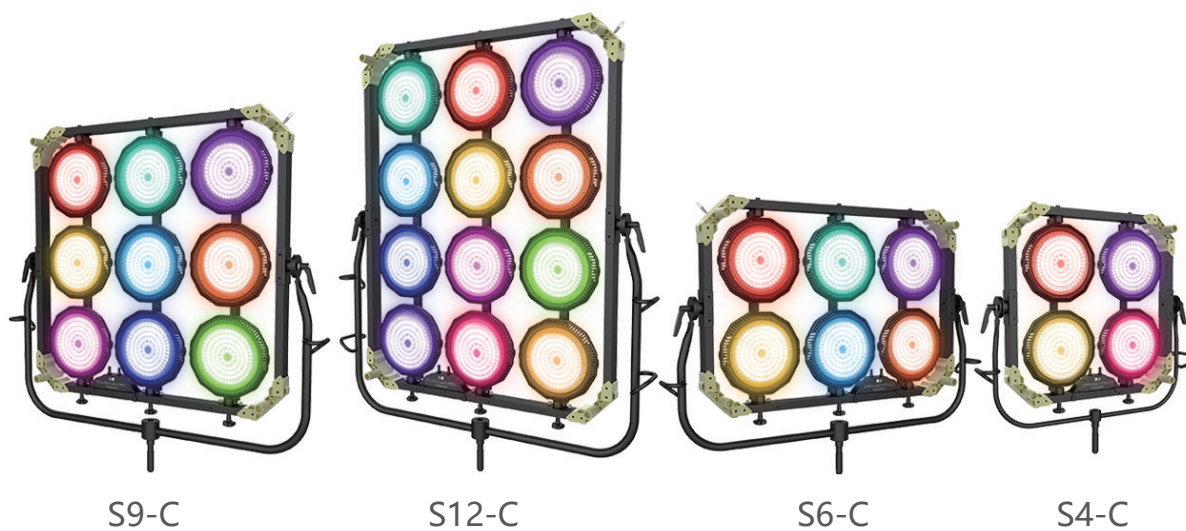




RGBWW Matrix Space Light Instruction Manual

Software Version 1.03



**Dongguan Huiguan Culture
Technology Co., Ltd.**
www.huiguanwenhua.com

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SUNSHINE RGBWW Matrix LED Space Light

Professional Film Lighting Equipment

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1.Light sources used in the film and TV industry, driving creativity

Ideal for Producing Overhead Soft Light, hung on set or in a studio to fill the space with general soft illumination.

G/M Balance: +-100% Calibrate Adjustment; 2,700K-10,00K Variable CCT; 0% – 100% Dimming with zero color degradation; 96+ CRI and TLCI

2.Alloy material, rock solid and durable

Thick aluminum alloy material is more conducive to heat dissipation, and ensure that the space light is hard and not easy to deform .

All-weather protection level

Effective dustproof and rainproof and other special environment.

3.Matrix DIY Design

Each head can be disassembled, it can be spliced flexibly and combined freely.

The replacement and damage of individual head will not affect other heads,convenient for maintenance.

4.Various Dimming Curves

Various user-selectable dimming curves provide fine control in specific circumstances.

Linear curve: smooth and even proportional brightness adjustment.

Exponential curve: can be finely adjusted in low-light areas, with cameras with increasing sensitivity.

Alignment curve: simulate the dimming curve of the lamp, finely adjust in the strong light area.

5.RGBWW lighting effect, The king of atmosphere

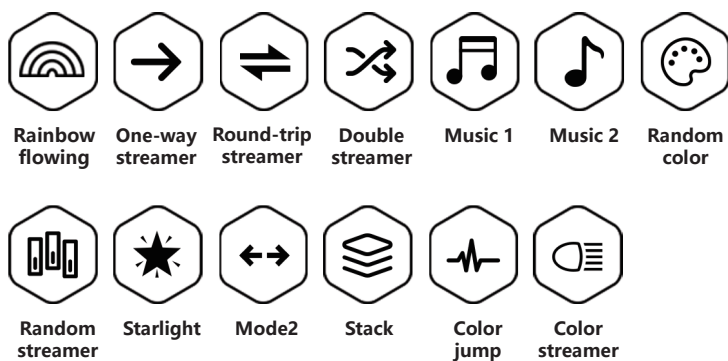
HUE+SAT color mode,Unimaginable 36,000 colors, Add color to the creation. RGBWW (Parametric Dimming) 16million colors, closer to the sunlight spectrum. The APP built-in600+electronic colored papers, no need to carry colored papers.Freely change brightness without brightness loss.CCT does not drift for almost all brightness adjustments.

