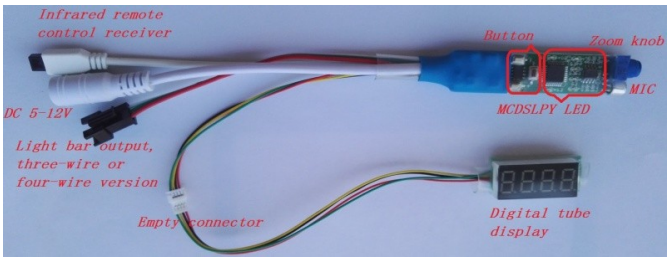
Mini Music Dream-color Led Controller Product Manual

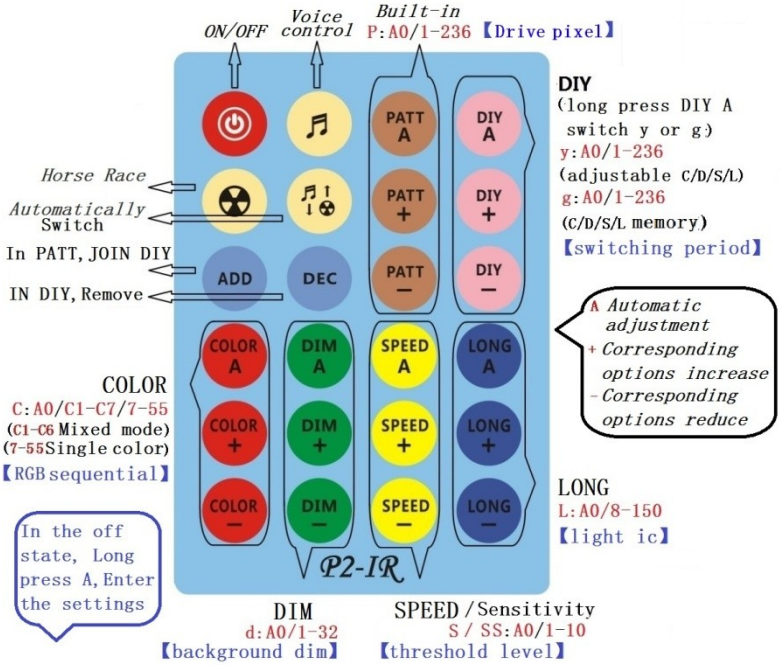
P2-IR-V2

* The voice-activated mode needs to adjust the zoom knob and sensitivity (speed control under voice-activated mode, display SS), the zoom knob adjusts the volume magnification, the sensitivity determines the volume change needed to produce flicker, speed and brightness changes.
** In order to be able to change the rhythm of the rhythm in a quieter environment with a small volume, the knob can be enlarged up to 400 times. This magnification is too large (sensitivity maximum) in a large volume environment. Under normal circumstances The knob is adjusted to the middle position, that is, the arrow on the knob is vertically upward, and the sensitivity is adjusted according to the environment and preferences.
*** Each fancy is not suitable for all patterns, each has its own preferences, and some are not suitable for voice control. The change of segment length will also produce different visual senses. You can choose the appropriate storage in DIY. DIY is divided into adjustable and non-adjustable. (Memory) C/D/S/L (Color, Brightness, Velocity/Sensitivity, Segment Length). Values that are used when not adjustable.
**** The speed of the visual sense feels the distance between the lamp beads, the effect of the segment length, the smaller the distance, the smaller the segment length, the faster the sensed speed.
***** The background brightness does not exceed the foreground brightness, the background brightness is set too high, and it affects the overall feeling under some fancy conditions.

The controller realizes the basic adjustment of color, brightness, speed, and segment length, and can also choose to automatically change. The internal changes also include elements such as background, direction, flicker, and breathing; not only can it be set as a pure racehorse, but also can produce rhythm with the sound. Change; and DIY mode can customize the fancy combination of changes.

When the power is on, the M/C/D/S/L/Y/P indicator will flash all the time, and then enter the power on/off status before the last power off.

