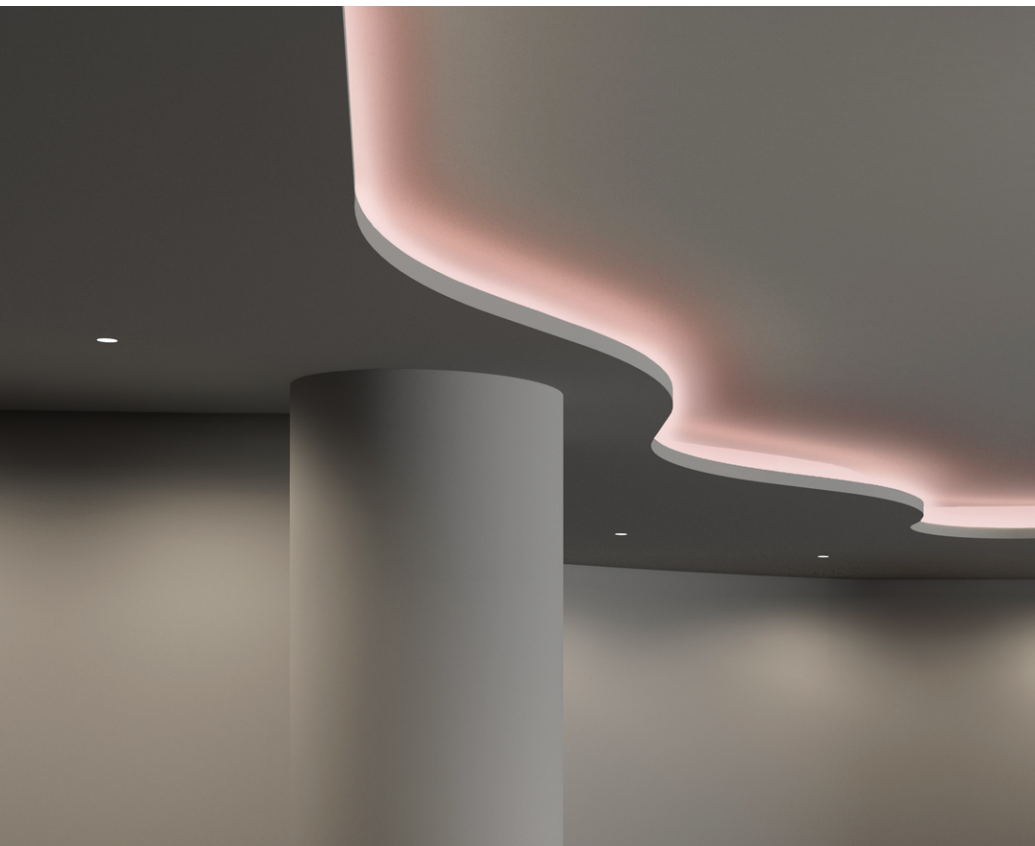


EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



PLUG & PLAY DESIGN



Plug & Play

4 OPTICS



Asymmetric Narrow Optic



Asymmetric Wide Optic



Symmetric Narrow Optic



Symmetric Wide Optic

ENDLESS CONFIGURATIONS



Linear Run



Pattern Straight Corners



Pattern Curved Corners

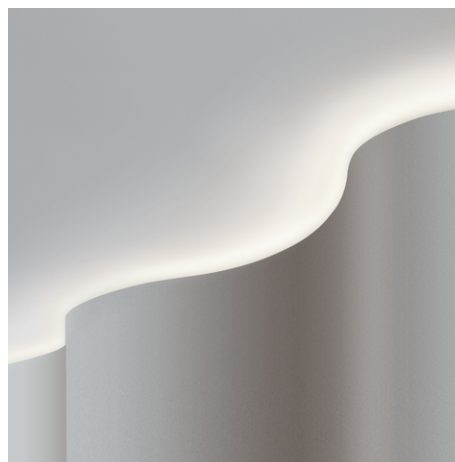
MOUNTING OPTIONS



Field-Curvable Ramps

The Evoq Field-Curvable System

Declare.



1 Specify your Fixture

2 Define your Configuration

3 Select your Mounting

EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



Project: _____

Type: _____

Order Guide

A drawing of your pattern is required - anything from a line drawing to an architectural drawing.

The product code will be split into two separate lines for ordering/client drawing purposes. One line will be for the fixture, and one line for the mounting, if required.

1

LUMINAIRE ID	OPTIC	LIGHT SOURCE ¹	LUMEN PACKAGE ³	WHITE COLOR TEMPERATURE
		QUADRO		
EVOQCURPAT - Evoq Pattern with curved corners EVOQLIN - Evoq Linear EVOQPAT - Evoq Pattern with straight corners	ANO - Asymmetric Narrow Optic AWO - Asymmetric Wide Optic SNO - Symmetric Narrow Optic SWO - Symmetric Wide Optic	QUADRO ² - RGBW 4-channel control ¹ Static white, Chromawerx SOLA and DUO also available. Consult other spec sheets. ² Consult factory for solid colors, such as red, green and blue. ³ White CRI at 90+.	3WF - 3 W/ft output 6WF - 6 W/ft output 9WF - 9 W/ft output ³ See page 3 for dedicated white channel lumen outputs.	22K - 2200K 27K - 2700K 30K - 3000K 35K - 3500K 40K - 4000K 50K - 5000K 65K - 6500K
TOTAL LENGTH	VOLTAGE	DRIVER ^{4,5}	ELECTRICAL	LEADER CABLE TYPE ⁸
		DMX	1C	
#FT#IN - Specify nominal length (#) in 1" and/or 1" increments	120V - 120V 277V - 277V UNV - 120V-277V	DMX ^{6,7} - DMX ⁴ Integral driver is only available with 48" modules. For configurations requiring 12" or 18" modules, remote drivers will be required for all modules. ⁵ Integral or remote subject to factory evaluation. Code will be updated with prefix "R" if factory determines driver to be remote. ⁶ On-site commissioning is required. ⁷ For more information, see pages 11 to 16.	1C - 1 circuit	EVLC ⁹ - Evoq 10' leader cable, male connector EVLCF ⁹ - Evoq 10' leader cable, female connector EVLC90 - Evoq 10' leader cable 90°, male connector ⁸ See page 4 for details. ⁹ Not available with Square or Rectangle patterns when specified with outside corners.

