

ADJ RGBW 4C IR

Šifra: 11056
Kategorija proizvoda: DMX Kontrole i Dimeri
Proizvođač: ADJ

Cena: 11.400,00 rsd

RGBW4C IR is a 32-channel RGB, RGBW or RGBA LED controller. It was designed to control any standard 3 or 4 channel group of LED fixtures where channel 1 is Red, channel 2 is Green, channel 3 is Blue and channel 4 is White or Amber.

Up to 8 LED fixtures or fixture groups can independently be controlled via four fixture buttons. All LED fixtures or fixture groups must be set to run

in DMX mode and be addressed four channels apart for independent control.

The units control panel includes 9 direct access "Static Color/Chase" buttons, which contain pre-programmed color presets and chase programs, 3 user programmable color preset buttons, 4 multi function faders that control RGBW intensities on the fly, as well as chase program "Speed", chase program "Fade Time" and "Master Dimmer".

There is also an array of 8 buttons used to select the operation mode, including RGB Fade, Auto Run, Color Macro, Chase, Sound Active, Strobe, Manual RGBW and Blackout modes.

The RGBW4C is one of the simplest and most versatile LED controllers available today. It's ideal for D.J.'s, nightclubs, lounges, bars and anyone that wants easy control of LED Par's, Bar's, Flood's or Panel's.

Specifications

Compact DMX512 controller for RGB, RGBW and RGBA LED fixtures

3 user programmable color preset, direct access buttons

Color Macro playback mode

RGB and Auto modes

Sound active mode via internal microphone

Variable strobe

ADJ LED RC2 Compatible (Sold Separately)

Control up to 8 individual fixtures or fixture groups

9 Color preset/Chase program direct access buttons

Manual RGBW intensity control mode

On the fly Speed & Fade control of all chase programs

Adjustable microphone sensitivity

Blackout button

Tech Specs:

- DMX output connector: 3-pin XLR
- Power In: 12VDC 500mA UL approved power supply (Included)
- Power consumption: 3.6 Watts
- Size: 12.9" x 5.5" x 1.9" (327 x 140 x 48mm)
- Weight: 2.4lbs. (1.1kgs.)