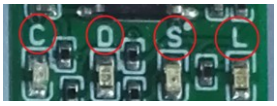




I、 1.1、Specification:
(1). ***Working temperature***:-20 - 60℃ (2). ***Voltage***:5V - 12V
(3). ***Weight***: 50g
1.2、 Controller Specification:
(1). ***Signal output***: SPI, 150/300/600/900 pixels
(2). ***Power***: < 1W (3). ***Size***: 70mm×15mm×10mm
(4). ***Weight***: 20g;
1.3、 Remote Specification:
(1). ***Voltage***: 3V; battery:CR2025 (2). ***Remote distance***:10M (3). ***Size***: 85mm×52mm×7mm; (4). ***Weight***: 20g;
1.4、 Digital Tube Specification:
(1). ***Size***: 35mm×15mm×10mm; (2). ***Weight***: 5g;

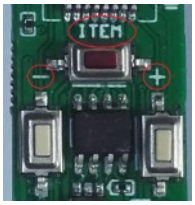
II、Remote Control
Long press【DIY A】to switch C/D/S/L adjustable mode (SL blinks, shows y) or C/D/S/L holds non-adjustable mode (CD blinks, shows g).

III、Main Controller
3.1、 LED:



P mode includes all built-in fancy, Y/G is saved in P mode, save the current P mode into Y/G, the serial number is the same, Y only uses the serial number, and G uses serial number, color, brightness, speed, segment length. In addition to the voice-activated indicator «M», the other indicator lights are always on the maximum value, the value is reduced by the flash frequency reduction, the flash length and extinction is the minimum value, the three flash length and extinction are automatic (the digital display shows A0). When only the light of this item is illuminated.

«M» Control mode: Steady sound control, long off for horse racing, flashing for automatic switching; The decimal point under the digital tube Y/G/P indicates that it is in voice-activated mode.
«P» Built-in fancy selection: 1-236.
«Y»/«G» DIY fancy: Divided into two modes (Long-press remote control【DIM A】Switching), «Y» Adjustable C/D/S/L mode and «G» Not adjustable (Memory) C/D/S/L mode, When the C/D/S/L LED is off, it is not adjustable (Memory) C/D/S/L mode (Determined by CDSL at the time of saving, displayed when no value is saved (﹀---﹀)), When all the LED are off, the four values are invalid at this time.
«C» Color: C1-C6 is Mixed colors, 7-55 is Single color, 55 are white. The mixed colors do not contain white.
«D» Dim: 1-32. Fixed brightness value when running, Automatic brightness is fading and dying mode; voice-activated is maximum, and automatic brightness is maximum.
«S» speed: 1-10; Speed adjustment in horse racing mode.
«SS» Sensitivity: 1-10; Sensitivity adjustment in voice control mode to adjust the threshold for flickering volume changes
«L» Segment length: 8-150; Divided into two halves under the opposite function. When there is a gap function, the interval value is not within the segment length。

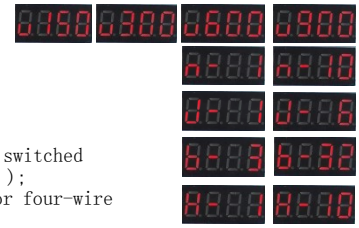


3.2、 KEY: In the off state, long press the ITEM key to boot, the key does not have a shutdown function, the key is invalid when set. 【ITEM】Option button; short press toggle option, In Y or P-C-D-S-L order, Corresponding indicator changes, long press to switch voice control - racehorse - automatic switching, M indicator LED changes. 【+】Increase the corresponding option value. 【-】Corresponding option value reduction. Press【ITEM】【+】to enter DIY. Press【ITEM】【-】to enter PAT.
3.3、Knob: MIC Volume zoom knob. Clockwise to increase the magnification, the reverse to reduce, the maximum 400 times. The greater the number, but also to the noise amplification. General application to the middle position.
3.4、MIC: Environmental volume reception. The microphone head faces the sound source and needs windproof。
3.5、Power input: DC 5-12V. When the controller directly connects the light bar, the power supply needs to be higher than the power of the light bar. Otherwise, when the power consumption of the light bar is too large, the voltage on the controller will be pulled down and the controller will not work normally; If it exceeds 3A, the power consumption of the light bar is too large, and the light bar needs to be connected to another power supply.
3.6、Light bar output: There are three-wire and four-wire versions. The model of the chip used for the light bar needs to be set.