2

RAMP LUMINAIRE ID	CONFIGURATION ^{10,11,12}	LENGTH ¹³	CORNER TYPE ¹⁷ Specify NA for Linear										
EVOQCURPATRMP - Evoq Pattern with curved corners ramp EVOQLINRMP - Evoq Linear ramp EVOQPATRMP - Evoq Pattern with straight corners ramp	<table border="1"> <tr> <td>Pattern</td> <td>Linear</td> </tr> <tr> <td>SQR - Square REC - Rectangle LSH - L-shape USH - U-shape PAT - Pattern CIR - Circle ARC - Arc</td> <td>LIN - Linear</td> </tr> </table> <p>¹⁰ A combination of 12", 18", and 48" plug and play modules may be used in order to optimize uniform surface illumination. ¹¹ Integral driver is only available with 48" modules. ¹² See pages 5 to 6 for details.</p>	Pattern	Linear	SQR - Square REC - Rectangle LSH - L-shape USH - U-shape PAT - Pattern CIR - Circle ARC - Arc	LIN - Linear	<p>Pattern ¹⁴ #FTX#FT... - Specify length of each section (#FT) in feet <u>Square, Rectangle, L-shape</u> #FTX#FT - #FT X #FT <u>U-shape</u> #FTX#FTX#FT - #FT X #FT X #FT <u>Circle</u> ¹⁵ D#IN - Specify diameter in inches (D#IN)</p> <p>¹³ Length can also be specified in inches. ¹⁴ Separate each required section length with an "X". ¹⁵ The minimum wall diameter is 53" for an inside corner, and 44" for an outside corner. ¹⁶ The minimum wall radius is 27" for an inside corner, and 22" for an outside corner.</p>	<table border="1"> <tr> <td>Arc ¹⁶ R#INA## - Specify radius in inches (R#IN) and angle (A##) <u>Linear</u> #FT#IN - #FT#IN</td> <td> <table border="1"> <tr> <td><u>Pattern with straight corners</u> #LEVIC - Leveled inside corner #LEVOC - Leveled outside corner</td> <td><u>Pattern with curved corners</u> ¹⁸ #LEVICC - Leveled inside curved corner #LEVOC - Leveled outside curved corner</td> </tr> <tr> <td colspan="2">NA - Not applicable</td> </tr> </table> <p>¹⁷ Specify quantity (#) for each required corner type. If more than one option is specified, separate codes with a "+", e.g. 1LEVIC+2LEVOC. ¹⁸ For patterns with curved corners, the minimum wall radius is 18" for an inside corner, and 13" for an outside corner.</p> </td> </tr> </table>	Arc ¹⁶ R#INA## - Specify radius in inches (R#IN) and angle (A##) <u>Linear</u> #FT#IN - #FT#IN	<table border="1"> <tr> <td><u>Pattern with straight corners</u> #LEVIC - Leveled inside corner #LEVOC - Leveled outside corner</td> <td><u>Pattern with curved corners</u> ¹⁸ #LEVICC - Leveled inside curved corner #LEVOC - Leveled outside curved corner</td> </tr> <tr> <td colspan="2">NA - Not applicable</td> </tr> </table> <p>¹⁷ Specify quantity (#) for each required corner type. If more than one option is specified, separate codes with a "+", e.g. 1LEVIC+2LEVOC. ¹⁸ For patterns with curved corners, the minimum wall radius is 18" for an inside corner, and 13" for an outside corner.</p>	<u>Pattern with straight corners</u> #LEVIC - Leveled inside corner #LEVOC - Leveled outside corner	<u>Pattern with curved corners</u> ¹⁸ #LEVICC - Leveled inside curved corner #LEVOC - Leveled outside curved corner	NA - Not applicable	
Pattern	Linear												
SQR - Square REC - Rectangle LSH - L-shape USH - U-shape PAT - Pattern CIR - Circle ARC - Arc	LIN - Linear												
Arc ¹⁶ R#INA## - Specify radius in inches (R#IN) and angle (A##) <u>Linear</u> #FT#IN - #FT#IN	<table border="1"> <tr> <td><u>Pattern with straight corners</u> #LEVIC - Leveled inside corner #LEVOC - Leveled outside corner</td> <td><u>Pattern with curved corners</u> ¹⁸ #LEVICC - Leveled inside curved corner #LEVOC - Leveled outside curved corner</td> </tr> <tr> <td colspan="2">NA - Not applicable</td> </tr> </table> <p>¹⁷ Specify quantity (#) for each required corner type. If more than one option is specified, separate codes with a "+", e.g. 1LEVIC+2LEVOC. ¹⁸ For patterns with curved corners, the minimum wall radius is 18" for an inside corner, and 13" for an outside corner.</p>	<u>Pattern with straight corners</u> #LEVIC - Leveled inside corner #LEVOC - Leveled outside corner	<u>Pattern with curved corners</u> ¹⁸ #LEVICC - Leveled inside curved corner #LEVOC - Leveled outside curved corner	NA - Not applicable									
<u>Pattern with straight corners</u> #LEVIC - Leveled inside corner #LEVOC - Leveled outside corner	<u>Pattern with curved corners</u> ¹⁸ #LEVICC - Leveled inside curved corner #LEVOC - Leveled outside curved corner												
NA - Not applicable													

3

MOUNTING ¹⁹	MOUNTING FINISH		
<table border="1"> <tr> <td>Pattern with curved corners <u>Mud-in</u> FC1 - Field-curvable corners with non-field-curvable straight sections with flat edge FC2 - Field-curvable ramp with flat edge ¹⁹ See pages 7 to 8 for details.</td> <td>Linear and Pattern with straight corners <u>Mud-in</u> FCS - Flat edge compatible with field-curvable sections</td> </tr> </table>	Pattern with curved corners <u>Mud-in</u> FC1 - Field-curvable corners with non-field-curvable straight sections with flat edge FC2 - Field-curvable ramp with flat edge ¹⁹ See pages 7 to 8 for details.	Linear and Pattern with straight corners <u>Mud-in</u> FCS - Flat edge compatible with field-curvable sections	UNF - Unfinished W - Matte white CF# - Custom finish, specify RAL# NA - Not applicable
Pattern with curved corners <u>Mud-in</u> FC1 - Field-curvable corners with non-field-curvable straight sections with flat edge FC2 - Field-curvable ramp with flat edge ¹⁹ See pages 7 to 8 for details.	Linear and Pattern with straight corners <u>Mud-in</u> FCS - Flat edge compatible with field-curvable sections		

Accessories

Optional, order separately

DMX WALL CONTROLLER ^{20,21}		
<table border="1"> <tr> <td>WC1W##FT - Single zone wall controller white WC1B##FT - Single zone wall controller black</td> <td>WC2W##FT - 3 zone wall controller white WC2B##FT - 3 zone wall controller black</td> </tr> </table> <p>²⁰ Specify wire length (##) in feet. ²¹ Available with DMX only. For more information, see pages 11 to 16, or consult factory.</p>	WC1W##FT - Single zone wall controller white WC1B##FT - Single zone wall controller black	WC2W##FT - 3 zone wall controller white WC2B##FT - 3 zone wall controller black
WC1W##FT - Single zone wall controller white WC1B##FT - Single zone wall controller black	WC2W##FT - 3 zone wall controller white WC2B##FT - 3 zone wall controller black	



EVOQ FIELD-CURVABLE



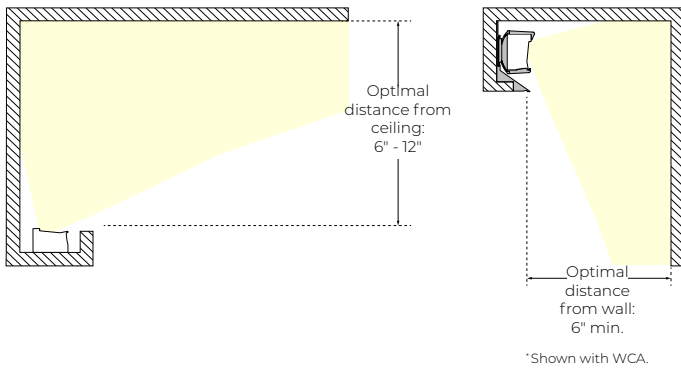
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW

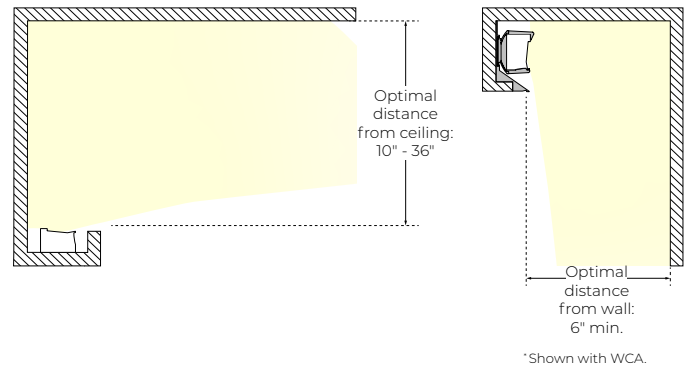
1 Fixture

OPTICS

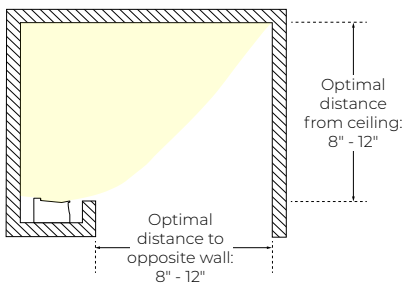
ANO - Asymmetric Narrow Optic



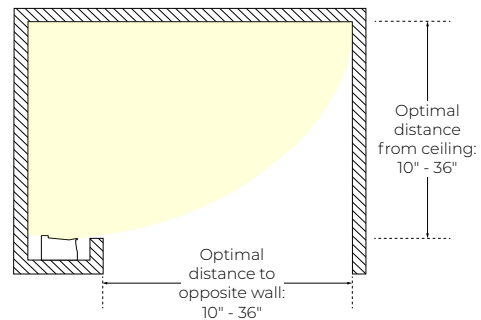
AWO - Asymmetric Wide Optic



SNO - Symmetric Narrow Optic



SWO - Symmetric Wide Optic



PHOTOMETRICS

Dedicated white channel lumen outputs are calculated with only white light on, and based on a 4' fixture at 3500K for all optics.

W/FT	LM/FT
3	90
6	180
9	270

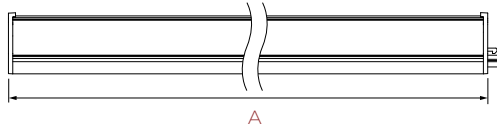
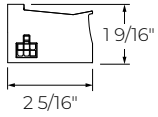
EVOQ FIELD-CURVABLE



COVE LIGHTING

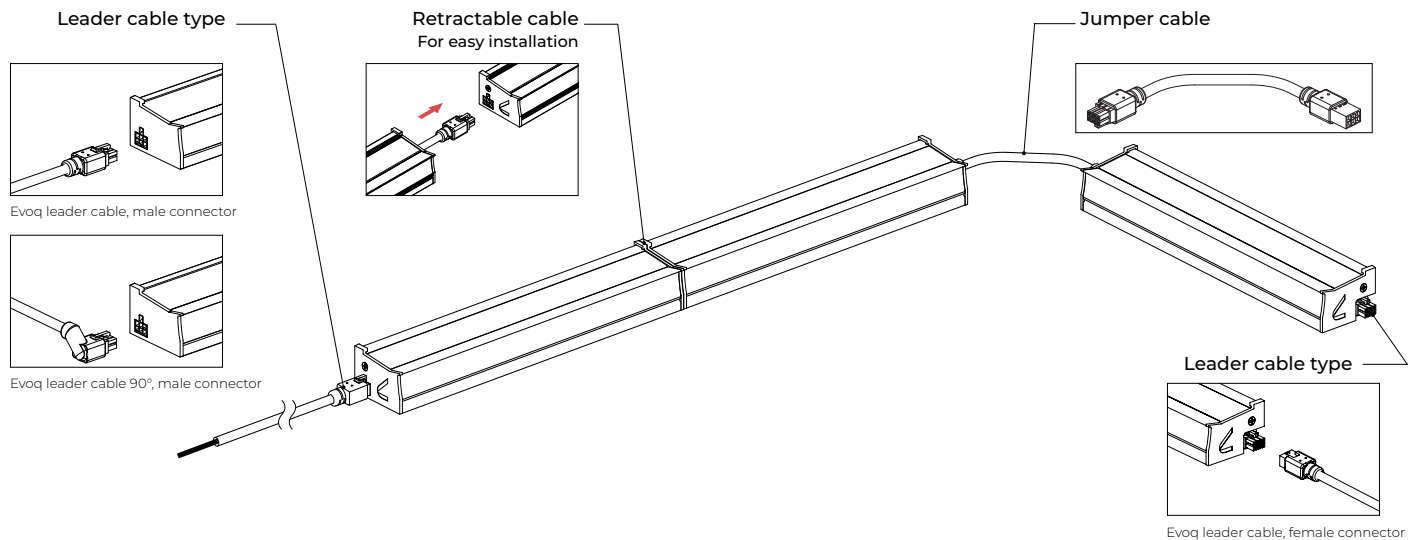
CHROMAWERX - QUADRO - RGBW

FIXTURE DIMENSIONS



NOMINAL LENGTH	A TOTAL LENGTH
12 IN	12 1/4"
18 IN	18 1/4"
48 IN	48 1/4"

OVERVIEW



Maximum run length per leader cable

	3 W/FT		6 W/FT		9 W/FT	
	120V / UNV	277V	120V / UNV	277V	120V / UNV	277V
Integral	120'		112'	120'	72'	120'
Remote	10'		10'		10'	

EVOQ FIELD-CURVABLE

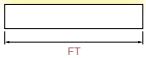
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



2 Configuration

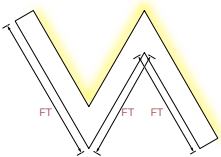
LINEAR



LIN-#FT#IN -
Linear, #FT#IN

PATTERN WITH STRAIGHT CORNERS

PATTERN



PAT-#FTX#FT...-#LEVIC+#LEVOC^{1,2,3} -

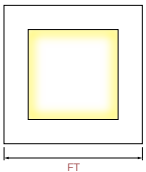
Pattern, specify length of each section (#FT) in feet

¹A drawing of your pattern is required - anything from a line drawing to an architectural drawing.

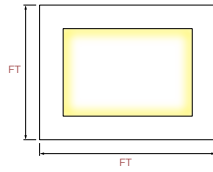
²Length can also be specified in inches.

³Separate each required section length with an "X".

