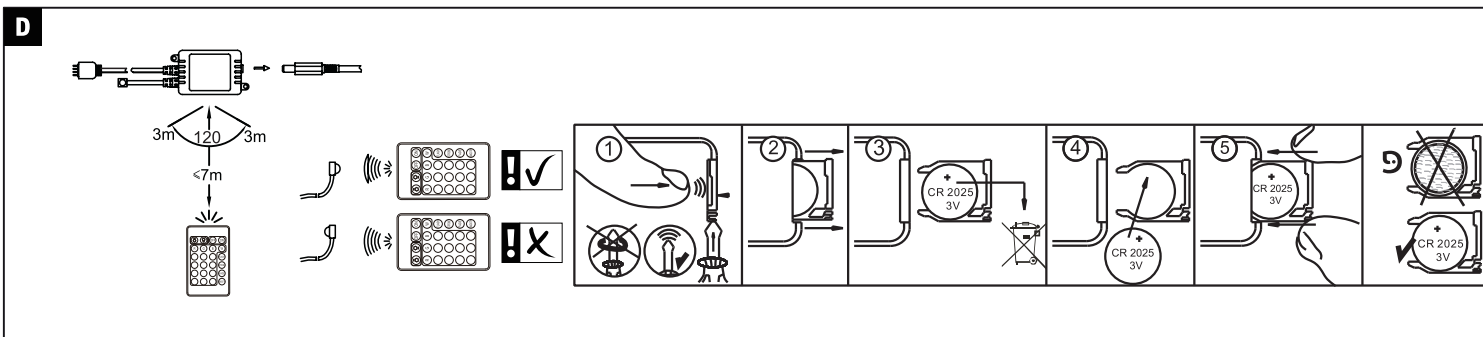
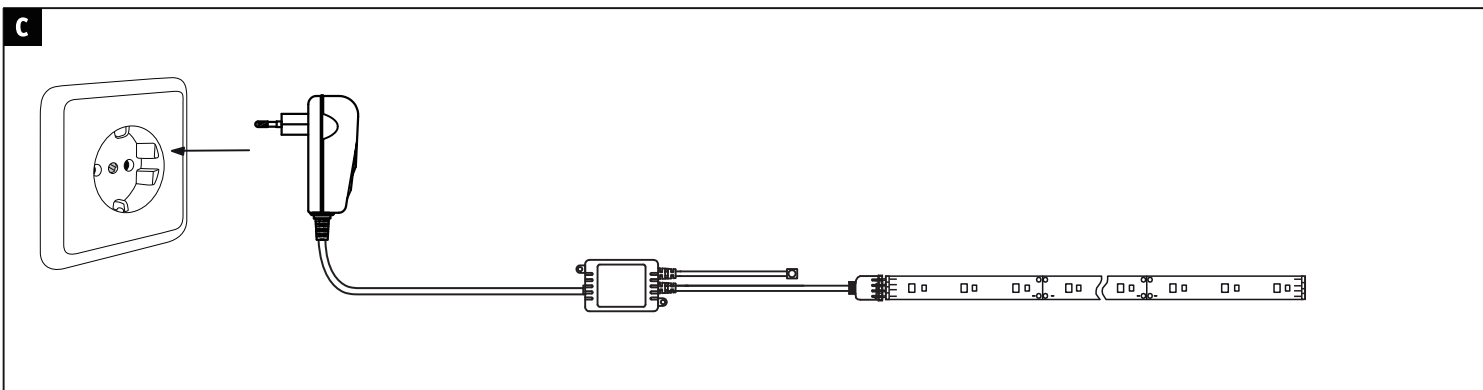
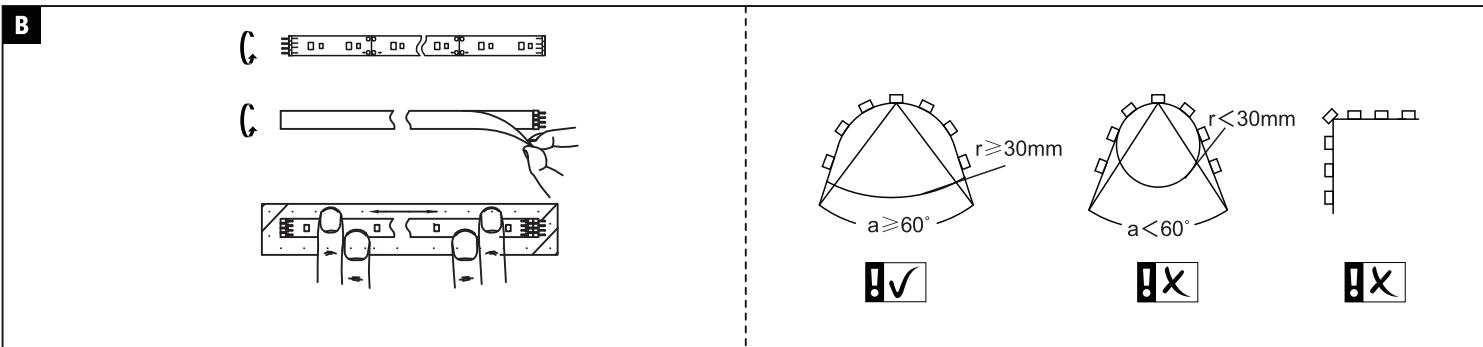
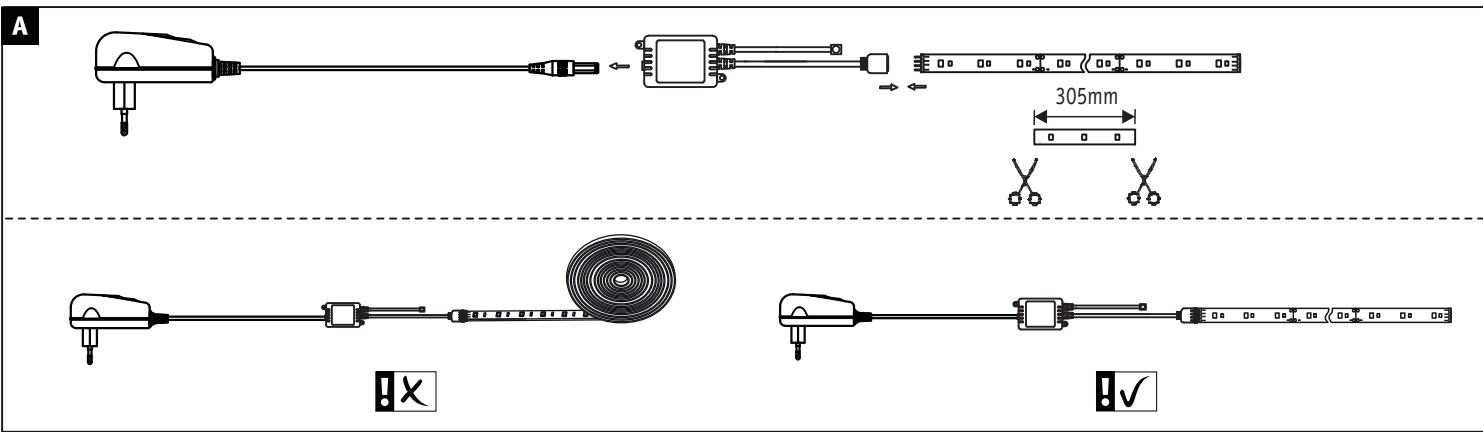
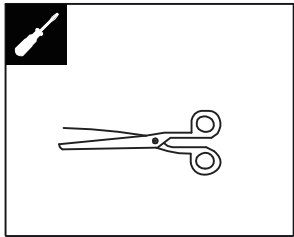
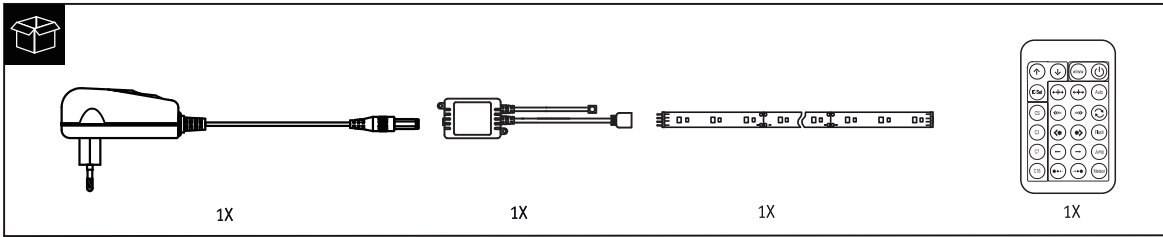