3.7、Infrared remote control reception. Pay attention to the placement of the infrared connector to make it easier to point at the remote control.
3.8、Digital tube output: The digital tube is connected through the air connector, which can be removed. After the power is connected, the digital tube is connected. The digital tube must be reopened. The docking must not be done vigorously to prevent the connector barb from being ejected. When docking, the dial can be twisted up and down to insert.

IV、Remote control shutdown settings

In the off state, Long press the remote control【PAT A】,【DIY A】,【COLOR A】,【DIM A】,【SPEED A】,【LONG A】Until the indicator lights, Enter the corresponding settings, Adjust with the corresponding【+】【-】, Shut down and exit. The C/D/S/L indicator on the controller displays the serial number (hexadecimal). The display pixel on the light bar corresponds to the serial number.



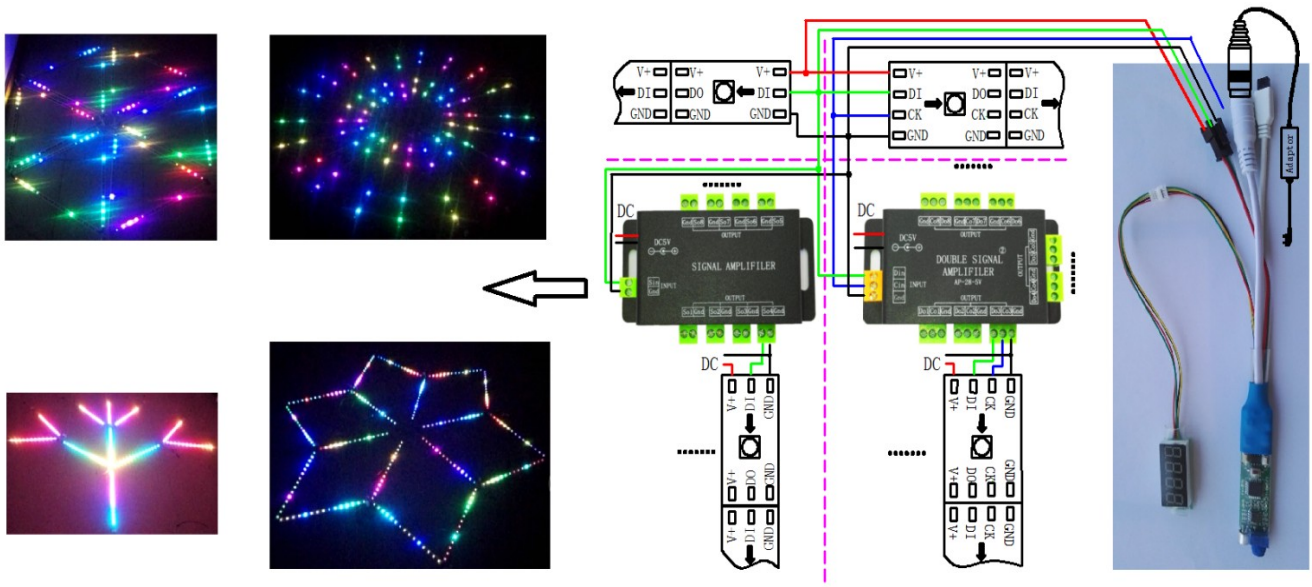
4.1、【PAT A】: The number of pixels driving the light bar. ☾u☽150/300/600/900. When using 900 points, the speed will decrease. It is recommended to use 300..
4.2、【DIY A】: PAT and DIY automatic switching required cycle setting. Set ☾n☽ 1-10 cycles to switch, but over the internal set the total time will be switched in advance.
4.3、【COLOR A】: RGB sequence settings. ☾j☽1-6 (RGB/RBG/GRB/BRG/GBR/BGR).
4.4、【DIM A】: Background brightness setting. ☾b☽3-32, But not greater than the foreground brightness.
4.5、【SPEED A】: Threshold level for voice-activated mode conversion ☾H☽1-10(That is, the voice that is switched between voice and voice is the size of the voice. The higher the level, the higher the voice threshold is.);
4.6、【LONG A】: Lamp Bead Model Setting: It is required to select whether the controller is a three-wire or four-wire version according to the lamp bead model used. (800K rate, custom contact dealer)

