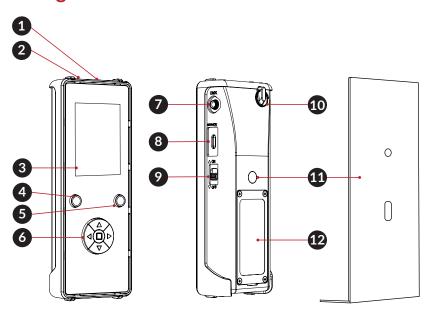
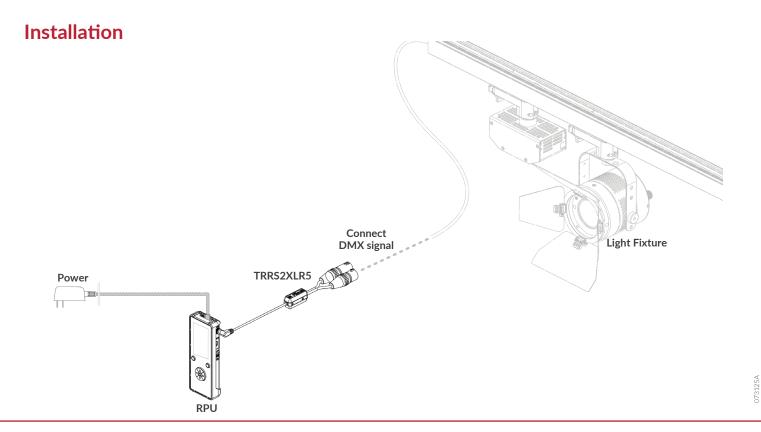


Parts Diagram

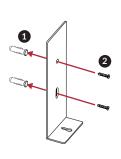


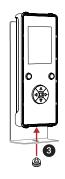
- 1. USB Type-C Port (5V/1A Power)
- 2. Power LED Indicator
- 3. OLED Display
- 4. Back Button
- 5. Option Button
- 6. Navigation Pad
- 7. DMX Input Port (TRRS)
- **8.** USB Type-C Port (For updating firmware)
- 9. ON/OFF Switch
- **10.** Rigging Ring
- 11. Magnetic Mounting Plate
- **12.** Battery



Magnetic Mounting Plate

Insert screws (1) into the wall. Align the holes of the metal plate and secure it to the wall using the cap screws (2). Once the plate is mounted, place the RPU onto the metal plate. From the bottom, insert the hand screw into the hole on the bottom of the RPU (3). Push the RPU and hand screw (4) inward to secure it into place. When the RPU is removed, the hand screw (5) will remain attached.

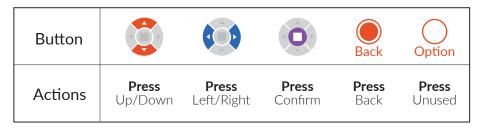








Button Functions



Control

The Control section of the RPU covers DMX Control via Manual Mode and Scenes Mode.

*For DMX mapping, please visit website.

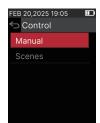
Manual Mode

Manual DMX Control allows for manual control and output of 1 DMX Universe.

1) After powering on the RPU and the menu appears, select "Control" and press the center button once. When "Manual" is highlighted, press it again to enter.











2) Use the up/down arrows to navigate through available channels groups in increments of 20. Press the center button once on "001" to enter, then use left/right to adjust the DMX address.











3) Navigate down to "Value". When it is highlighted, use the left/right buttons to adjust channel parameters.





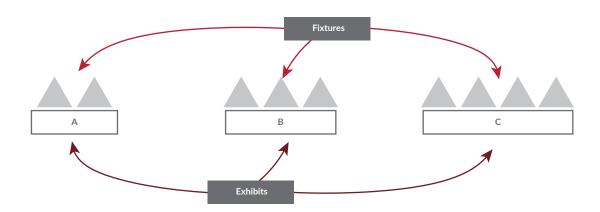




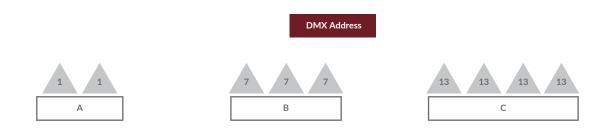


Scenes

Scenes allow users to create specific, customizable lighting looks for various applications. They define desired light settings for any situation. Here is an example of Scenes being used in a gallery with several exhibits.*



To control them all with the same scene, users can set each exhibit to have different starting addresses.