6. Special Effects

Effect internal, No console required and easily create lighting effects and ambience.

Various lighting simulation effects:Paparazzi, Fire, Copcar, Color Streamers, Random color, Rainbow, Storm, Shortcut, Random Streamers, Starlight, One-way Streamer, Back and forth flow of light, Stack up, Music 1, Music 2.





7.Control: DMX512 Control System

Support Wireless / Wired DMX512 System,PC, Phone Software Control,Support Bluetooth.

8.App control system

Self-developed control system, Visual full-color operation interface,Support IOS, Android system.

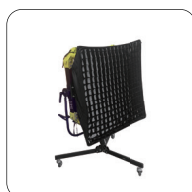
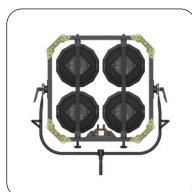
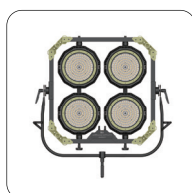


9.LUMENRADIO

Built-in international wireless LumenRadio communication module,Efficient and stable anti-interference.

10.Technical Parameter

RGBWW Matrix Space Light S4-C

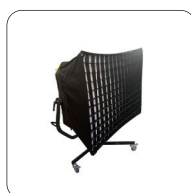
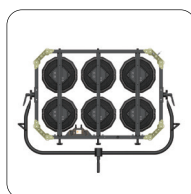
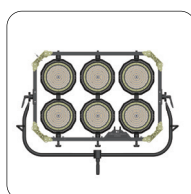


Item:	S4-C
Power consumption:	White:680W, Red:480W, Green:600W,Blue:600W
White Color:	2,700-10,000K continuous variable correlated CCT
RGB:	Wide Color Gamut, Color Mode: CCT, HSI,Independent Color, Colored paper pattern, Light Source Matching, Light effect Mode
Color Rendering:	Average CRI>95, Average TLCI >97
Beam angle:	Bare lamp half peak 80°
Dimming:	0-100% continuous smooth Dimming
Control Mode:	Single light control, 2.4G master-slave control, APP control, CRMX control, Console wired control,Remote control 2.4G control
Cover Color:	Black / Avocado Green
Size(Lamp Body):	99 x 96.8 x 18.5cm
Weight(Yoke included):	29kg
Operation:	high strength pitch lock, Anti-lock device
Installation:	28mm casing (Small connector)

 Full Color RGB 360° RGBWW	 Adjustable RGBWW 2,700-10,000K adjustment	 Effect Mode Lighting simulation, Scene layout
 Dimming 0% - 100%	 Color Rendering Index CRI/TLCI ≥ 95	 GEL Built-in a variety of colored paper
 Visual operating system Intuitive interface, full color visualization	 Supports multiple dimming curves Exponential logarithmic linear and other dimming modes	 All-weather protection level Effective dustproof and rainproof and other special environment
 Matrix DIY Design Each head can be disassembled, it can be spliced flexibly and combined freely	 Multiple Communication Control Protocol CRMX/ WIFI /2.4G /Wired DMX512	 App control system Self-developed control system, support IOS, Android system

Pitch Angle:	Overall 360° rotation, The lamp head rotates 30° left and right
White Cover Size:	Diameter 80cm x H100cm
Black Cover Size:	Diameter 85cm x H110cm
Working temperature:	-20°C ~ 40°C
LED LED life expectancy:	about 50,000 hours
Input Voltage:	AC100-240V 50-60HZ
National grid interface:	powerCON TRUE1 TOP
Optional accessories:	Flexo Box , Egg grid
IP Rate:	IP40

RGBWW Matrix Space Light S6-C



Item:	S6-C
Power consumption:	White: 1005W, Red: 720W, Green: 900W, Blue: 900W
White Color:	2,700-10,000K continuous variable correlated CCT
RGB:	Wide Color Gamut, Color Mode: CCT, HSI, Independent Color, Colored paper pattern, Light Source Matching, Light effect Mode
Color Rendering:	Average CRI > 95, Average TLCI > 97
Beam angle:	Bare lamp half peak 80°
Dimming:	0-100% continuous smooth Dimming
Control Mode:	Single light control, 2.4G master-slave control, APP control, CRMX control, Console wired control, Remote control 2.4G control
Cover Color:	Black / Avocado Green
Size(Lamp Body):	131.8 x 102.5 x 18.5cm
Weight(Yoke included):	38kg
Operation:	high strength pitch lock, Anti-lock device
Installation:	28mm casing (Small connector)
Pitch Angle:	Overall 360° rotation, The lamp head rotates 30° left and right
White Cover Size:	Diameter 80cm x H100cm
Black Cover Size:	Diameter 85cm x H110cm
Working temperature:	-20°C ~ 40°C
LED LED life expectancy:	about 50,000 hours
Input Voltage:	AC100-240V 50-60HZ
National grid interface:	powerCON TRUE1 TOP
Optional accessories:	Flexo Box , Egg grid
IP Rate:	IP40