(2812) WS2812、WS2811、UCS1903、UCS1903B、UCS1904、UCS1909、UCS1912、APA106、INK1003、P9823、P9883; (1812) TM1804、TM1809、TM1812、WS2813、WS2818;
(6812) SK6812; (6803) LPD6803、D705; (1913) TM1913、TM1915、TM1829; (2912) UCS2903、UCS2909、UCS2912;
(1670) SM16703、SM16709、SM16711、SM16712; (9813) P9813; (8806) LPD8806、LPD8809; (A102) APA102; (2801) WS2801;

V、Question set

5.1、 Whether it is powered on: When all the lights on the power supply are turned on, the power on status is displayed normally, the power off status is displayed normally, and the power off is turned off. The digital tube is not displayed. It is necessary to remotely turn on the power or press the ITEM key for a long time.
5.2、 Whether sound control: M indicator light is on, indicating that it is in full voice control mode, M indicator light is blinking, indicating that it is in the switchable voice control mode. M indicator light is off, then the voice is muted. If the M indicator light is on, the light bar has no rhythm. Please adjust the zoom knob. The first digit of the digital display shows a decimal point in the lower right corner, indicating that it is in voice control mode.
5.3、 The controller light bar has limited output drive capability, and the extension cable is limited to a few meters. The specific length varies with the current limiting resistors set by each light bar factory. If the light bar is too long, only the first lamp will flash. Longer distances and multiple parallel outputs require the use of an amplifier.
5.4、The length of the segment should not be greater than the number of points of the connected light bar, otherwise there will be a fancy moving point position beyond the length of the light bar, and the light bar will appear static for a period of time. Because the maximum length of the individual fancy segments in the segment length auto mode is 64, the number of light bar points needs to be 64, otherwise the pattern exceeding the number of light bar dots needs to be masked (using DIY) when using auto mode.
5.5、If the various shapes of the light bar in the wiring diagram are used together, the length of the segment length should be taken into consideration during the design, so that the total length does not exceed 900 points. The number of long points in each pattern segment is the same, and the effect is easy to synchronize;
5.6、How to select the lamp bead model: Press and hold the remote control【LONG A】, in the off state, select the corresponding model, if there is a jump in the color should be gradual, you need to adjust the RGB sequence (long press【COLOR A】); when shutting down); I do not know the model, you can choose one by one to see whether the light bar shows the correct number of points.
5.7、When the fancy or breathing function is contained in the fancy, it will affect the brightness change and rhythm of the voice control..
5.8、When the pattern is chasing or flickering in the queue, it sometimes feels that the timing response is not timely. This is because the queue is divided into several groups. The setting speed of each group is different. The fastest is the setting value, and the slowest one is Deceleration of some levels.
5.9、The light bar only has three white bead flashes: When no value is saved in the DIY mode, the digital display shows Y/G---, there is no fancy display at this time, only three white bead flashes. Under the PATT, use the【ADD】on the remote control to add the fancy to the DIY.

VI、接线图



VII、*Notice*

7.1、Avoid using it in damp environment, and avoid contacting with water and other liquids。
7.2、Use the product away from magnetic field。
7.3、Do not let the children touch the wiring, so as to avoid the damage caused by the product interface and wiring errors。
7.4、Non-professional person is forbidden to open the shell。

VIII、Special Note

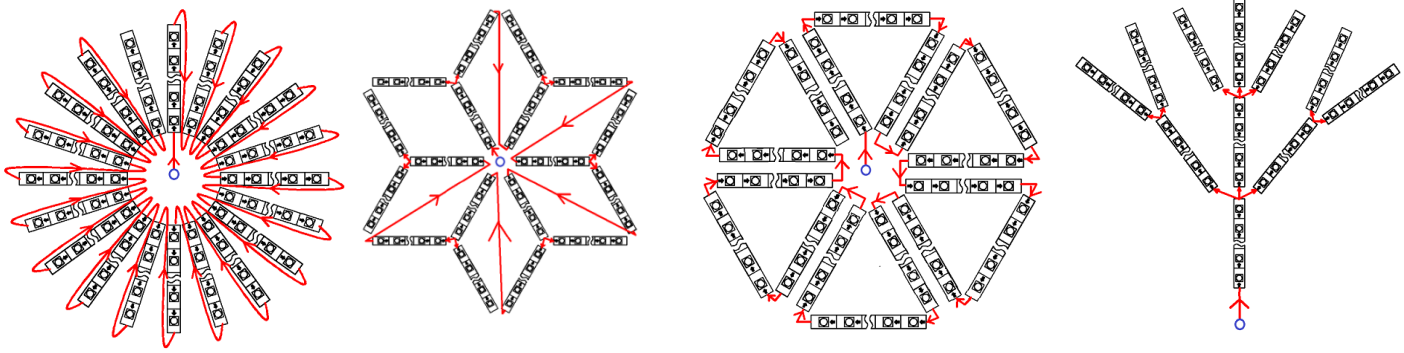
The voice-activated light bar is affected by many factors such as the distance between the lamp bead, the length of the segment, the fancy, and the arrangement of the light bar. Under the same setting, different application places will show different visual effects. Since the positioning is a general-purpose controller, the internal parameters are set. Limitations, for specific applications, you can adjust the parameters to adapt to the specified location. For more parameter adjustments, refer to the REK-S2 controller. If you need to design a design or voice-activated product design, you can contact the dealer to negotiate.