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- | | | | |
|--|---|--|---|
| | Static Light effects:
dimming brightness up | | Static Light effects:
dimming brightness down |
| | Dynamic Light effects:
increases speed of light effect
reactivates unlighted stripe segments | | Dynamic Light effects:
slows down speed of light effect
deactivates last stripe segments |
| | W/WWW shift key, 3000K | | ON/OFF key |
| | IC number setting / electronic cutting | | flow to two terminals from centre
(CS,C3,C7,C16) |
| | flow to centre from two terminals
(CS,C3,C7,C16) | | Auto-cycle mode |
| | eight-color choice key in static model | | Trail into left & CS,C3,C7,C16 ð |
| | Trail into right, ð CS,C3,C7,C16ð | | Trail from two directions in turn |
| | three-color choice key in static model | | Horse race to left direction (CS,C3,C7,C16) |
| | Horse race to right direction (CS,C3,C7,C16) | | Flash function key (CS,C3,C7,C16) |
| | seven-color choice key in static model | | spread to left (CS,C3,C7,C16) |
| | spread to right (CS,C3,C7,C16) | | Jump efficient key (CS,C3,C7,C16) |
| | sixteen-color choice key in static model | | Queued color running to left with a tag
(CS,C3,C7,C16) |
| | Queued color running to right with a tag
(CS,C3,C7,C16) | | Queued color running with a tag from two directions in turn |

on / off

Dimm

IC number setting / electronic cutting

Warm White 3000K

Light effects

Choose color

3 color

7 color

16 color

Mix of all effects

Mix of

Color jump

Fade

Mix of

Speed

"Flow"

"Trail"

"Horse Race"

"Spread"

"Queued"