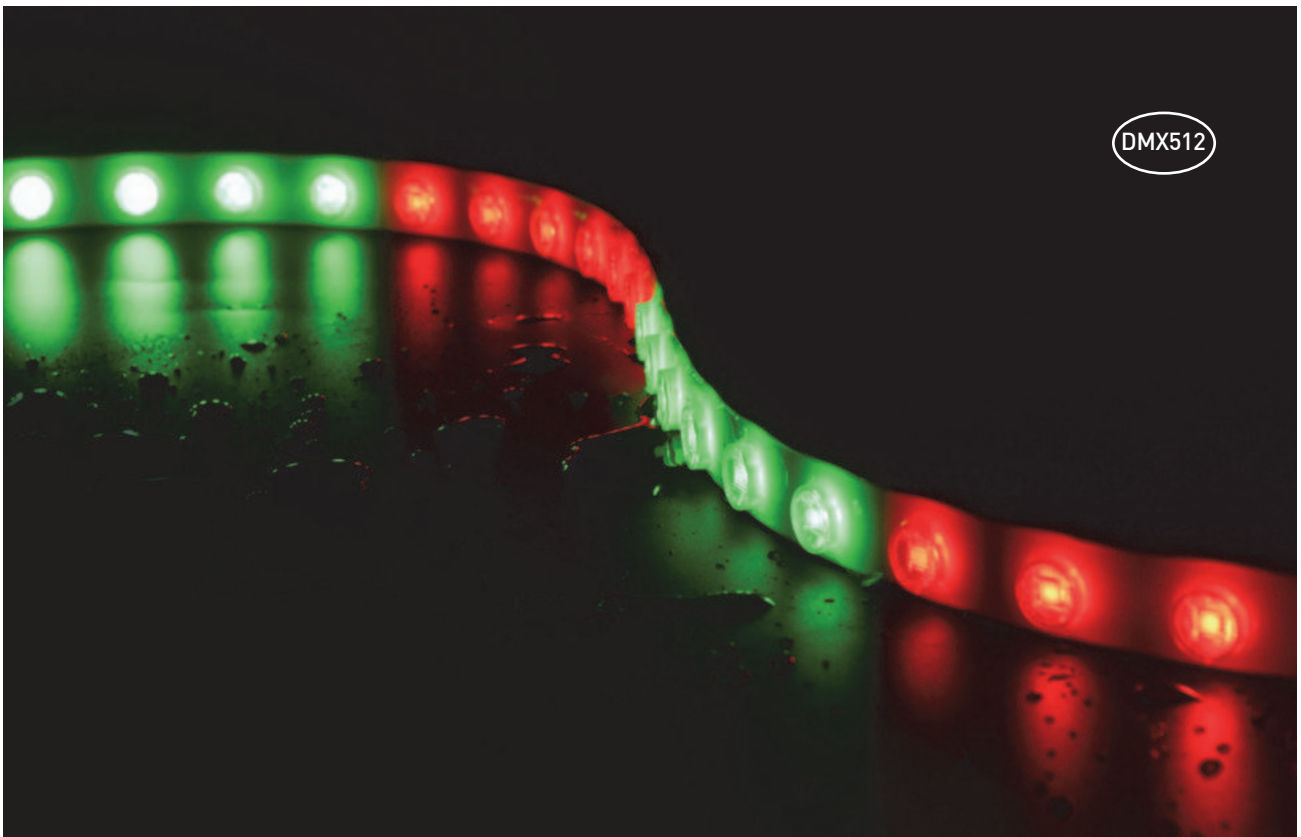


FLEXIBLE LED WALL WASHER

Model: HL-WL13Q36V24-Crgb-DMX512

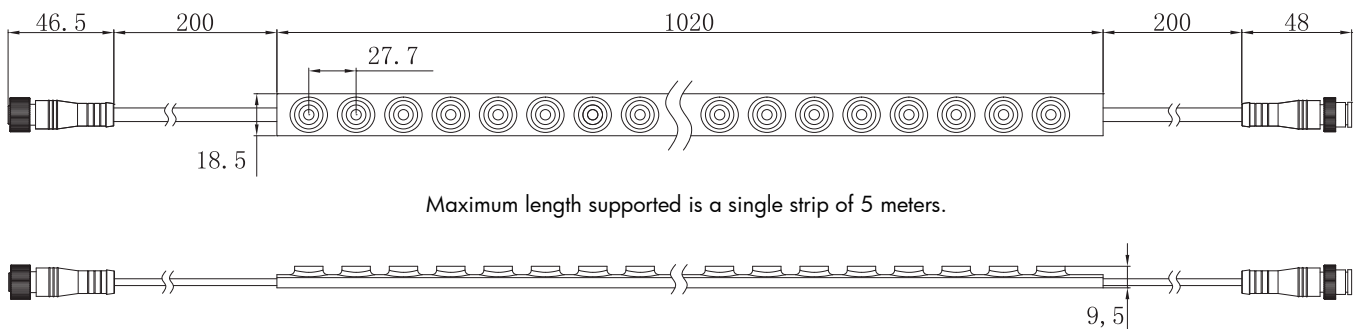




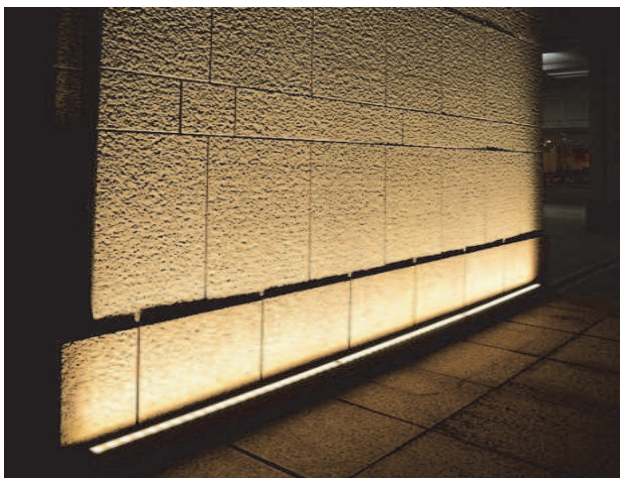
Product Introduction

- Material: TPU, resistant to yellowing, high temperature, corrosion, weak acid, and alkali. It is also flexible.
- Can replace traditional hard wall-washing lights or LED light bars. It is small, lightweight, and bendable. It is easy to install and flexible to apply.
- Multiple beam angles are available (15°, 30°, 45°, 15*60°), suitable for different environments and places.
- Uses high-quality waterproof RGB light sources and RGBW light sources, with high brightness, low power consumption, and good consistency.
- Full-color, with various color-changing effects available when used with a control system.
- Compatible with DMX512(1990) protocol, automatic addressing and encoding, using RS485 signal trunk and signal differential transmission method.
- Has strong anti-interference ability and long transmission distance.

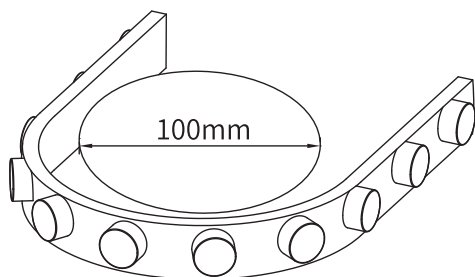
Product Dimension



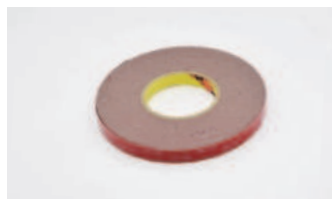
Application



Bending Diameter



Accessories



3M Tape



Plastic Holding Clips



Stainless Steel Mounting Clips



Aluminum Profile

Electrical Data

Power	24V
