



WiedaMark ///

ColorBlock RGB LED Wall Washer 36 1W, ETL Listed



This product is mainly used for decorating and highlighting in building frame, garden, etc. It can work in independent mode and DMX mode, which can generate various color changing effects, such as flashing, fading, steady, seven color jumping synchronously etc. DMX256 class gray degree dimmer DMX programmable (thousands of effects available if many lights being connected together);

A. Specification

Materials of Shell: Aluminum alloy

Rotary angle: 150°(Vertical)

Input Voltage: 120V/240V AC

Operating Voltage: 24V DC

Protecting Rating: IP65

Operating Temperature -20°C~40°Cv

FUNCTIONS SECTIONS INDEX:

1. Preprogrammed Operation. Select program, adjust color and speed options using buttons and display located on end of fixture.

2. DMX Operation. Use buttons and display to assign DMX address. Connect to DMX controller via the 3-pin IP68 threaded connector.

3. Master/Slave Mode. Synchronize multiple units by interconnecting with IP68 threaded DMX cabling and assigning one unit as “Master” and other units as “Slave” via the buttons and display on the end of the fixture.



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Technical Specifications

Physical Specifications

Chip Type	Edison
Dimension	L333*W147*H210 mm (L13.11*W5.79*8.27 inch)
Connectors	XLR3
Material of Shell	aluminum alloy
Weight	4.3 Kg±5%
Rotary Angle	180°
IP Rating	IP65 (applicable for dry, wet, damp environment)

Electrical Specifications

Lighting Source	1W XPower LED
LED Quantity	36 LEDs
Operation Temperature	-20 °C~40 °C(-4°F~104°F)
Input Voltage	100 VAC~256 VAC
Power Consumption	55 W (Max.)
Maximum Series-wound Length	100 meter (328 feet)
Control System	DMX Control & Self-Control

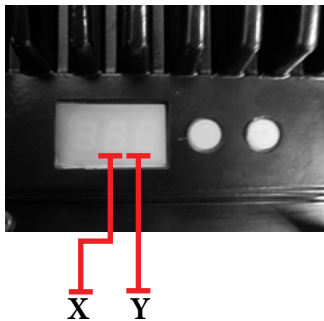
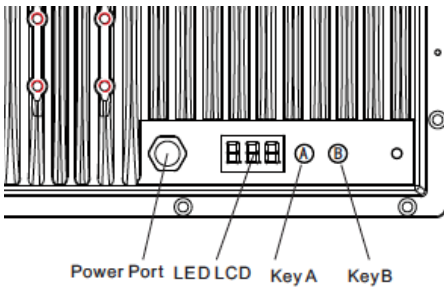
Optical Specifications

Lumens (single LED)	Red: 44 lm	Green: 70 lm	Blue: 15 lm
Beam Angle	15°		
Lighting Distance	20 meter (65.6 feet)		
Lumen Maintenance	>85% @1000hrs		
Wavelength	Red: 620-625	Green: 520-525	Blue: 470-475

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FUNCTION SELECTION:

1. Preprogrammed Operation

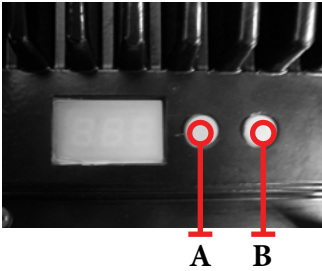


1. Press button “B” to enter the preprogrammed operation.
2. Three characters will appear on the display: The letter “P” with 2 digits to the right of it.
3. The digit in the middle (X) can be selected by pressing the “A” button and can be changed by pressing the “B” button.
4. The middle digit has a range of values that are: A, B, C, 1, 2, 3, 4, 5, 6, 7, 8 and 9. The character selected for this middle digit determines the program.
5. The last digit (Y) has a range of numeric values from 1 to 9. The character selected for the last digit determines the speed or rate for the program: 1 is slowest while 9 is the fastest.
6. About 10 seconds after the last button is depressed, the display will accept your change and store it in memory.

X Value	Y Value
1- Static Red	1~9 Intensity
2- Static Green	1~9 Intensity
3- Static Yellow	1~9 Intensity
4- Static Blue	1~9 Intensity
5- Static Purple	1~9 Intensity
6- Static Cyan	1~9 Intensity
7- Static White	1~9 Intensity
8- Multicolor Changing	1~9 Speed
9- Single Fading	1~9 Speed
A- Multicolor Fading	1~9 Speed
B- Multicolor Flashing	1~9 Speed
C- Auto Run	1~9 Times Cycle

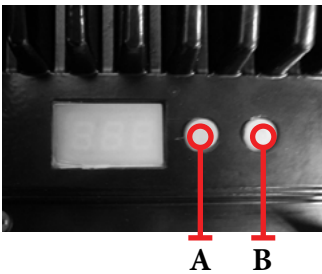
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2. DMX Mode Operation



1. To control with DMX you must assign the light a numeric 3-digit address.
2. Press button “A” until three numeric characters appear on the display.
3. Now, press the “B” button to increase the value of the flashing character. Keep pressing “B” until you arrive at the correct digit.
4. Press “A” to move number selection to the middle character. Again, use “B” to select the correct digit for your DMX address.
5. Repeat step 4 again to assign the first digit of your DMX address.
6. When done, simply wait for the display to stop flashing, which will confirm it has accepted your DMX address assignment.
7. Connect the DMX Out from your controller to the DMX In cable which is located nearest the power cord.

3. Master/Slave Operation



1. This program will allow all lights that are inter-connected with DMX cabling to operate in synchronized unison with the unit assigned as the Master.
2. There can only be one Master fixture. To assign Master status, follow the instructions for DMX Mode Operation and assign the DMX address of 001. This will be the Master unit.
3. Assign any other DMX addresses, (with the exception of 001) to the remaining lights that you want to operate as Slaves.
4. Interconnect all lights with DMX cabling.
5. Now, whatever parameter you change on the Master unit with the 001 address, will automatically be mirrored on the remaining lights.