P2-IR-V2 Fancy List

(* DR = direction ** GP = group *** BK = background **** BR = breathe ***** PNP = Positive and negative pairs)

(1) overall (2) Touch+Sigma0+DR GP1 (3) spread+DR GP1 (4) Touch+Sigma1+DR GP1 (5) accumulation+DR GP1 (6) Touch+Sigma3+DR GP1
(7) Float queue1+End to end+DR GP1 (8) Chasing the queue1+End to end+DR GP1 (9) Star Flash Queue1 (10) overall+overallBR
(11) Touch+Sigma0+DR GP1+BK (12) spread+DR GP1+BK (13) Touch+Sigma1+DR GP1+BK (14) accumulation+DR GP1+BK (15) Touch+Sigma3+DR GP1+BK
(16) Float queue2+End to end+DR GP1 (17) Chasing the queue2+End to end+DR GP1 (18) Star Flash Queue2 (19) Touch+Sigma1+DR GP1+go back
(20) spread+DR GP1+go back (21) Touch+Sigma3+DR GP1+go back (22) accumulation+DR GP1+go back (23) spread+DR GP1+Disappear
(24) accumulation+DR GP1+Disappear (25) Float queue3+End to end+DR GP1 (26) Chasing the queue3+End to end+DR GP1 (27) Star Flash Queue3
(28) Touch+Sigma0+DR GP1+BK+Flash GP (29) spread+DR GP1+BK+Flash GP (30) Touch+Sigma1+DR GP1+BK+Flash GP (31) accumulation+DR GP1+BK+Flash GP
(32) Touch+Sigma3+DR GP1+BK+Flash GP (33) Float queue4+End to end+DR GP1 (34) Chasing the queue4+End to end+DR GP1 (35) Star Flash Queue4
(36) Touch+Sigma0+DR GP1+BK+BR (37) spread+DR GP1+BK+BR (38) Touch+Sigma1+DR GP1+BK+BR (39) accumulation+DR GP1+BK+BR
(40) Touch+Sigma3+DR GP1+BK+BR (41) Float queue5+End to end+DR GP1 (42) Chasing the queue5+End to end+DR GP1 (43) Star Flash Queue5+BK2
(44) Touch+Sigma0+DR GP1+IntoA2RetreatA1 (45) spread+DR GP1+IntoA2RetreatA1 (46) Touch+Sigma1+DR GP1+IntoA2RetreatA1
(47) accumulation+DR GP1+IntoA2RetreatA1 (48) Touch+Sigma3+DR GP1+IntoA2RetreatA1 (49) Touch+Sigma3+DR GP1+Trailing (50) spread+DR GP1+Trailing
(51) accumulation+DR GP1+Trailing (52) Float queue6+End to end+DR GP1 (53) Chasing the queue6+End to end+DR GP1 (54) Star Flash Queue6
(55) Touch+Sigma0+DR GP1+IntoB3RetreatA2 (56) spread+DR GP1+IntoB3RetreatA2 (57) Touch+Sigma1+DR GP1+IntoB3RetreatA2
(58) accumulation+DR GP1+IntoB3RetreatA2 (59) Touch+Sigma3+DR GP1+arrow (60) spread+DR GP1+arrow (61) accumulation+DR GP1+arrow
(62) Float queue7+End to end+DR GP1 (63) Chasing the queue7+End to end+DR GP1 (64) Star Flash Queue7 (65) Touch+Sigma0+DR GP1+BK+IntoB2RetreatA1
(66) spread+DR GP1+BK+IntoB2RetreatA1 (67) Touch+Sigma1+DR GP1+BK+IntoB2RetreatA1 (68) accumulation+DR GP1+BK+IntoB2RetreatA1
(69) spread+DR GP1+BiDRalarrow (70) accumulation+DR GP1+BiDRalarrow (71) Touch+Sigma0+DR GP1+BK+IntoB3RetreatA2+BR
(72) spread+DR GP1+IntoB3RetreatA2+BR (73) Touch+Sigma1+DR GP1+BK+IntoB3RetreatA2+BR (74) accumulation+DR GP1+IntoB3RetreatA2+BR
(75) Touch+Sigma3+DR GP1+BK+IntoB3RetreatA2+BR (76) Float queue8+End to end+DR GP1 (77) Chasing the queue8+End to end+DR GP1
