

MINLEON ADVANCED MULTIFUNCTION MINI CONTROLLER QUICK REFERENCE

PRECAUTIONS & INSTALLATION

⚠ REQUIREMENTS ⚠

1. The Minleon Advanced Multifunction Mini Controller is not designed to be left outdoors in the weather in all situations or else permanent damage may occur. If installing outside then ensure that the controller is mounted from the mounting eye piece with the power and USB sockets facing downwards
2. The controller must not be located no more than 10 feet away from the first light unless using the Minleon sender and receiver unit (Minleon additional accessory) which will allow up to 300 feet of distance between the controller and first light.
3. Never disconnect and connect lights when the controller is powered up as this may cause permanent damage to the lights and/or controller.
4. Do not place lights or controller in areas where there is extreme heat or cold.
5. Do not strain the cables of the lights as damage may occur to the wiring.
6. Always keep the plug cap on at the end of the light string when not used.
7. Firmly tighten all plugs, do not over tighten
8. Do not drop controller, remote or lighting on hard surfaces
9. Do not use if there is any damage to the controller, wiring or lighting
10. Do not wash down the controller or the remote with any fluids as this may cause permanent damage. Use a soft clean rag to clean the controller, remote and lights.

INTRODUCTION

The Minleon Advanced Multifunction Mini Controller is an mid-level controller for displaying effects on a single string of Minleon RGB Lights (up to 500 lights maximum). It can also control multiple strings that are wired in parallel, where each string will display the same thing (up to 5000 lights maximum). The Mini Controller has a number of built-in effects, a remote control that allows different controls including 2 memory recalls and a USB port that allows live control via a PC using Minleons LightShow Pro software.

PARTS AND CONNECTION



1: Multifunction Mini Controller

The Minleon Multifunction Mini Controller has many inbuilt functions and is very powerful for a small package



2: Mini Controller Remote (V2)

The Minleon Multifunction Mini Controller Remote allows you to take control of the lights connected to the multifunction mini controller in many ways



3: 12VDC Power Supply

12VDC 2 Amp power supply that can power up to 50 Minleon RGB lights and the controller.



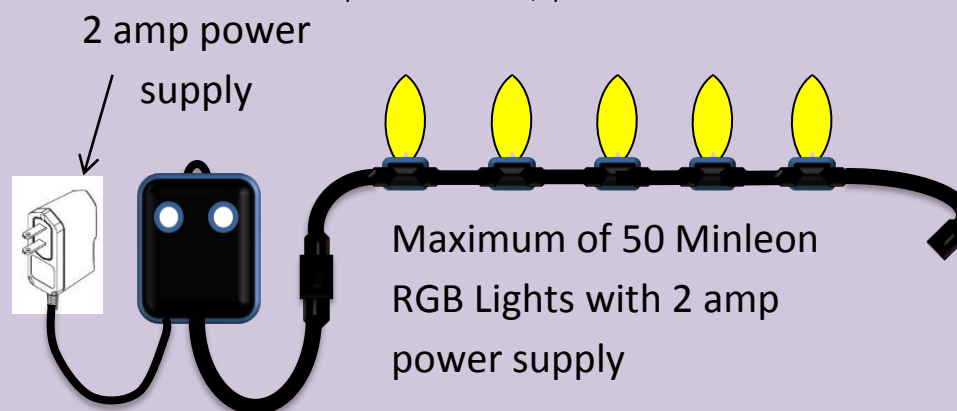
4: Minleon RGB Lights

A variety of different lights, tubes and strip Lighting are available from Minleon ⚠ Always power off the controller before connecting and disconnecting lights