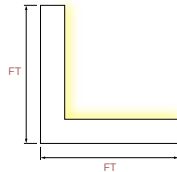
SHAPES WITH INSIDE CORNERS



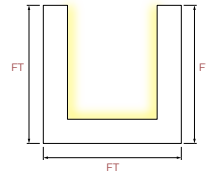
SQR-#FTX#FT-4LEVIC -
Square, #FT X #FT



REC-#FTX#FT-4LEVIC -
Rectangle, #FT X #FT

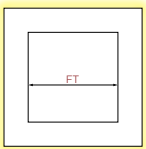


LSH-#FTX#FT-1LEVIC -
L-shape, #FT X #FT

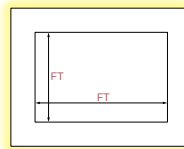


USH-#FTX#FTX#FT-2LEVIC -
U-shape, #FT X #FT X #FT

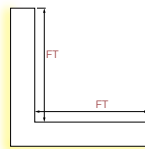
SHAPES WITH OUTSIDE CORNERS



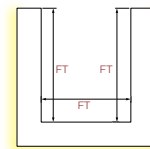
SQR-#FTX#FT-4LEVOC -
Square, #FT X #FT



REC-#FTX#FT-4LEVOC -
Rectangle, #FT X #FT



LSH-#FTX#FT-1LEVOC -
L-shape, #FT X #FT



USH-#FTX#FTX#FT-2LEVOC -
U-shape, #FT X #FT X #FT

EVOQ FIELD-CURVABLE

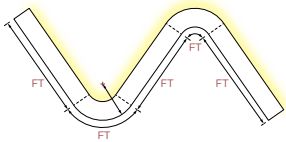
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



PATTERN WITH CURVED CORNERS

PATTERN



PAT-#FTX#FT...-#LEVICC+#LEVOCC ^{1,2,3} -

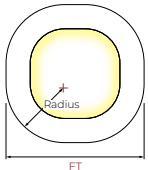
Pattern, specify length of each section (#FT) in feet

¹A drawing of your pattern is required - anything from a line drawing to an architectural drawing.

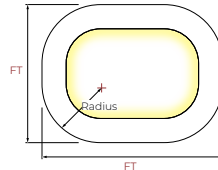
²Length can also be specified in inches.

³Separate each required section length with an "X".

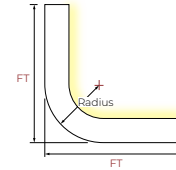
SHAPES WITH INSIDE CORNERS



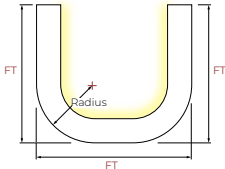
SQR-#FTX#FT-4LEVICC -
Square, #FT X #FT



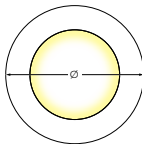
REC-#FTX#FT-4LEVICC -
Rectangle, #FT X #FT



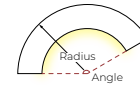
LSH-#FTX#FT-1LEVICC -
L-shape, #FT X #FT



USH-#FTX#FTX#FT-2LEVICC -
U-shape, #FT X #FT X #FT

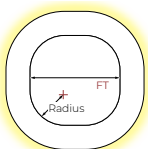


CIR-D#IN-1LEVICC - Circle, specify
diameter in inches (D#IN)

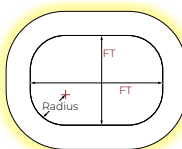


ARC-R#INA##-1LEVICC - Arc, specify
radius in inches (R#IN) and angle (A##)

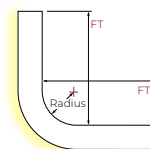
SHAPES WITH OUTSIDE CORNERS



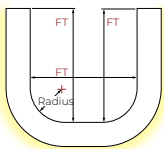
SQR-#FTX#FT-4LEVOCC -
Square, #FT X #FT



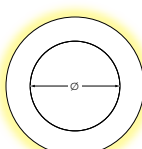
REC-#FTX#FT-4LEVOCC -
Rectangle, #FT X #FT



LSH-#FTX#FT-1LEVOCC -
L-shape, #FT X #FT



USH-#FTX#FTX#FT-2LEVOCC -
U-shape, #FT X #FT X #FT



CIR-D#IN-1LEVOCC - Circle,
specify diameter in inches (D#IN)



ARC-R#INA##-1LEVOCC - Arc, specify
radius in inches (R#IN) and angle (A##)

EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



3 Mounting

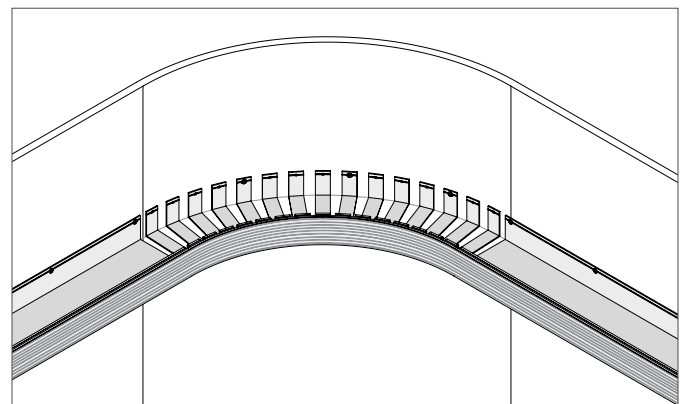
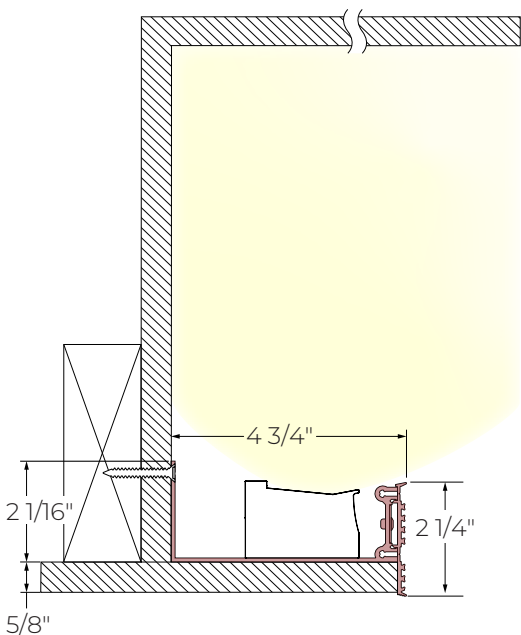
Mud-in

3 RAMP OPTIONS

Evoq Mud-in ramps serve as prebuilt cove structures. The Field-Curvable options are adjustable on-site to match the curved or straight contours of the wall/ceiling structure. The FC1 ramp includes field-curveable corner sections and non-field-curveable straight sections. The FC2 ramp is fully field-curveable for curved or straight structures. The FCS ramp is for straight structures only, when linear runs or patterns with straight corners are required, while maintaining compatibility and cohesion with FC1 and FC2. All options are field cuttable and require plastering and painting.