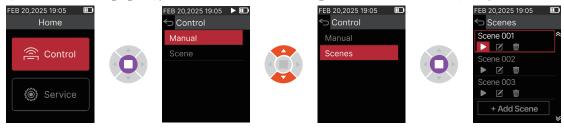
Then, different DMX outputs can be set at various points, allowing for flexible scenes.

	Fi	chibit A xture lode: CC		1	A 1		F	xhibit B ixture Iode: Gel	7		7 B	7	F	xhibit C ixture 1ode: C		13		13	c 13	3 1	13
DMX Channel	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
DMX Value	255	127	10	255	Check control table	TBD	127	100-109	0-99	0-9	Check control table	TBD	255	127	0-9	127	0	255	173	Check control table	TBD
Function	INT 100%	CCT 6000K	Green Adjust -1.0	Strobe 25Hz	Control	Reserved	INT 50%	Gel Filter (Surprise pink)	ССТ	Strobe OFF	Control	Reserved	INT 100%	CCT 6000K	Green Adjust 0	Crossfade 50%	X 0.0	Y 0.8	Strobe 17Hz	Control	Reserved

^{*}For DMX mapping of other modes, please visit the website.

RUNNING SCENES

1) When "Control" is highlighted, press the center button once. Navigate down and select "Scenes", then press once to enter.



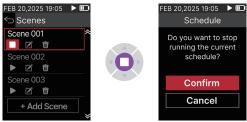
2) Select desired scene and press the center button once to run scene. Press again to confirm and start running the current scene.





STOPPING SCENES

1) Select desired scene and press the center button once to stop scene. Press again to confirm and stop running the current scene.



EDITING SCENES*

1) When a scene is selected, use the left/right button navigate right to the edit icon, and press the center button once to enter.











2) Select the scene banner to edit the name.







3) Use up/down button to navigate to each point in increments of 20, then press once to enter and set the values.











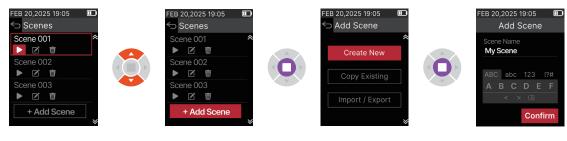
^{*}Cannot be edited while the scene is active.

ADDING/DELETING Scenes

Users can Create a New Scene, Copy an Existing Scene, or Import/Export a Scene.

Creating New Scenes

- 1) Use up/down button to navigate down and select "+Add Scenes", press the center button once to enter, select "Create New", press again to enter.
- 2) Create a name for the scene being added, select "Confirm".
- 3) Create the desired scene and exit.



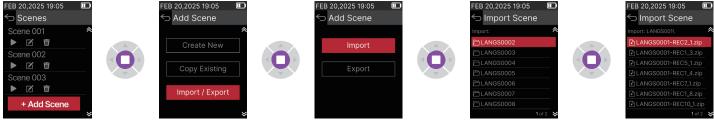
Copying Existing Scenes

- 1) Navigate down and select "+Add Scenes". Press the center button once to enter. Navigate down to select "Copy Existing". Press again to enter.
- 2) Navigate to scene to be copied. Press the center button once on the copy icon to enter.
- 3) Create a name for the scene being added. Select "Confirm".

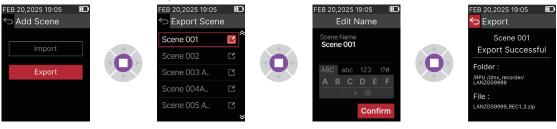


Import/Export

- 1) Plug USB Drive into the service port of the RPU.
- 2) Navigate down and select "+Add Scenes", press the center button once to enter, navigate down to select "Import / Export", press again to enter.
- 3) If Importing, navigate to and select a scene to add, the scenes will import automatically.