 Full Color RGB 360° RGBWW	 Adjustable RGBWW 2,700-10,000K adjustment	 Effect Mode Lighting simulation, Scene layout
 Dimming 0% - 100%	 Color Rendering Index CRI/TLCI ≥ 95	 GEL Built-in a variety of colored paper
 Visual operating system Intuitive interface, full color visualization	 Supports multiple dimming curves Exponential logarithmic linear and other dimming modes	 All-weather protection level Effective dustproof and rainproof and other special environment
 Matrix DIY Design Each head can be disassembled, it can be spliced flexibly and combined freely	 Multiple Communication Control Protocol CRMX/ WIFI /2.4G /Wired DMX512	 App control system Self-developed control system, support IOS, Android system

RGBWW Matrix Space Light S9-C



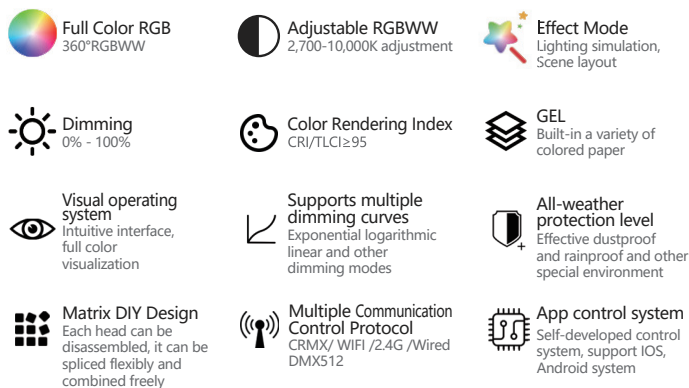
- Full Color RGB
360° RGBWW
- Adjustable RGBWW
2,700-10,000K adjustment
- Effect Mode
Lighting simulation,
Scene layout
- Dimming
0% - 100%
- Color Rendering Index
CRI/TLI≥95
- GEL
Built-in a variety of
colored paper
- Visual operating
system
Intuitive interface,
full color
visualization
- Supports multiple
dimming curves
Exponential logarithmic
linear and other
dimming modes
- All-weather
protection level
Effective dustproof
and rainproof and other
special environment
- Matrix DIY Design
Each head can be
disassembled, it can be
spliced flexibly and
combined freely
- Multiple Communication
Control Protocol
CRMX/ WIFI /2.4G /Wired
DMX512
- App control system
Self-developed control
system, support IOS,
Android system

Item:	S9-C
Power consumption:	White:1495W, Red:1080W, Green:1350W,Blue:1350W
White Color:	2,700-10,000K continuous variable correlated CCT
RGB:	Wide Color Gamut, Color Mode: CCT, HSI,Independent Color, Colored paper pattern, Light Source Matching, Light effect Mode
Color Rendering:	Average CRI>95, Average TlCI >97
Beam angle:	Bare lamp half peak 80°
Dimming:	0-100% continuous smooth Dimming
Control Mode:	Single light control, 2.4G master-slave control, APP control, CRMX control, Console wired control,Remote control 2.4G control
Cover Color:	Black / Avocado Green
Size(Lamp Body):	131.8x 134.3 x 18.5cm
Weight(Yoke included):	51kg
Operation:	high strength pitch lock, Anti-lock device
Installation:	28mm casing (Small connector)
Pitch Angle:	Overall 360°rotation,The lamp head rotates 30°left and right
White Cover Size:	Diameter 80cm x H100cm
Black Cover Size:	Diameter 85cm x H110cm
Working temperature:	‘-20°C~40°C
LED LED life expectancy:	about 50,000 hours
Input Voltage:	AC100-240V 50-60HZ
National grid interface:	powerCON TRUE1 TOP
Optional accessories:	Flexo Box , Egg grid
IP Rate:	IP40