FC1 - Field-curveable corners with non-field-curveable straight sections with flat edge



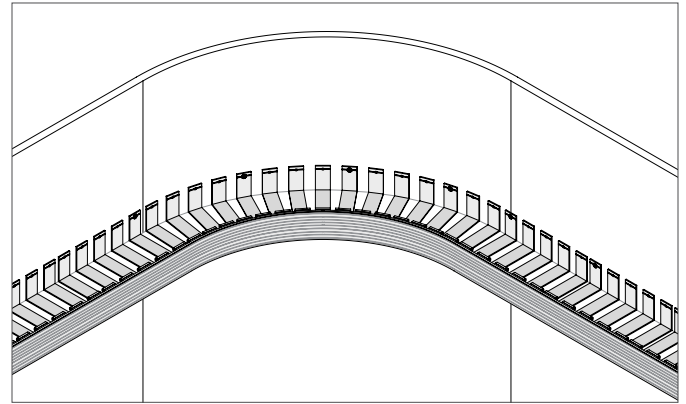
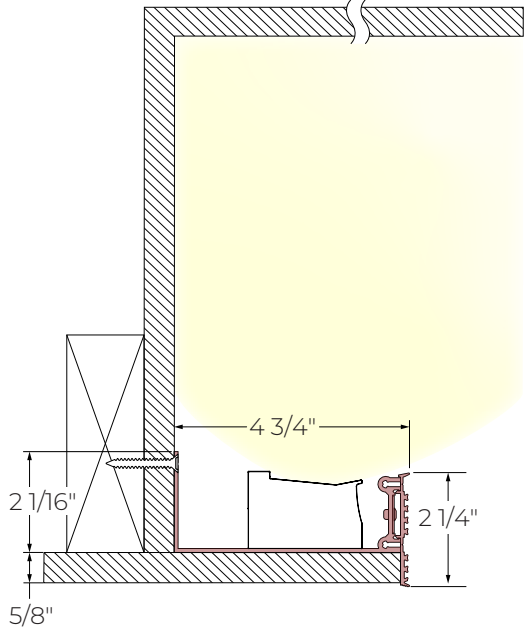
EVOQ FIELD-CURVABLE

COVE LIGHTING

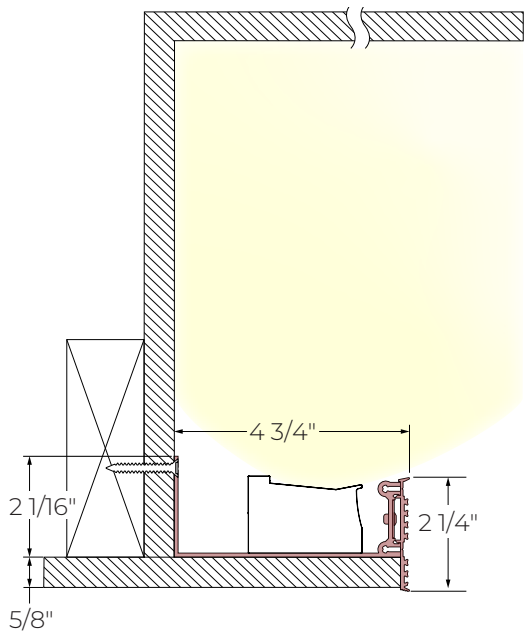
CHROMAWERX - QUADRO - RGBW



FC2 - Field-curvable ramp with flat edge



FCS - Flat edge compatible with field-curvable sections



EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



Technical Specifications

OPTICS

Asymmetric Narrow Optic (ANO)

The Asymmetric Narrow Optic (ANO) is designed specifically for shallow coves with optimal performance achieved with fixture placement at 6"-12" from the ceiling. Its precise projection of light along ceilings and walls is evenly distributed with a soft, homogeneous gradient effect. The ANO peak intensity angle from nadir is at 110°, making it a true asymmetric optic that directs the light where it is intended.

Asymmetric Wide Optic (AWO)

The Asymmetric Wide Optic (AWO) excels at maximizing light projection even farther to create a soft gradient illumination with remarkable uniformity in deeper coves. The AWO's optimal performance is achieved with fixture placement at 10"-36" from the ceiling. Its peak intensity angle from nadir is at 107°, creating a true asymmetric optic that aims light exactly where needed.

Symmetric Narrow Optic

The Symmetric Narrow Optic (SNO) delivers a focused, evenly balanced beam that defines form and highlights architectural elements with clarity. Ideal for emphasizing linear paths, structural features, or areas needing concentrated illumination, it provides controlled, precise lighting that sharpens visual intent without distraction.

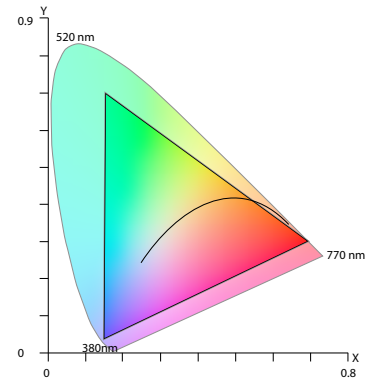
Symmetric Wide Optic

The Symmetric Wide Optic (SWO) offers broad, generous illumination that supports general ambient lighting while maintaining a refined architectural presence. Its uniform, evenly diffused output is well-suited for open areas, circulation zones, and spaces where comfortable, consistent coverage is desired without visual noise.

LIGHT SOURCE

Chromawerx QUADRO

Chromawerx QUADRO is a four-channel control that operates an RGBW LED array and addresses the need for more expressive color in architectural applications. The DMX driver supports familiar programming tools for both dynamic multi-hued color and precise white color point control. While a typical user interface will be a DMX controller by others, Lumenwerx also offers a simple control station for stand-alone color changing applications.



The above diagram overlays the full gamut of colors attainable with the RGBW on top of the CIE 1931 color space. Any color point inside of the triangle can be obtained by setting the correct output levels for each of the individual red, green, blue, and white channels.

CONFIGURATION AND LENGTH

Evoq Field-Curvable System is available as a linear run, pattern with straight corners, or pattern with curved corners. Common shapes, such as square, rectangle, L-shape, U-shape, circles, and arcs are available with either inside corners or outside corners. Other patterns can also be specified.

ELECTRICAL

DMX

Factory-set, adjustable output current, multi-channel LED driver with universal (120-277 VAC) input. Using DMX wall controls (optionally supplied by Lumenwerx) or an existing DMX control system, four channels of LEDs (Red/Green/Blue/White) are independently adjustable. Each DMX driver has multiple output channels that can be independently addressed at the factory or on-site using built-in RDM (Remote Device Management) functionality. Dimming range from 100%-0%. At maximum driver load, efficiency<89%, PF>0.9, THD<20%.

EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



MOUNTING

Evoq Field-Curvable System can be mounted with mud-in field-curvable ramps.

FINISH

Mud-in: Unfinished, matte white, or custom finish

CONSTRUCTION

Housing: Extruded aluminum

Ramp: Extruded aluminum

Lens: Acrylic

WEIGHT

Fixture:

12": 1.5 lbs - 0.68 kg

18": 2.1 lbs - 0.95 kg

48": 4.3 lbs - 1.95 kg

Ramp:

FC1: 0.7 lbs/ft - 0.30 kg/ft

FC2: 0.7 lbs/ft - 0.30 kg/ft

FCS: 0.7 lbs/ft - 0.30 kg/ft

CERTIFICATIONS

ETL: Rated for indoor dry/damp locations. Conforms to UL Standard 1598 and certified to CAN/CSA Standard C22.2 No. 250.0.

Declare: [LBC Red List Approved](#)

WARRANTY

Lumenwerx provides a five-year limited warranty of electrical and mechanical performance of the luminaires, including the LED boards, drivers, and auxiliary electronics. Lumenwerx will repair or replace defective luminaires or components at our discretion, provided they have been installed and operated in accordance with our specifications. Other limitations apply, please refer to the full warranty on our website.

EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



QUADRO DMX SPECIFICATION

A qualified DMX integrator is required to assure proper installation and commissioning of the DMX network. **When placing the PO, please provide the contact information of your DMX integrator.**

Please answer the following questions to help us identify your DMX network requirements.