- 4) If Exporting, navigate to and select a scene to export.
- 5) Enter a name for a scene to be exported.



Deleting Scene

1) When a scene is selected, use the left/right button navigate right to the delete icon, and press the center button once to delete. Press again to confirm and delete the current scene.



Service

Updates

Updates can be installed via Wi-Fi.

Alternatively, the latest FW of the RPU can also be downloaded from the website-support/firmwareUpdates.php, and installed on the device via a USB Drive to the Service Port.



















Wi-Fi

Connect to Wi-Fi to ensure the RPU is on the latest FW. The RPU supports 2.4G and 5G networks.

















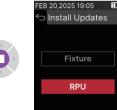


Light Fixture Firmware Updates

Ensure the latest firmware version of the RPU is installed to keep all connected lighting devices up to date.



















DMX Tester

The DMX Tester can interface with DMX for troubleshooting setups, fixtures, and any connections. The tester can be set to "View" or "Set Levels".

In View Levels:

Connect to an active DMX Signal via the DMX attachment. The RPU will show any incoming signal being read for the DMX Universe.









In Set Levels:

Connect to a lighting setup via the DMX attachment. Control in "Set Levels" mode is identical to "Manual Control". Individual channel values can be controlled for any necessary testing.









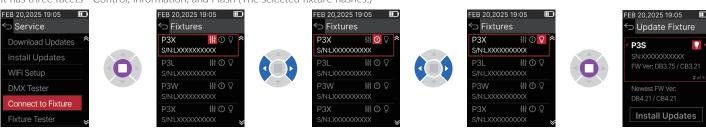






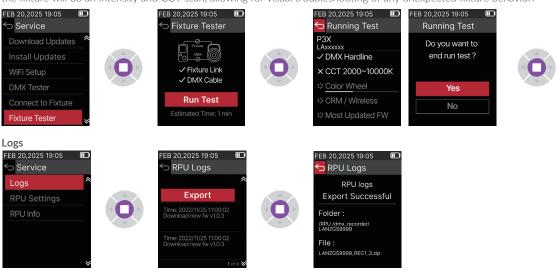
Connect to Fixture

"Connect to Fixture" links directly to fixtures, providing access to settings and fixture information. It has three facets - Control, Information, and Flash (The selected fixture flashes.)



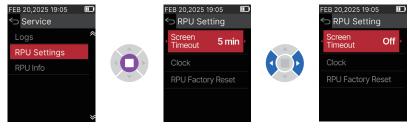
Fixture Tester

The "Fixture Tester" runs a quick diagnostic on a fixture for troubleshooting. Once connected to a fixture via DMX, the fixture will do an intensity and CCT scan, allowing for visual troubleshooting of any unexpected fixture behavior.

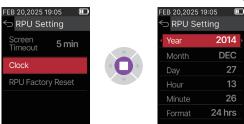


RPU Settings

Screen Timeout — Toggling this option enables the screen to turn off after a user-specified duration.



Clock - Sets the RPU's local time and allows switching between 12 and 24 hour formats, as well as toggling daylight saving time.



RPU Factory Reset - The "Factory Reset" clears the RPU's memory and returns all settings and features to factory defaults.



RPU Info

The RPU Info section shows the RPU's firmware version, the serial number of the unit, and its MAC address.







Troubleshooting

Problems	Possible Causes	Checks and Remedies
Utility will not launch	System incompatibility, missing updates	Check system specs, update software
Light fixture not detected	Connection error, wrong port, device off	Confirm power, check cables/wireless, select correct port
Firmware update fails	Unstable power, wrong firmware	Confirm stable power, verify firmware file, retry or reset
Power cycle	Dead batteries, no power	Refresh batteries, connect to power

Battery Operation

Items	Recommendations
Battery type	Use alkaline battery only
Estimated runtime	• 20-40 mins
Battery storage warning	Avoid leaving batteries installed for long durations
Battery storage warning	Avoid leaving batteries installed for long durations

DMX Footprint

For detailed DMX mapping, refer to the product datasheet or visit the website.