(78) Star Flash Queue8 (79) Touch+Sigma3+DR GP1+Trailing+Starting point2 (80) spread+DR GP1+Trailing+Starting point2
(81) accumulation+DR GP1+Trailing+Starting point2 (82) Touch+Sigma3+DR GP1+arrow+Starting point2 (83) spread+DR GP1+arrow+Starting point2
(84) accumulation+DR GP1+arrow+Starting point2 (85) Touch+Sigma3+DR GP1+BK+BiDRalarrow+Starting point2
(86) spread+DR GP1+BK+BiDRalarrow+Starting point2 (87) accumulation+DR GP1+BK+BiDRalarrow+Starting point2 (88) Float queue9+End to end+DR GP1
(88) Float queue9+End to end+DR GP1 (89) Chasing the queue9+End to end+DR GP1 (90) Star Flash Queue9 (91) Touch+Sigma3+DR GP1+go back+BK1+Flash GP
(92) spread+DR GP1+go back+BK1+Flash GP (93) accumulation+DR GP1+go back+BK1+Flash GP (94) spread+DR GP1+Disappear+BK1+Flash GP
(95) accumulation+DR GP1+Disappear+BK1+Flash GP (96) Float queue10+End to end+DR GP1 (97) Chasing the queue10+End to end+DR GP1
(98) Star Flash Queue10 (99) Touch+Sigma3+DR GP1+BK+go back+Starting point2+Intersection4+BR
(100) spread+DR GP1+BK+go back+Starting point2+Intersection4+BR (101) accumulation+DR GP1+BK+go back+Starting point2+Intersection4+BR
(102) spread+DR GP1+BK+Disappear+Starting point2+Intersection4+BR (103) accumulation+DR GP1+BK+Disappear+Starting point2+Intersection4+BR
(104) Touch+Sigma31+DR GP1+go back+IntoA2RetreatA1 (105) spread+DR GP1+go back+IntoA2RetreatA1 (106) accumulation+DR GP1+go back+IntoA2RetreatA1
(106) accumulation+DR GP1+go back+IntoA2RetreatA1 (107) Float queue11+DR GP1+End to end+BK+BR (108) Chasing the queue11+End to end+DR GP1+BK+BR
(109) Star Flash Queue1+BK+BR (110) spread+DR GP1+Disappear+IntoA3RetreatB2 (111) accumulation+DR GP1+Disappear+IntoA3RetreatB2
(112) Touch+Sigma3+DR GP1+go back+IntoB3RetreatA2+Intersection4+Flash GP (113) spread+DR GP1+go back+BK+IntoB3RetreatA2+Intersection4+Flash GP
(114) accumulation+DR GP1+go back+BK+IntoB3RetreatA2+Intersection4+Flash GP (115) spread+DR GP1+Disappear+BK+IntoB3RetreatA2+Intersection4+Flash GP
(116) accumulation+DR GP1+Disappear+BK+IntoB3RetreatA2+Intersection4+Flash GP (117) spread+DR GP1+go back+BK+IntoA2RetreatA1+Intersection4+Flash GP
(118) accumulation+DR GP1+go back+BK+IntoA2RetreatA1+Intersection4+Flash GP (119) Float queue12+DR GP1+End to end+BK+Flash GP
(120) Chasing the queue12+End to end+DR GP1+BK+Flash GP (121) Star Flash Queue2+BK+Flash GP
(122) Touch+Sigma0+Forward+go back+BK+BR3+IntoA2RetreatA1+Starting point2+Intersection4+Flash GP
(123) spread+Forward+go back+BK+BR3+IntoA2RetreatA1+Trailing+Starting point2+Intersection4+Flash GP
(124) Touch+Sigma1+Forward+go back+BK+BR3+IntoA2RetreatA1+Starting point2+Intersection4+Flash GP