Diagram for connecting the power supply and lights

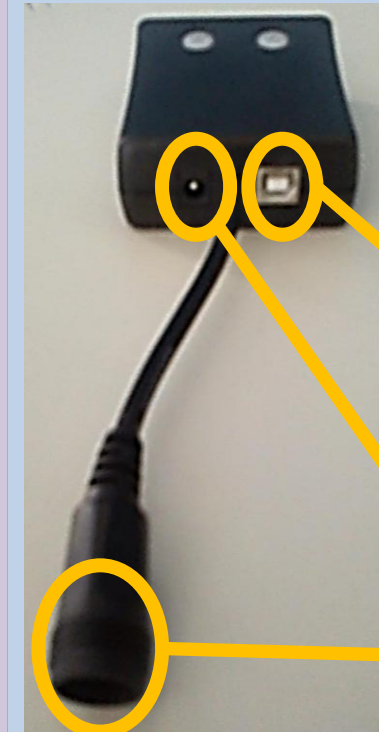
*Optional Extension/spacer shown



USING THE CONTROLLER

Multifunction Mini Controller

The Minleon Multifunction mini controller has several basic and advanced functions that allow the user to take full control of the lights connected



USB Port

The USB port allows the mini controller to be connected to a computer for direct control via Minleons LightShow Pro Software

12VDC Power Socket

Connect the 12VDC power supply here

Light Plug

Connect the lights to this 3 pin plug. Ensure the pins line up and do not force in the plug.

IMPORTANT ⚠ DO NOT CONNECT & DISCONNECT LIGHTS WHEN CONTROLLER IS PLUGGED IN

Mini Controller Control

The multifunction mini controller can have basic control from the controller by using the below function buttons.

▶ Play Button

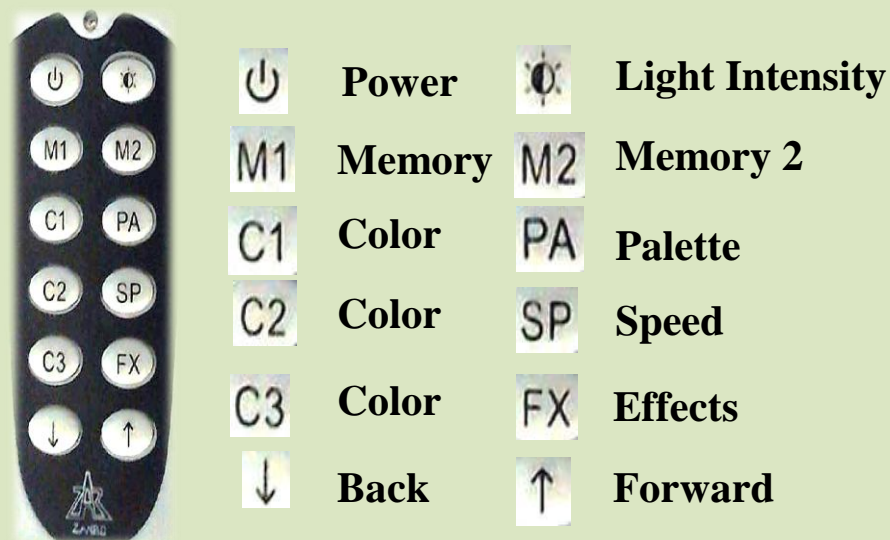
Plays next effect (see page main manual for list of effects). If held down, turns power off and saves effect for next power up. Press to turn lights back on.

⊕ Variation Button

Modifies the current effect (speed, color, etc depending on effect).

Advanced Multifunction Mini Controller Remote

The Minleon Advanced Multifunction Mini Controller Remote has several basic and advanced features that allow you to take full control of your lights for any occasion by just using the Multifunction Mini Controller Remote.



Remote Controller Functions

Turning lights on and off

Press the **Power** button

Setting the number of lights connected to the Controller

Turn the lights on then hold the **Power** button for more than 1 second. All active lights will turn on Red with the last active light flashing blue.

Press **Down Arrow** to decrease the number of lights connected.

Press **Up Arrow** to increase the number of lights connected.