RGBWW Matrix Space Light S12-C



Item:	S12-C
Power consumption:	White:1980W, Red:1440W, Green:1800W,Blue:1800W
White Color:	2,700-10,000K continuous variable correlated CCT
RGB:	Wide Color Gamut, Color Mode: CCT, HSI,Independent Color, Colored paper pattern, Light Source Matching, Light effect Mode
Color Rendering:	Average CRI>95, Average TlCI >97
Beam angle:	Bare lamp half peak 80°
Dimming:	0-100% continuous smooth Dimming
Control Mode:	Single light control, 2.4G master-slave control, APP control, CRMX control, Console wired control,Remote control 2.4G control
Cover Color:	Black / Avocado Green
Size(Lamp Body):	131.8 x 164 x 18.5cm
Weight(Yoke included):	62kg



Operation:	high strength pitch lock, Anti-lock device
Installation:	28mm casing (Small connector)
Pitch Angle:	Overall 360°rotation,The lamp head rotates 30°left and right
White Cover Size:	Diameter 80cm x H100cm
Black Cover Size:	Diameter 85cm x H110cm
Working temperature:	'-20°C~40°C
LED LED life expectancy:	about 50,000 hours
Input Voltage:	AC100-240V 50-60HZ
National grid interface:	powerCON TRUE1 TOP
Optional accessories:	Flexo Box , Egg grid
IP Rate:	IP40

11 、 Product Details

11.1 Product Control Part



- ① Signal line: transmit and receive wireless signals;
- ② Pairing button: short press for pairing;
- ③ USB port: power supply use by other devices;
- ④ DMX output: DMX output interface;
- ⑤ Indicator: green for slave (blinking for no DMX signal, always on for DMX signal, blue for master, red for it is charging);
- ⑥ Display: Control interface display;
- ⑦ +: Up;
- ⑧ √: Confirm or Return;
- ⑨ DMX input: DMX input interface;
- ⑩ -: Down .

11.2 Display Interface

P1 Addr : 1 > DIM 80.0% CCT 3200K G/M 0 G HUE 0° SAT 100% GEL

P1 Addr : 1 SAT 100% GEL RGBW Effect PixelEffect Setting

1. " > " indicates the selection to move to that line.

2.Select the corresponding parameter, and the corresponding parameter becomes white on black, then you can adjust the parameter.

① Signal icon: No signal  With Signal    

② Control Mode Icon: CRMX Classic:  APP: 
 2.4G Transmit:  2.4G Receiver: 
 DMX512 Transmit:  DMX512 Receiver: 

BRI: 0-100%, Unit 0.1%;

CCT: 2700k-10000k, Unit 100k;

G/M: 100M-0G-100G, Unit 1G/M ;

HUE: hue 0°-359°, Unit 1°;

SAT: Saturation 0-100%, Unit 1%;

GEL: Fixed color, brightness adjustment , 1700K-2000K-2700K-3200K-5600K -Red -Green ; ① Select the fixed color. ② Select the color Yellow , and press the Confirm button. ③ Select Brightness and press the Confirm button to adjust the brightness. ④ Press Confirm to exit.

```

P1 Addr : 1
DIM 80.0%
CCT 3200K
G/M 0 G
HUE 0°
SAT 100%
> GEL
  
```

```

P1 Addr : 1
5600K
Red
Green
Blue
Magenta
> Yellow <-
  
```

```

P1 Addr : 1
Back
> DIM 79.9%
1700K
2000K
2700K
3200K
  
```

RGBW: R-G-B-W(6000K)-Y(2700K) ; ① Select RGBW. ② Select R to adjust the parameters and press Confirm button.

```

P1 Addr : 1
SAT 100%
GEL
> RGBW
Effect
PixelEffect
Setting
  
```

```

P1 Addr : 1
Back
> R 17
G 0
B 0
W 0
Y 0
  
```

Effects: Brightness, Speed, Color (Default, Custom, Random, Rainbow), Continue / Pause ,Strobe、Paparazzi 、Shortout、Cop car1、 Cop car2 、 Fire、 Rainbow、 breathe;

①Select effect. ② Select Strobe. ③ Select Rainbow in Color. ④ Select Brightness and adjust the parameters. ⑤ Select Speed, adjust the parameters. ⑥Select Pause to stop.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
> Effect
PixelEffect
Setting
  
```

```

P1 Addr : 1
Back
DIM 79.9%
Speed 50%
Color: default
Pause
> Strobe <-
  
```

```

P1 Addr : 1
Back
DIM 79.9%
Speed 50%
> Color: rainbow
Pause
Strobe <-
  
```

```

P1 Addr : 1
Back
> DIM 81.3%
Speed 50%
Color: rainbow
Pause
Strobe <-

```

```

P1 Addr : 1
Back
DIM 81.3%
> Speed 65%
Color: rainbow
Pause
Strobe <-

```

```

P1 Addr : 1
Back
DIM 81.3%
Speed 65%
Color: rainbow
> Pause
Strobe <-

```

Color (Custom) mode adjustment: ① Select Effect. ② Select Strobe. ③ Select Custom in Color. ④ Select Back to enter the first level interface. ⑤ You can adjust the parameters of brightness, color temperature, G/M, HUE, SAT, saturation, GEL and RGBW based on Strobe effect.

Note: Some effects do not include custom modes.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
> Effect
PixelEffect
Setting