(125) accumulation+Forward+go back+BK+BR3+IntoA2RetreatA1+Trailing+Starting point2+Intersection4+Flash GP
(126) Touch+Sigma3+Forward+go back+BK+BR3+IntoA2RetreatA1+BiDRalarrow+Starting point2+Intersection4+Flash GP
(127) Touch+Sigma0+PNP+go back+BK+BR3+IntoB2RetreatA1+Starting point2+Intersection4+Flash GP
(128) spread+PNP+go back+BK+BR3+IntoB2RetreatA1+Trailing+Starting point2+Intersection4+Flash GP
(129) Touch+Sigma1+PNP+go back+BK+BR3+IntoB2RetreatA1+Starting point2+Intersection4+Flash GP
(130) accumulation+PNP+go back+BK+BR3+IntoB2RetreatA1+Trailing+Starting point2+Intersection4+Flash GP
(131) Touch+Sigma3+PNP+go back+BK+BR3+IntoB2RetreatA1+BiDRalarrow+Starting point2+Intersection4+Flash GP
(132) Float queue13+DR GP1+End to end+BK+BR+Flash GP (133) Chasing the queue13+End to end+DR GP1+BK+BR+Flash GP
(134) Star Flash Queue3+BK+BR+Flash GP (135) Touch+Sigma0+Forward (136) spread+Forward (137) Touch+Sigma1+Forward
(138) accumulation+Forward (139) Touch+Sigma3+Forward (140) Touch+Sigma0+PNP (141) spread+PNP (142) Touch+Sigma1+PNP
(143) accumulation+PNP (144) Touch+Sigma3+PNP (145) Float queue14+DR GP1+End to end+BK+BR+Flash GP
(146) Chasing the queue14+End to end+DR GP1+BK+BR+Flash GP (147) Star Flash Queue4+BK+BR+Flash GP (148) spread+Forward+Starting point2
(149) accumulation+Forward+Starting point2 (150) spread+PNP+Starting point2 (151) accumulation+PNP+Starting point2
(152) Touch+Sigma1+Forward+go back (153) spread+Forward+go back (154) Touch+Sigma3+Forward+go back
(155) accumulation+Forward+go back (156) Touch+Sigma1+PNP+go back (157) spread+PNP+go back (158) Touch+Sigma3+PNP+go back
(159) accumulation+PNP+go back (160) Float queue15+DR GP1+End to end+BK+BR+Flash GP (161) Chasing the queue15+End to end+DR GP1+BK+BR+Flash GP
(162) Star Flash Queue5+BK+BR+Flash GP (163) Touch+Sigma0+Forward+IntoA3RetreatB2 (164) spread+Forward+IntoA3RetreatB2
(165) Touch+Sigma1+Forward+IntoA3RetreatB2 (166) accumulation+Forward+IntoA3RetreatB2 (167) Touch+Sigma3+Forward+IntoA3RetreatB2
(168) spread+Forward+Disappear (169) accumulation+Forward+Disappear (170) spread+PNP+Disappear (171) accumulation+PNP+Disappear
(172) Float queue16+DR GP1+End to end+BK+BR+Flash GP (173) Chasing the queue16+End to end+DR GP1+BK+BR+Flash GP
(174) Star Flash Queue6+BK+BR+Flash GP (175) spread+Forward+Trailing (176) accumulation+Forward+Trailing
(177) spread+Forward+arrow (178) accumulation+Forward+arrow (179) Touch+Sigma3+Forward+BiDRalarrow
(180) spread+Forward+BiDRalarrow (181) accumulation+Forward+BiDRalarrow (182) Float queue17+DR GP1+End to end+BK+BR+Flash GP
(183) Chasing the queue17+End to end+DR GP1+BK+BR+Flash GP (184) Star Flash Queue7+BK+BR+Flash GP (185) Touch+Sigma0+PNP+IntoA2RetreatA1
