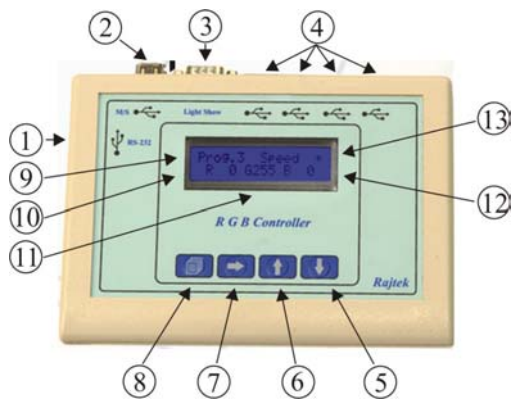


## RGB Controller Description



1 – USB port for RGB-232-USB device connection

2 – USB port for multiple RGB Controllers interconnection. Possibility to set the working mode to SLAVE or MASTER.

3 – USB port for Light-Show device connection to achieve music stimulated light effects.

4 – USB port lamps connection.

5 – Key for intensity reduction of the Red, Green or Blue component and color transition speed.

6 – Key for intensity amplification of the Red, Green or Blue component and color transition speed.

7 – Next stage transition key.

8 – Program change key.

9 - Active program indication position.

10 – Red color component intensity indication position.

11 – Green color component intensity indication position.

12 – Blue color component intensity indication position.

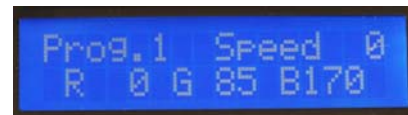
13 – Color transition speed indication position.




## RGB Controller Manipulation


The RGB controller is used to guide the lamps to a certain color or a working state. It can work autonomously or through a PC using the C-300 software. A single USB controller can support up to 40 RGB lamps.

The communication unit RGB-232-USB which is used to connect a PC to the RGB Controllers can support up to 32 RGB Controllers and program them through the C-300 software. In case there are more RGB Controllers working together each one of them can be set to work independently or one can drive the ones set as slaves.


After turning the RGB controller on, the following contents are shown on the display:




The unit is by default in program number 1, color transition speed zero and the default values of the red, green and blue component. Using the navigation keys the working mode can be selected. Pressing the key  the number after the letter R starts blinking indicating the intensity of the red component can be changed. Pressing the key  or the key  the value can be decreased or increased, accordingly.

By pressing the key  again, the number after the letter G starts blinking indicating that the green component can be changed. The procedure is the same as in the previous case.

The blue component can be changed in the same manner.


Pressing the key  again, the number after the label Speed starts blinking. Color transition speed can be change in the same way as the color component intensity.

The transition of colors is according to an implemented mathematical function in relation to the settings described above.


Pressing the key  the display shows the following content:







The unit is now in program number two. In this mode only the color transition speed can be changed while, as before, an implemented mathematical function controls the color change of the lamps.

By pressing  the key again the following contents are shown on the display:





The unit is now in program number three. In this mode only a fixed color can be set. Pressing the same key again, the unit displays the contents of program number one. Now, if the key  is pressed continuously for 5 seconds, the display will show the following content:








The user is expected to make a choice as to the way the controller will function – as a MASTER or as a SLAVE. By pressing the keys  or  down mode selection can be achieved. The user can exit this setting by pressing the  key. By showing the contents of program number two, as described above, and holding the  key for 5 seconds continuously, the following contents will be displayed:



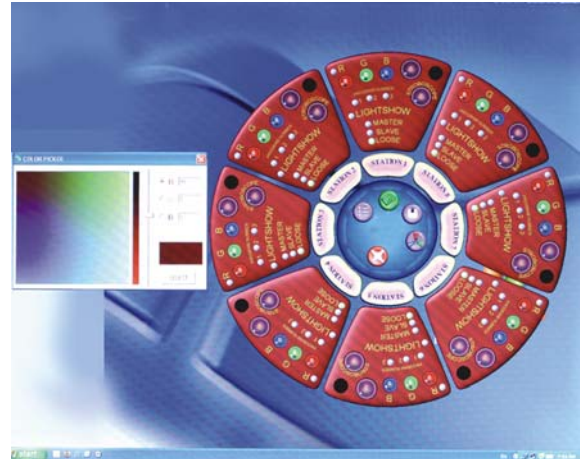
The message indicates that the RGB Controller is in a Light-Show program mode. In this case the lamps are changing color and intensity depending on the external signal from the microphone. By pressing the  key, the Light-Show program is deactivated. Program number two is activated and its contents indicated on the display. When in program number three (a procedure described previously) pressing the  key for 5 seconds continuously the display will show the following content:



This is now program number four in which a stroboscopic effect can be enabled and set. On the display the word ‘Off’ is blinking. Pressing the  key enables (On) or disables (Off) this effect. The  key initiates the stroboscope speed change and the number after the label ‘Speed’ blinks. The value of the speed can be changed using the keys  and  in the range 1 to 255.

Pressing the  key exits program number four and the unit displays the contents of program number three and the stroboscopic effect remains as it was set. Now, all of the programs can be modified and set as desired with the stroboscopic effect superposed. The stroboscope is disabled in the same manner as described before.

### Software description C-300



The C-300 software is a tool that enables the user to communicate with the RGB Controller through the RGB-232-USB unit in a more user friendly manner. All of the setting described above are also available through the software. The interface is intuitive and self-explanatory. The colors can be changed by a simple click on the pallet of setting the R, G and B color components separately. Selecting mode of operation is a simple click on the mouse and speed selection is like turning the volume button on the radio.

Minimum PC requirements:

- Operatin System Windows XP
- Minimum RAM memory 256 MB
- Free space on the hard drive 45MB
- Communication port RS-232 (DB9)

