

STRP12050A-WPRGBC – RGB Remote Controller Guide

ON/OFF Buttons:

Use to turn the controller on or off. Controller will start on last setting selected.



UpSun Button:

Use to increase single color brightness; increase effect speed.



DownSun Button:

Use to decrease single color brightness; decrease effect speed.

Pre-Set Color Buttons:

Use to quickly select a pre-set color: Red, Green, Blue, White, Yellow, Cyan, Purple. The brightness setting of each color can be adjusted up or down (see [UpSun](#) and [DownSun](#) button instructions). The controller will memorize brightness level and will be applied to the [Jump3](#) and [Jump7](#) effect buttons. The controller CANNOT set individual brightness levels for separate colors; once the selected brightness level is set it will apply to all pre-set color buttons.

Effect Buttons:

[Jump3](#): jumps between 3 pre-set colors - Red, Green, and Blue. Can be dimmed/brightened as desired if the brightness has previously been adjusted on one of the [Pre-Set Color Buttons](#). Use the [UpSun](#) or [DownSun](#) buttons to speed up or slow down effect speed.

[Jump7](#): jumps between 7 pre-set colors: Red, Green, Blue, Yellow, Cyan, Purple, and White (in that order). This effect can be dimmed/brightened as desired if brightness has previously been adjusted on one of the [Pre-Set Color Buttons](#). Use the [UpSun](#) or [DownSun](#) buttons to speed up or slow down effect speed.

[Fade3](#): fades in and out between Red, Green, and Blue. Use the [UpSun](#) or [DownSun](#) to speed up or slow down effect speed. This effect CANNOT be dimmed or brightened.

[Fade7](#): smoothly fades between 7 pre-set colors Red, Green, Blue, Yellow, Cyan, Purple, and White (in that order). Use the [UpSun](#) or [DownSun](#) buttons to speed up or slow down effect speed. This effect CANNOT be dimmed or brightened.

[Spark](#): flashes from dimmest setting to brightest setting on each of 7 pre-set colors Red, Green, Blue, Yellow, Cyan, Purple, and White (in that order). Use the [UpSun](#) or [DownSun](#) buttons to speed up or slow down effect speed. This effect CANNOT be dimmed or brightened.

DIY 1-5:

Use each DIY button to make your own custom color. Simply press one of the DIY buttons and then use the individual color channel buttons to adjust each color channel specifically - see [DIY Quick Color Guide](#). DIY color brightness must be manually set using the color channel buttons and CANNOT be dimmed/brightened using the [UpSun](#) or [DownSun](#) buttons.

DIY Jump:

Jumps between the [DIY 1-5](#) buttons in numerical order. Jump speed can be sped up or down using the [UpSun](#) or [DownSun](#) buttons. (Note: When pressing the DIY Jump button, it will initially show red even though none of your other DIY buttons may be programmed to Red. This only happens upon pressing the [DIY Jump](#) button [resetting its cycle] and will, from then on, only jump between your [DIY 1-5](#) buttons.)

DIY Quick Color Guide:

Using the individual color adjustment buttons is simple, as you will be able to see each adjustment as you make it. To increase or decrease the output of a particular channel by 1 step press the up arrow or down arrow - for more rapid adjustments you can hold the channel button down. To adjust the brightness of a DIY color you will need to increase or decrease the outputs of each channel equally e.g. to dim a color you have already created you would need to simply press the down arrow button equally on each channel until you reach the desired brightness.

Example: to create a yellow color you will need to use the Red and Green channels only, a higher ratio of red will result in creating more orange hues, whereas a higher ratio of green will shift the output to make yellow-green. Pink to Purple colors you would only use a ratio of the Red and Blue channels, and teal colors would only use a ratio of Blue and Green channels. White colors are a combination of all 3 color channels - Warm Whites (lower Kelvin temperatures) will use a higher ratio of the Red and Green channels versus Blue channel. Cool Whites (higher Kelvin temperatures) will have a higher ratio of the Blue channel versus the Red and Green channels. Neutral and Daylight Whites (mid range Kelvin temperatures) will have a fairly equal ratio of all 3 channels.

