H807DMX

H807DMX is designed to connect DMX512 console. H807DMX supports the following chips: TM1812, P943, P943S, P9411, P9412, P9883, TM1804, TM1809, UCS1903, UCS1909, UCS1912, WS2811, WS2812, WS2813, SK6812, SM16703, SM16709, SM16712, INK1003, etc.

H807DMX supports maximum 1024 pixels, three ports output same data.

Power H807DMX on, red light and green light are on.

Without DMX512 data: led lights run comet tail effect.

With DMX512 data: red light is flashing.

Dip Switch Setting

The 10th switch is useless.

From the first switch to ninth switch:

Position	Represent
Up	**0**
Down	**1**

It's like binary.

For instance, 001000000 is $1x2^2$ =4.

011100000 is $1x2^1 + 1x2^2 + 1x2^3$ =14, which is the starting channel address.

H807DMX occupies 13 channels.

So, if starting channel address is 4, H807DMX occupies channel 4,5,6,7,8,9,10,11,12,13,14,15,16 on DMX console.

If starting channel address is 14, H807DMX occupies channel

14,15,16,17,18,19,20,21,22,23,24,25,26 on DMX console.

The following is the description of these 13 channels

1st channel: change brightness of lights

2nd channel: foreground red

3rd channel: foreground green

4th channel: foreground blue

5th channel: some effects

0~15: static effect

16~31: comet tail run forward

32~47: comet tail run backward

48~63: gradual change(foreground color gradual change to background color then gradual change to foreground color)

64~79: single line segment moves

80~95: double line segments move (foreground color and background color)

96~111: double line segments run in opposite direction (foreground color and background color)

112~127: shuttle

128~143: fill in

144~159: spring

160~175: stars flash

176~255: static effects

6th channel: change speed

0~127: effects run in positive direction, from maximum value to 1

128: effects stop running

129~255: effects run in negative direction, from 1 to maximum value

7th channel: divide all pixels into several groups, each group repeats same effect, minimum length is 2 pixels

0~1: 2 pixels

2: 3 pixels

3~255: 4~256 pixels

8th channel: resize the length of background or black spot

9th channel: background red

10th channel: background green

11th channel: background blue

12th channel: to control flash or not

0: not flash

1~255: flash speed turns from slow to fast

13th channel: to control how many pixels H807DMX supports

0: 1024 pixels

1: 1020 pixels

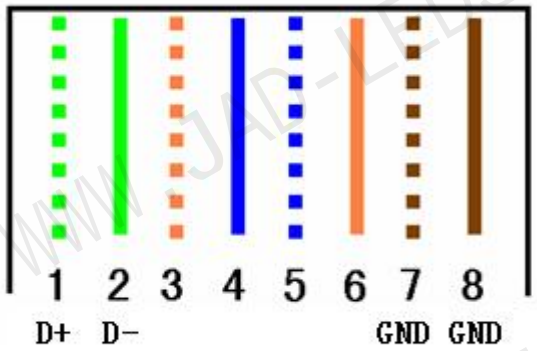
2~255: 1016 to 4 pixels

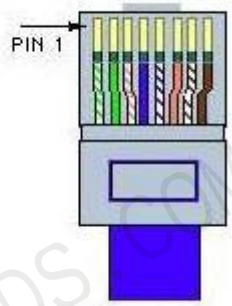
Note:

1. background color is useless when strip runs static and stars flash effects.

2. Resize is useless when strip runs gradual change, fill in, spring, stars flash effects.

Ports Definition





Specifications

Input Voltage	DC5-24V
Power Consumption	0.2W
Support Pixels	1024
Weight	0.5Kg