(186) spread+PNP+IntoA2RetreatA1 (187) Touch+Sigma1+PNP+IntoA2RetreatA1 (188) accumulation+PNP+IntoA2RetreatA1
(189) Touch+Sigma3+PNP+IntoA2RetreatA1 (190) spread+PNP+Trailing (191) accumulation+PNP+Trailing
(192) spread+PNP+arrow (193) accumulation+PNP+arrow (194) Touch+Sigma3+PNP+BiDRalarrow (195) spread+PNP+BiDRalarrow
(196) accumulation+PNP+BiDRalarrow (197) Float queue18+DR GP1+End to end+BK+BR (198) Chasing the queue18+End to end+DR GP1+BK+BR
(199) Star Flash Queue8+BK+BR (200) spread+Forward+Starting point2+Intersection4+BK+Flash GP
(201) accumulation+Forward+Starting point2+Intersection4+BK+Flash GP (202) spread+PNP+Starting point2+Intersection4+BK+Flash GP
(203) accumulation+PNP+Starting point2+Intersection4+BK+Flash GP (204) Touch+Sigma0+PNP+IntoA2RetreatA1+BK+BR (205) spread+PNP+IntoA2RetreatA1+BK+BR
(206) Touch+Sigma1+PNP+IntoA2RetreatA1+BK+BR (207) accumulation+PNP+IntoA2RetreatA1+BK+BR (208) Touch+Sigma3+PNP+IntoA2RetreatA1+BK+BR
(209) Float queue19+DR GP1+End to end+BK+BR+Flash GP (210) Chasing the queue19+End to end+DR GP1+BK+BR+Flash GP (211) Star Flash Queue9+BK+BR+Flash GP
(212) spread+Intersection+Trailing (213) accumulation+Intersection+Trailing (214) spread+Intersection+arrow
(215) accumulation+Intersection+arrow (216) Touch+Sigma3+Intersection+BiDRalarrow (217) spread+Intersection+BiDRalarrow
(218) accumulation+Intersection+BiDRalarrow (219) Float queue20+DR GP1+End to end+BK+BR+Flash GP
(220) Chasing the queue20+End to end+DR GP1+BK+BR+Flash GP (221) Star Flash Queue10+BK+BR+Flash GP (222) spread+cross+Trailing
(223) accumulation+cross+Trailing (224) spread+cross+arrow (225) accumulation+cross+arrow (226) Touch+Sigma3+cross+BiDRalarrow
(227) spread+cross+BiDRalarrow (228) accumulation+cross+BiDRalarrow (229) Touch+Sigma0+Forward+BK (230) spread+Forward+BK
(231) Touch+Sigma1+Forward+BK (232) accumulation+Forward+BK (233) Touch+Sigma3+Forward+BK (234) Touch+Sigma0+PNP+BK
(235) spread+PNP+BK (236) Touch+Sigma1+PNP+BK

Pattern wiring:



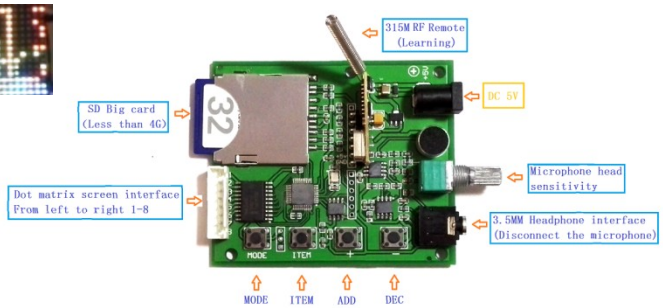
In the figure, the red line is the signal line. Since the impedance of the joint is indefinite, it is necessary to connect the power supply from the equal parts of the pattern to ensure that the power supply is balanced everywhere and the brightness and color are consistent everywhere.

Various types of graphics can share the signal of the same controller through the amplifier, achieving synchronous changes but each with its own characteristics (requires the same number of points in each segment).

The above is only part of the pattern, users can design their own.

Other voice-activated light bar series controller

FM18 Spectral dot matrix screen controller



Amplifier Series