## InStyle LED

### Wireless LED Wall Control (4-zone)

RF / DMX / wifi option Suitable for RGB & RGBW LEDs

Commercial Grade



This wall controller can be used to control both RGB and RGBW colour-changing LEDs, across four lighting-zones. Provides on-off control, full dimming, pre-programmed effects and colour selection, and store/recall setting for each zone independently.

Works wirelessly via radio-frequency (RF) to a range of 20m, with no need for line-of-sight. Wifi option (additional adaptor required). If wired, can be used as a DMX controller for DMX-compatible receivers.

This controller must be paired with one or more multichannel wireless receivers to manage LEDs. (Receivers supplied separately.) Each lighting-zone can be paired with as many wireless receivers as required.

Sleek glass-effect finish and easy-to-use touch wheel for colour selection.

#### wiring / connections

# RGB Wireless Wall Controller





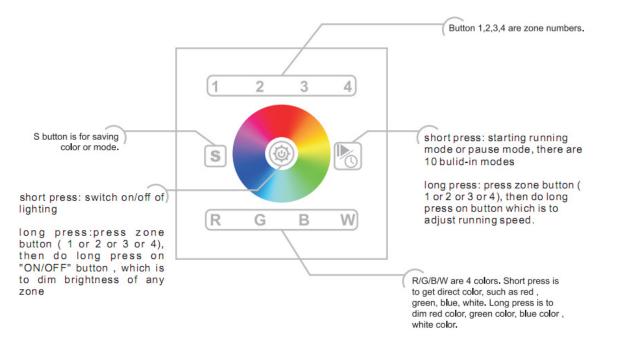
https://www.instyleled.co.uk/rgb-wireless-wallcontroller/

#### quick spec sheet Product code: CT-WALL-4

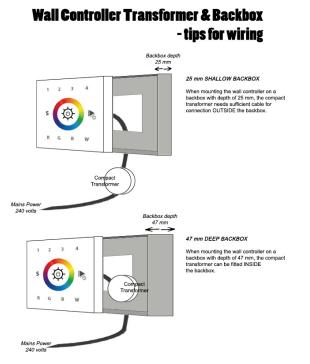
Physical	construction
Colour	White / glass-effect
Materials	Plastic
IP Rating	IP22
Length	87 mm
Width	87 mm
Depth	33 mm
Electrical	
Input voltage	12 V or 24 V
Output voltage	12 V or 24 V
Output current	8 amps per channel
Wattage	(LED receiver) 96 W or 192 W per channel (LED receiver)

## InStyle LED

#### Instructions



#### Installation



#### Operation

1. Set DMX512 address After connect well with DMX decoders, please set the DMX decoders address as below: DMX decoder's address 001 is controlled by Zone 1,DMX decoder's address 005 is controlled by Zone 2, DMX decoder's address 009 is controlled by Zone 3,DMX decoder's address 013 is controlled by Zone 4.

- 2. Save color/scene/mode: Turn on RF remote Click the paired zone number/numbers Select a color
- Hold S until the indicator Ucick zone number: 1/2/3/4, the turn like this 9 3. Call up the saved: . Turn on RF remote Select zone button which we want to call up Click S button S Click zone number again to call up the saved