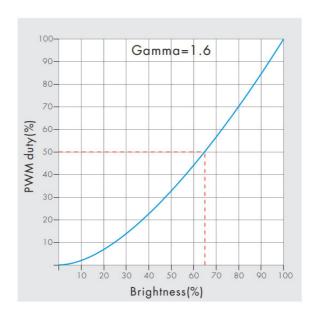
· Synchronization:

If more than one controller is connected to the same push switch, do a long press for more than 10s, then the system is synchronized and all lights in the group dim up to 100%.

This means there is no need for any additional synchrony wire in larger installations.

We recommend the number of controllers connected to a push switch does not exceed 25 pieces, The maximum length of the wires from the push to the controller should be no more than 20 meters.

Dimming Curve



Light on/off fade time

Long press match key 5s, then short press match key 3 times, the light on/off time will be set to 3s, the indicator light blink 3 times.

Long press match key 10s, restore factory default parameter, the light on/off time also restore to 0.5s.

Malfunctions Analysis & Troubleshooting

Malfunctions	Causes	Troubleshooting
No light	No power. Wrong connection or insecurity.	Check the power. Check the connection.
The uneven intensity bet ween front and rear, with voltage drop	 Output cable is too long. Wire diameter is too small. Overload beyond power supply capability. Overload beyond controller capability. 	 Reduce coble or loop supply. Change wider wire. Replace the higher power supply. Add power repeater.
No response from the re mote	 The battery has no power. Beyond controllable distance. The controller did not match the remote. 	 Replace the battery. Reduce remote distance. Re-match the remote.



Documents / Resources



<u>SuperLightingLED V1 Single Color LED Controller</u> [pdf] User Manual V1, Single Color LED Controller, V1 Single Color LED Controller