YES

Do you require a wall controller provided by Lumenwerx?

NO

DMX controller supplied by Lumenwerx

DMX control system supplied by others. Lumenwerx will supply DMX-enabled fixtures with default DMX addressing. See following pages for technical DMX informations. ✓

How many zones do you have?

A zone consists of one or more luminaires behaving identically.



1 Zone



2 Zones

How to calculate the required number of drivers:

per 4' fixture

 Driver
 1x driver
 Less than 12.5W/ft, direct only

per 4' fixture

 Driver Driver
 2x driver
 Above 12.5W/ft or for all direct/indirect fixture

To Calculate # of drivers

1 Zone

2 to 3 Zones

4 or more Zones

Do you have more than 32 drivers in total?

NO

YES

Order a standard Lumenwerx wall controller type 1.

WALL CONTROLLER

WC1W - Single zone wall controller white
WC1B - Single zone wall controller black

Add the control code at the end of your order code.

Please provide a fixture layout or RCP (Reflected Ceiling Plan) showing the locations of the DMX fixtures, zones and the DMX wall controller.

Refer to your DMX integrator for the installation. ✓

Subject to factory evaluation. Please contact our controls specialist at controls@lumenwerx.com. Additional cost and equipment will be required. ✓

NO

YES

Order a standard Lumenwerx wall controller type 2.

WALL CONTROLLER

WC2W - 3 zone wall controller white
WC2B - 3 zone wall controller black

Add the control code at the end of your order code.

Please provide a fixture layout or RCP (Reflected Ceiling Plan) showing the locations of the DMX fixtures, zones and the DMX wall controller.

Refer to your DMX integrator for the installation. ✓

Subject to factory evaluation. Please contact our controls specialist at controls@lumenwerx.com. Additional cost and equipment will be required. ✓

Subject to factory evaluation and approval. Please contact our controls specialist at controls@lumenwerx.com. Additional cost and equipment will be required. ✓

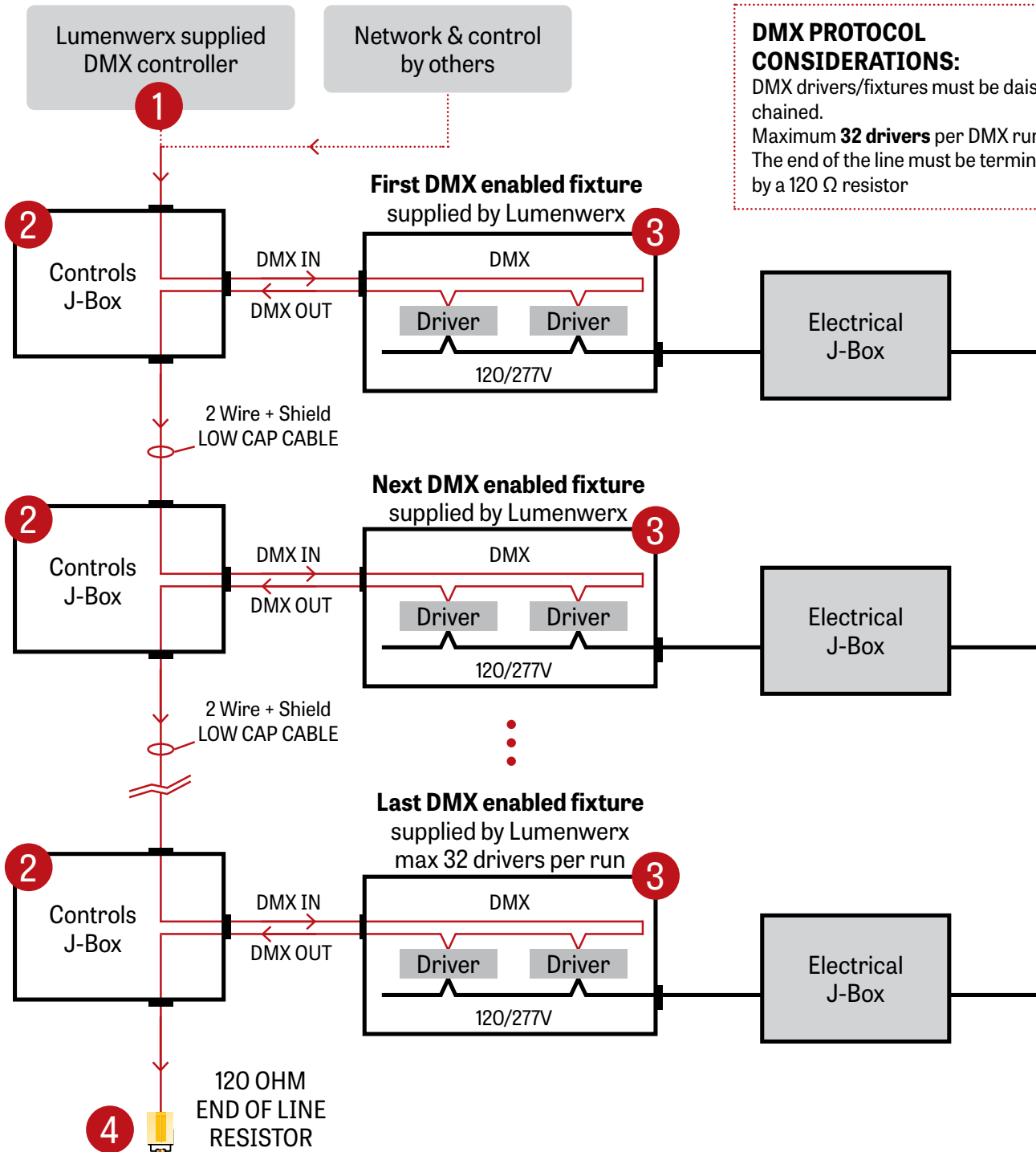
EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



GENERIC DMX NETWORK ARCHITECTURE



DMX PROTOCOL CONSIDERATIONS:

DMX drivers/fixtures must be daisy chained.
Maximum **32 drivers** per DMX run.
The end of the line must be terminated by a 120 Ω resistor