```

```

P1 Addr : 1
Back
DIM 79.9%
Speed 50%
Color: default
Pause
> Strobe <-

```

```

P1 Addr : 1
Back
DIM 79.9%
Speed 50%
> Color: custom
Pause
Strobe <-

```

```

P1 Addr : 1
> Back
DIM 81.3%
Speed 65%
Color: custom
Pause
Strobe <-

```

```

P1 Addr : 1
DIM 80.0%
CCT 3200K
G/M 0 G
> HUE 165°
SAT 100%
GEL

```

Pixel effects: brightness, speed, color (default, custom, random, rainbow), Continue/Pause, Rainbow, meteor1, meteor2, meteor3, music1, music2, random, random2, random3, stars, CopCar3, CopCar4, mode2, pile up.

① Select Pixel effect. ② Select Rainbow effect. ③ Select Rainbow color. ④ Select Brightness and adjust the parameters. ⑤ Select Speed and adjust the parameters. ⑥ Select Pause to stop.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
> PixelEffect
Setting

```

```

P1 Addr : 1
Back
DIM 79.9%
Speed 50%
Color: default
Pause
> Rainbow <-

```

```

P1 Addr : 1
Back
DIM 79.9%
Speed 50%
> Color: rainbow
Pause
Rainbow <-

```

```

P1 Addr : 1
Back
> DIM 81.3%
Speed 50%
Color: rainbow
Pause
Rainbow <-

```

```

P1 Addr : 1
Back
DIM 81.3%
> Speed 65%
Color: rainbow
Pause
Rainbow <-

```

```

P1 Addr : 1
Back
DIM 81.3%
Speed 65%
Color: rainbow
> Pause
Rainbow <-

```

Color (custom) mode adjustment:

- ① Select Pixel Effect. ② Select Rainbow effect. ③ Select Custom in Color.
- ④ Select Back to enter the first level interface. ⑤ You can adjust the brightness, color temperature, G/M, HUE, SAT, saturation, GEL and RGBW parameters based on the Rainbow effect.

Note: Some effects do not include custom mode.

```

P1 Addr : 1
SAT    100%
GEL
RGBW
Effect
>PixelEffect
Setting

```

```

P1 Addr : 1
Back
DIM     79.9%
Speed   50%
Color:  default
Pause
>Rainbow  <-

```

```

P1 Addr : 1
Back
DIM     79.9%
Speed   50%
>Color: custom
Pause
Rainbow  <-

```

```

P1 Addr : 1
>Back
DIM     81.3%
Speed   65%
Color:  custom
Pause
Rainbow  <-

```

```

P1 Addr : 1
DIM     80.0%
CCT     3200K
G/M     0 G
>HUE    165°
SAT     100%
GEL

```

Setting:

DMX: DMX address (1-512), pixel group (the lamp is divided into several pixel control), configuration table (1-11) , number of channels (the number of channels occupied by the configuration table) (the meaning of each channel of the configuration table).

Control mode: OFF, DMX512 Transmit, DMX512 Receive, 2.4G Transmit (Number of Devices, ID, Current Channel) , 2.4G Receive (Status, Domain, Connected to host, ID, Current Channel), CRMX Classic (Status, ID), APP (WIFI, Password, Number of devices, Domain, ID Current Channel).

Number: 1 , 0-255 for APP use;

Curve: logarithmic, linear, exponential, none;

Language: CN for Chinese, EN for English; Screen brightness: 0-100%;

Status light: ON, Off;

Reset: Restore the configuration to factory settings;

About: Software Information; Usage time.

12 、 Connect Methods

(1) Lamp A (host 2.4G transmit) ----- Lamp B (slave 2.4G receive)

Lamp A (host 2.4G) setting: ① Select Setting. ② Select the control mode. ③ Select 2.4G transmit in mode. The light A indicator shows blue. ④ Short press the pairing button, then the screen shows that pairing is in progress.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
>Setting

```

```

P1 Addr : 1
Back
DMX
>ModeSetting
Order: 1
Curve: linear
language:CN

```

```

P1 Addr : 1
Back
>Mode: 2.4G transmit
Universe: 1
NumDevices: 0
ID:f600
Channel: 8