Press **Back** to return to normal operation

Changing the level of light intensity

Press **Light Intensity** button then press **Up Arrow** to increase intensity or press **Down Arrow** to decrease intensity

Press **Light Intensity** button for 1 second to return to full intensity

Changing the Light Effect Function

Press the **FX** button then press **Up Arrow** or **Down Arrow** to select the appropriate effect

Saving a Favourite Effect to Memory for Quick Recall

You can save 2 quick recall effects by selecting the appropriate effect that you like and then hold the **M1** or the **M2** button for more than 1 second to save that effect to the appropriate memory button. A small flash of the lights indicates the effect has been saved.

Retrieving a Favourite Effect from Memory

Press either **M1** or **M2** button to retrieve the appropriate previously saved effect

Changing the Speed of an Effect

Press the **SP** button then press **Up Arrow** or **Down Arrow** to either speed up or slow down the effect

Hold the **SP** button for more than 1 second to change the direction of certain effects

Changing the Color Palette

Press the **PA** button to cycle through the three color modes

Saturated \longrightarrow Pastels \longrightarrow White

Effects Color Edit Mode

Certain effects allow you to edit 3 different colors to be used for your favourite sporting team, celebration, fund raiser or any occasion that you see fit.

Whilst the effect is running press **C1** button to edit the first of 3 colors. The first 3 lights connected will turn on with their currently set colors and the 4th light will be off. The first light will flash to indicate that color 1 is selected

Press either **Up Arrow** or **Down Arrow** or **PA** to change color, The remaining lights from the 5th light onwards will change color to indicate the color chosen.

Press **C2** button to edit the second color, the 2nd light will now flash

Press **C3** button to edit the third color, the 3rd light will now flash

Press the **FX** button to return to the effect with the new chosen colors

Hold down the **C1**, **C2** or **C3** button for longer than 1 second to clear the custom color. If all custom colors are deleted, effects that use them will pick random colors instead

Color Paint Mode

You have the ability to set the color of each light for specific lighting needs and recall this for use at any time

Hold down the **PA** button for 1 second to enter the individual light edit mode. The lights will change to the pre-set colours with the currently selected light slowly flashing.

Press **C1** button and then press either **Up Arrow** or **Down Arrow** buttons to change the colour of the selected light, this is indicated by the selected light flashing on and off

Press **C2** button and then press either **Up Arrow** or **Down Arrow** buttons to select the appropriate light to edit. This is indicated by the selected light flashing red

You can also briefly press the **PA** button to change the colour palette of the selected light

Hold down the **PA** button for 1 second to set the selected colors

Save as a favourite to memory by pressing and holding either **M1** or **M2** button for 1 second.

No.	Effect Name	Effect Description	Variation
1	Test Pattern	test mode	
2	Demo Mode	changes effects randomly	
3	Paint Mode Lights^	Uses the lights created in Paint mode	
4	Color Wheel	all lights cycle through color wheel	4 speeds
5	Rainbow	rainbow of color	8 speeds
6	Wide Rainbow	wide rainbow of color	8 speeds
7	Christmas Lights	colors fade in and out	4 speeds
8	Color Change	all lights change to new colors	4 speeds
9	Two Color Change	alternate lights change to new colors	4 speeds
10	Chaser	colored chaser lights	4 speeds
11	Ping Pong	back and forth colors	4 speeds
12	Expander	colors expanding from center	8 themes
13	Exploder	lights exploding from center	8 speeds
14	RGB Flash	Red Green Blue flasher	8 speeds
15	Effects Manual Mode*	Uses the effects edit mode colors	
16	Color Burst*	lights bursting from side	8 speeds
17	Chaser*	colored chaser lights	8 speeds
18	Ping Pong*	back and forth colors from centre	4 speeds
19	Color Glow*	glowing colors	4 speeds
20	Color Waves*	colored wave	8 styles
21	Color Blend*	blends colors across the string	
22	Twinkle*	twinkling, flashing lights	4 speeds
23	Shimmer*	Shimmering lights	

*- Effects Edit Mode colors used

^- Color Paint Mode colors used

Important Notice

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