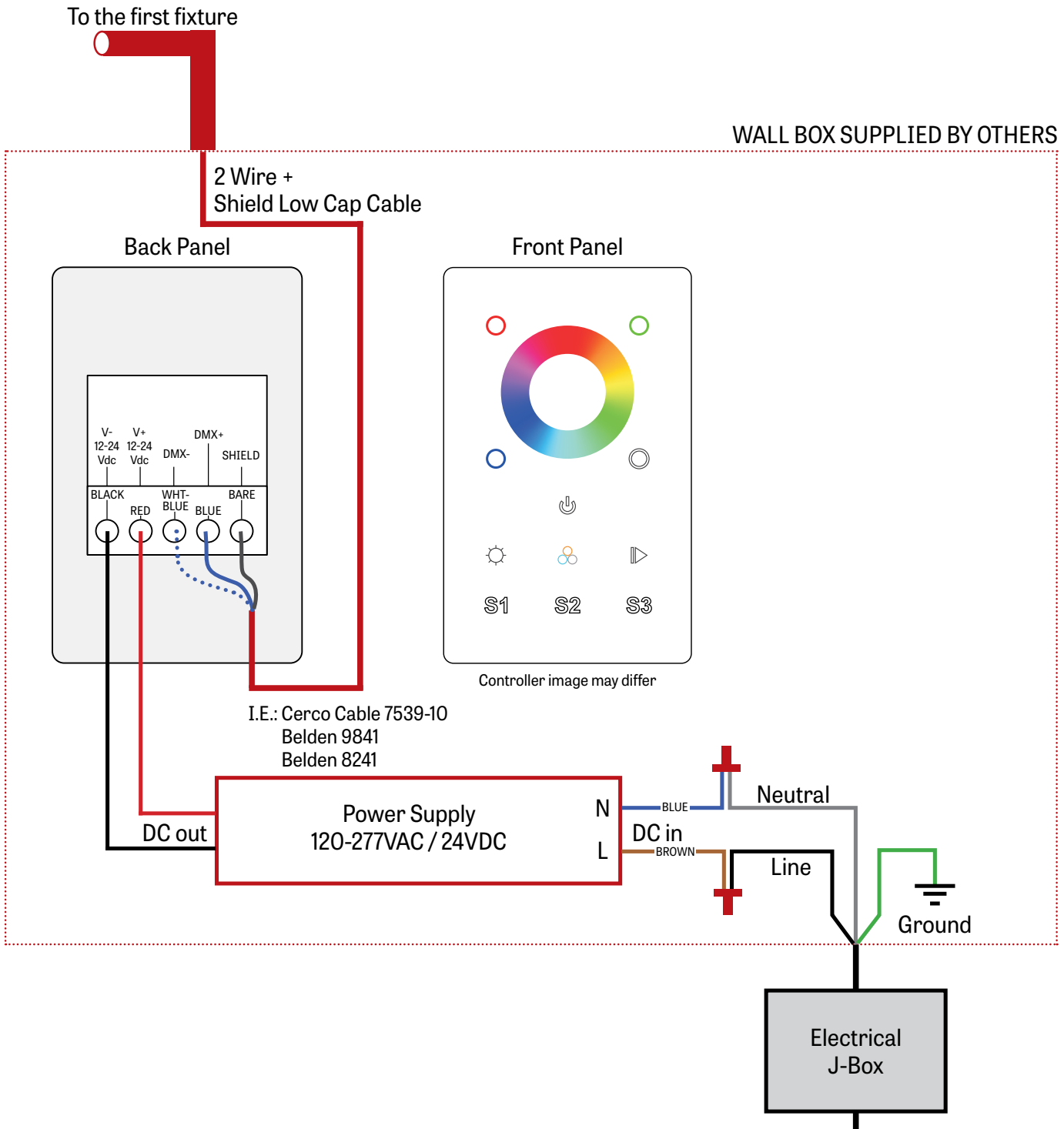
EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW

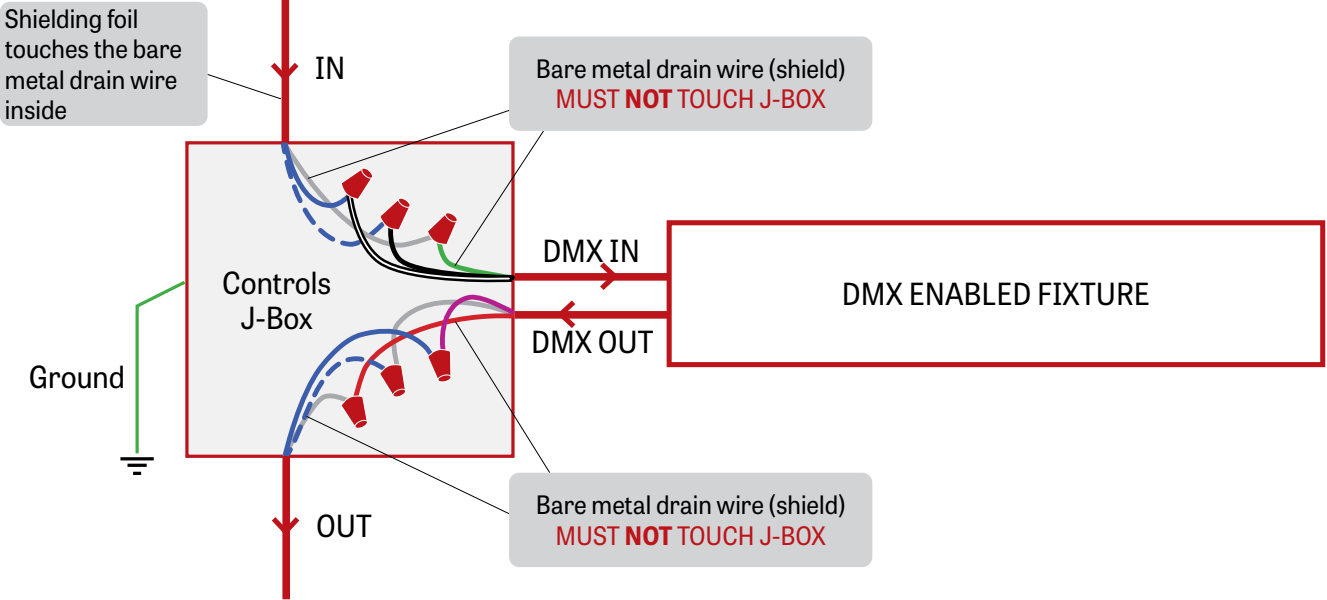


1 LUMENWERX SUPPLIED DMX CONTROLLER



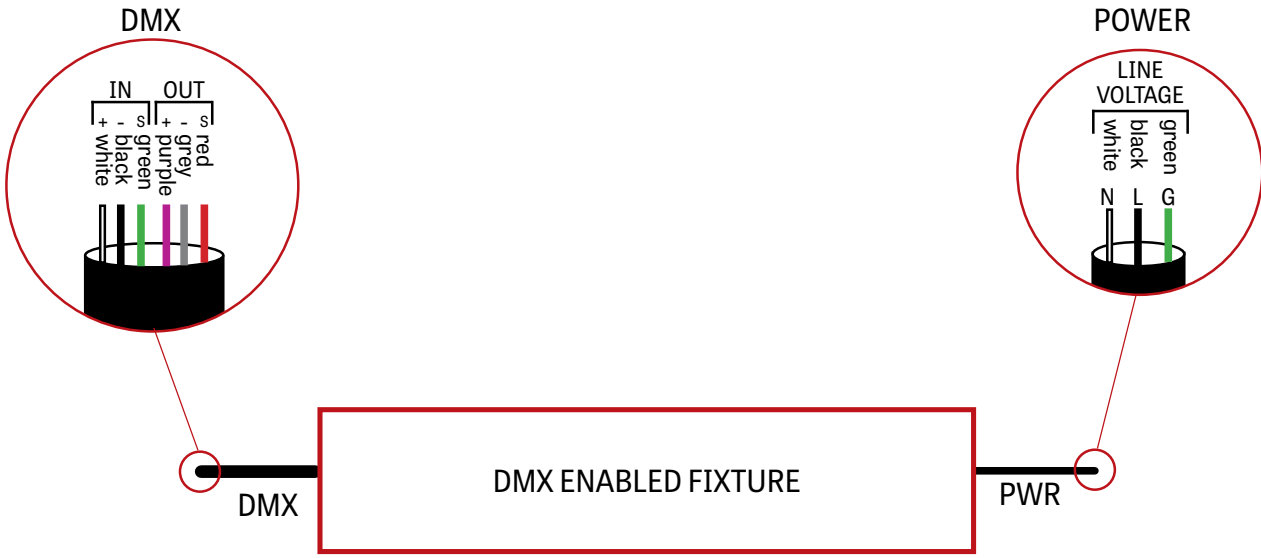
2 J-BOX DMX DAISY CHAIN DETAIL

Low capacitance DMX cable from previous fixture



Low capacitance DMX cable to next fixture

3 DMX CONNECTION PENDANT & WALL



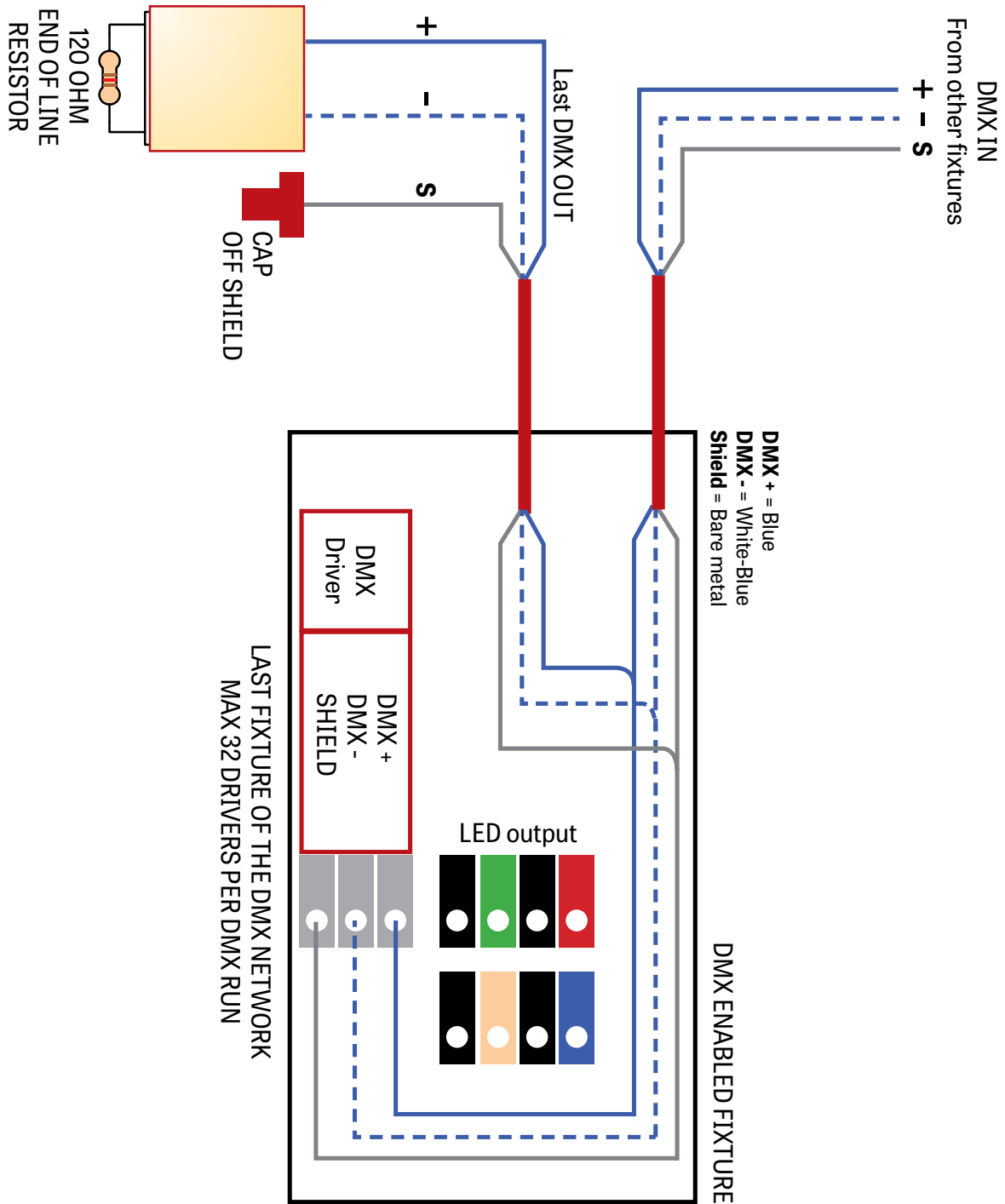
EVOQ FIELD-CURVABLE

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW

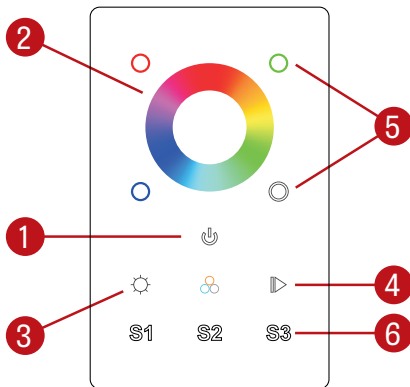


4 DMX LAST FIXTURE DETAIL



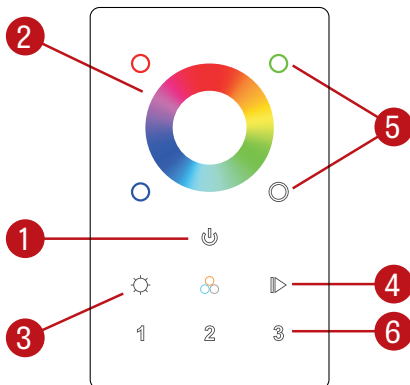
DMX WALL CONTROLLER

WC1



- (1) Power: Use this button to turn ON or OFF the RGBW fixture.
- (2) Color Wheel: The wheel is used to rapidly select a color (RGB colors only).
- (3) Brightness (RGB): Hold down this button to either increase or decrease the brightness of the current RGB selection. White will not be affected by the RGB brightness button.
- (4) Color Cycle: This button will start an animation, rotating between Reds Greens and Blues, the arrows allow the user to speed up or slow down the animation.
- (5) Individual Colors: By pressing and holding a color it will be possible to brighten or dim it. Quickly pressing a color will turn it OFF or turn it ON to its previous dim level.
White: In order to activate or deactivate and dim the White channel, the White button needs to be used.
- (6) Scenes: By holding down one of the scenes button, the current color selection is saved. It can be later accessed by quickly pressing on one of the Scene buttons.

WC2



- (1) Power: Use this button to turn ON or OFF the RGBW fixture.
- (2) Color Wheel: The wheel is used to rapidly select a color (RGB colors only).
- (3) Brightness: Hold down this button to either increase or decrease the brightness of the current RGB selection. White will not be affected by the RGB brightness button.
- (4) Color Cycle: This button will start an animation, rotating between Reds Greens and Blues, the arrows allow the user to speed up or slow down the animation.
- (5) Individual Colors: By pressing a color it will be possible to brighten or dim that specific color.
White: In order to activate or deactivate and dim the White channel, the White button needs to be used.
- (6) Zone: By holding down one of the zone buttons, a zone can be selected and controlled.

Default DMX Addresses:

- 1 Red
- 2 Green
- 3 Blue
- 4 White