```

Lamp B (Slave 2.4G) Setting: ① Select Setting. ② Select the control mode. ③ Select 2.4G receiver in mode. The light B indicator shows green. The indicator light blinks to indicate signal instability. Press and hold the pairing button to disconnect the link.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
>Setting

```

```

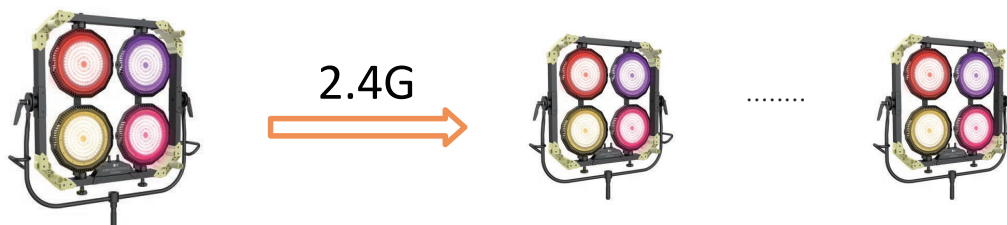
P1 Addr : 1
Back
DMX
>ModeSetting
Order: 1
Curve: linear
language:CN

```

```

P1 Addr : 1
Back
>Mode: 2.4G receiver
Universe: 1
State: Not connecte
Link to transmitt
ID:f600

```



Note: The number of connected slave tubes from one master tube is recommended less than 64.

(2) Mobile phone (WIFI) ----- light (APP)

light (APP) : ① Select Setting. ② Select the control mode. ③ Select APP in the mode. light indicator shows green. The indicator light blinks to indicate signal instability.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
>Setting

```

```

P1 Addr : 1
Back
DMX
>ModeSetting
Order: 1
Curve: linear
language:CN

```

```

P1 Addr : 1
Back
>Mode: APP
WIFI: XXXXXX
key: XXXXXX
Universe: 1
NumDevices: 0

```



Note: A cell phone can only be connected to one light (APP).

(3) Mobile phone (WIFI) ----- Light A (APP) ----- Light B (Slave 2.4G)

Light A (APP) setting: ① Select Setting. ② Select the control mode. ③ Select APP in the mode.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
> Setting

```

```

P1 Addr : 1
Back
DMX
> ModeSetting
Order: 1
Curve: linear
language:CN

```

```

P1 Addr : 1
Back
> Mode: APP
WIFI: XXXXXX
key: XXXXXX
Universe: 1
NumDevices: 0

```

Light B (Slave 2.4G) Setting: ① Select Setting. ② Select the control mode. ③ Select 2.4G receiver in the mode. The light indicator shows green. Blinking light indicates signal instability. Press and hold the pairing button to disconnect the link.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
> Setting

```

```

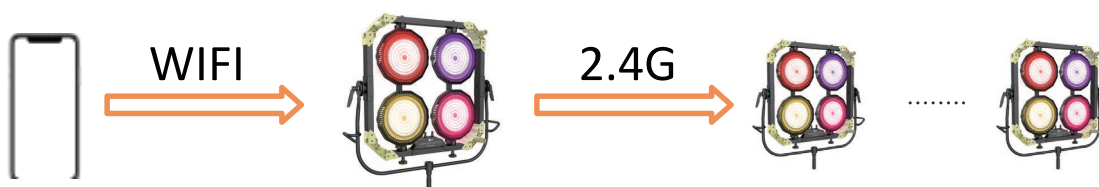
P1 Addr : 1
Back
DMX
> ModeSetting
Order: 1
Curve: linear
language:CN

```

```

P1 Addr : 1
Back
> Mode: 2.4G receiver
Universe: 1
State: Not connecte
Link to transmitte
ID:f600

```



(4) Console (WIFI) ----- Light A (APP) ----- Light B (Slave 2.4G)

Light A (APP): ① Select Setting. ② Select the control mode. ③ Select APP in the mode. light A shows blue. ④ Short press the pairing button, then the screen shows that pairing is in progress.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
> Setting

```

```

P1 Addr : 1
Back
DMX
> ModeSetting
Order: 1
Curve: linear
language:CN

```

```

P1 Addr : 1
Back
> Mode: APP
WIFI: XXXXXX
key: XXXXXX
Universe: 1
NumDevices: 0

```

Light B (Slave 2.4G) Setting: ① Select Setting. ② Select the control mode. ③ Select 2.4G receiver in the mode. The light indicator shows green. The indicator light blinks to indicate signal instability. Long press the pairing button to disconnect the link.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
> Setting

```

```

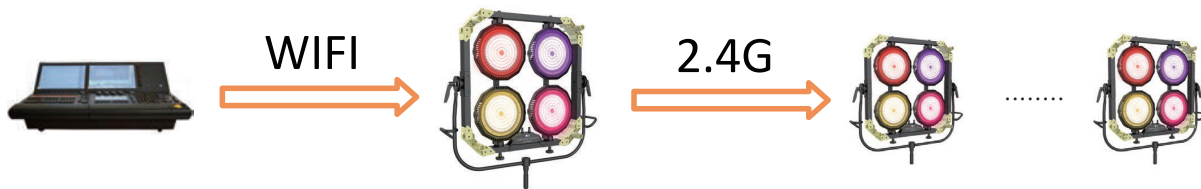
P1 Addr : 1
Back
DMX
> ModeSetting
Order: 1
Curve: linear
language:CN

```

```

P1 Addr : 1
Back
> Mode: 2.4G receiver
Universe: 1
State: Not connecte
Link to transmitte
ID:f600

```



Note: It is recommended that no more than 64 slaves are connected to one light (APP).

(5) Light A (DMX512 transmit) ----- Light B (DMX512 receiver) wired connection

Light A (DMX512 transmit) : ① Select Setting. ② Select the control mode.

③ Select DMX512 transmit in the mode. Lamp A indicator shows blue.

④ Short press the pairing button, then the screen shows that pairing is in progress.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
> Setting
  
```

```

P1 Addr : 1
Back
DMX
> ModeSetting
Order: 1
Curve: linear
language:CN
  
```

```

P1 Addr : 1
Back
> Mode: DMX512transmit
ID:f600
  
```

Light B (DMX512 receiver) setting: ① Select Setting. ② Select the control mode. ③ Select DMX512 receiver in the mode. The light B indicator shows green. Blinking indicator means the signal is unstable. Long press the pairing button to disconnect the link.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
> Setting
  
```

```

P1 Addr : 1
Back
DMX
> ModeSetting
Order: 1
Curve: linear
language:CN
  
```

```

P1 Addr : 1
Back
> Mode: DMX512receiver
ID:f600
  
```



Note: It is recommended that no more than 64 slaves are connected to a master.

(6) Console (wired connection) ----- lights (DMX512 reception)

Lamp (DMX512 receiver) setting: ① Select setting. ② Select the control mode.

③ Select DMX512 receiver in the mode. The lamp indicator shows green. The indicator light blinks to indicate signal instability. Long press the pairing button to break the link.

```

P1 Addr : 1
SAT 100%
GEL
RGBW
Effect
PixelEffect
> Setting
  
```

```

P1 Addr : 1
Back
DMX
> ModeSetting
Order: 1
Curve: linear
language:CN
  
```

```

P1 Addr : 1
Back
> Mode: DMX512receiver
ID:f600
  
```



Note: It is recommended that no more than 64 lights are connected to one channel of the console, calculated according to the channel table.

Appendix: RGBWW Space Light (SxxC) configuration table

Profile 1			
Channel	DMX Value	Function	Percent
1	0-255	Brightness(0~100%)	0-100
2	0-255	CCT(2700K~10000K)	0-100
3	G/M (-100 ~ +100)		
	0-20	0G	0-8
	21-33	100M	9-13
	34-134	99 M~ 1M	14-53
	135-145	0G	54-57
	146-244	1G~99G	58-96
	245-255	100G	97-100
4-5	0-255	HUE(0 ~359°)	0-100
6	0-255	SAT(0~100%)	0-100
7	GEL		
	0-20	None	0-8
	21-25	1700K	9-10
	26-30	2000K	11-12
	31-35	2700K	13-14
	36-40	3200K	15-16
	41-45	5600K	17-18
	46-50	Red(Hue 0°)	19-20
	51-55	Green(Hue 120°)	21-22
	56-60	Blue(Hue 240°)	23-24
	61-65	Magenta(Hue 340°)	25-26
	66-70	Yellow(Hue 30°)	27-28
	71-75	Orange(Hue 170°)	29-30
	76-255	Reserved	31-100
8	Effect		
	0-20	OFF	0-8

Appendix: RGBWW Space Light (SxxC) configuration table

Profile 1 (continuation)			
Channel	DMX Value	Function	Percent
8	21-25	Strobe	9-10
	26-30	Paparazzi	11-12
	31-35	Short-circuit	13-14
	36-40	Cop Car 1	15-16
	41-45	Cop Car 2	17-18
	46-50	Fire	19-20
	51-55	Rainbow	21-22
	56-60	Breath	23-24
	61-65	Pixel rainbow	25-26
	66-70	Meteor 1	27-28
	71-75	Meteor 2	29-30
	76-80	Meteor 3	31-32
	81-85	Music 1	33-34
	86-90	Music 2	35-36
	91-95	Random 1	37-38
	96-100	Random 2	39-40
	101-105	Random 3	41-42
	106-110	Stars	43-44
	111-115	Cop light 3	45-46
	116-120	Cop light 4	47-48
	121-125	Mode 2	49-50
	126-130	Pile up	51-52
	131-135	Pile up 2	53-54
	136-140	Fire	55-56
	141-255	Reserved	57-100
9	Speed		
	0-20	50%	0-8

Appendix: RGBWW Space Light (SxxC) configuration table

Profile 1 (continuation)			
Channel	DMX Value	Function	Percent
9	21-255	0-100%	9-100
10	Effect color		
	0-20	Default (white)	0-8
	21-50	Random color	9-20
	51-80	Rainbow(0-359°cycle)	21-31
	81-110	Custom(defined by other channels)	32-43
	111-255	Default (white)	44-100
11	0-255	R	0-100
12	0-255	G	0-100
13	0-255	B	0-100
14	0-255	W	0-100
15	0-255	Y	0-100
16	Curve		
	0-15	Linear	0-6
	16-75	Logarithmic	7-31
	76-135	Linear	32-55
	136-195	Exponential	56-79
	196-255	None	80-100

Profile 2			
Channel	DMX Value	Function	Percent
1	0-255	Brightness(0~100%)	0-100
2	0-255	CCT(2700K~10000K)	0-100
3	G/M (-100 ~ +100)		
	0-20	0G	0-8
	21-33	100M	9-13
	34-134	99 M~ 1M	14-53

Appendix: RGBWW Space Light (SxxC) configuration table

Profile 2 (continuation)

Channel	DMX Value	Function	Percent
3	135-145	0G	54-57
	146-244	1G~99G	58-96
	245-255	100G	97-100
4	0-255	HUE(0 ~359°)	0-100
5	0-255	SAT(0~100%)	0-100

Profile 3

Channel	DMX Value	Function	Percent
1	0-255	Brightness(0~100%)	0-100
2	0-255	CCT(2700K~10000K)	0-100
3	G/M (-100 ~ +100)		
	0-20	0G	0-8
	21-33	100M	9-13
	34-134	99 M~ 1M	14-53
	135-145	0G	54-57
	146-244	1G~99G	58-96
	245-255	100G	97-100
4	0-255	Cross fade	0-100
5	0-255	R(0-255)	0-100
6	0-255	G(0-255)	0-100
7	0-255	B(0-255)	0-100

Profile 4

Channel	DMX Value	Function	Percent
1	0-255	Brightness(0~100%)	0-100
2	0-255	CCT(2700K~10000K)	0-100
3	0-255	HUE(0 ~359°)	0-100

Appendix: RGBWW Space Light (SxxC) configuration table

Profile 4 (continuation)

Channel	DMX Value	Function	Percent
4	0-255	SAT(0~100%)	0-100

Profile 5

Channel	DMX Value	Function	Percent
1	0-255	Brightness (0~100%)	0-100
2	0-255	CCT(2700K~10000K)	0-100
3	0-255	Cross fade(0~100%)	0-100
4	0-255	R	0-100
5	0-255	G	0-100
6	0-255	B	0-100

Profile 6

Channel	DMX Value	Function	Percent
1	0-255	Brightness (0~100%)	0-100
2	0-255	R	0-100
3	0-255	G	0-100
4	0-255	B	0-100

Profile 7

Channel	DMX Value	Function	Percent
1	0-255	Brightness (0~100%)	0-100
2	0-255	R	0-100
3	0-255	G	0-100
4	0-255	B	0-100
5	0-255	W	0-100

Appendix: RGBWW Space Light (SxxC) configuration table

Profile 8			
Channel	DMX Value	Function	Percent
1	0-255	Brightness (0~100%)	0-100
2	0-255	R	0-100
3	0-255	G	0-100
4	0-255	B	0-100
5	0-255	Y	0-100
6	0-255	W	0-100

Profile 9			
Channel	DMX Value	Function	Percent
1	0-255	R	0-100
2	0-255	G	0-100
3	0-255	B	0-100

Profile 10			
Channel	DMX Value	Function	Percent
1	0-255	R	0-100
2	0-255	G	0-100
3	0-255	B	0-100
4	0-255	W	0-100

Profile 11			
Channel	DMX Value	Function	Percent
1	0-255	R	0-100
2	0-255	G	0-100
3	0-255	B	0-100
4	0-255	CCT(2700K~10000K)	0-100