Bram angle	15° / 30° / 45° / 15*60°
Pixels (pix/M)	6
Gray scale (level)	256
Control mode	DMX512

LEDS /m	36LEDS
Working hour	50000h
Working temperature	-25C ~+45C
Cutable length(mm)	166.6
IP Level	IP67

DMX512 RGB

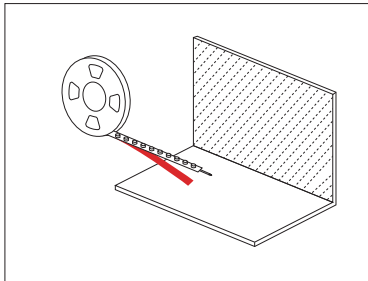
Color	R	G	B	RGB
Power	4W	4W	4W	8.5W
Brightness (LM/M)	61	137	35	230
Wavelength /color temperature	620-630nm	520-530nm	460-470nm	

DMX512 RGBW

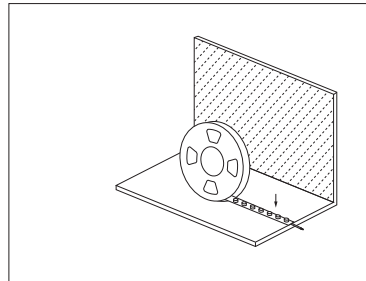
Color	R	G	B	W	RGBW
Power	4W	4W	4W	3.2W	8.5W
Brightness (LM/M)	72	211	46	163	492
Wavelength /color temperature	620-630nm	518-530nm	464-474nm	3000k	

Installation Diagram

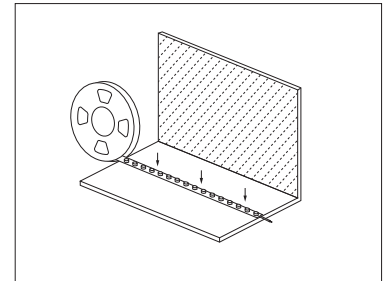
Installation With back tape



Remove the lens strip product from the packaging box and remove the tape on the back

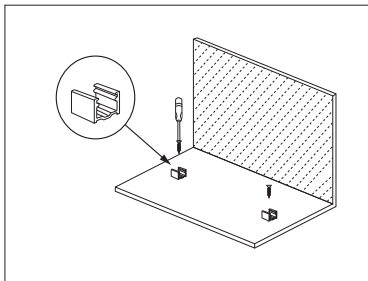


Install the product where you need it (ensure the wall is smooth), refer to the installation distance diagram for the specific glowing effect, and stick it firmly.

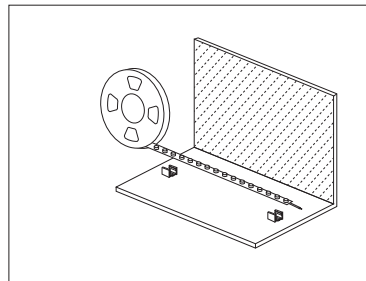


Connect the product to the low-voltage driver and energize it.

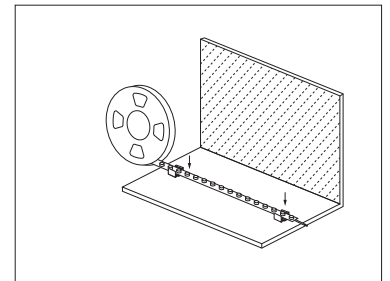
Installation with stainless steel mounting clip



Remove the stainless steel shrapnel and screws from the packing box and use a screwdriver to install the shrapnel where the wall needs to be washed

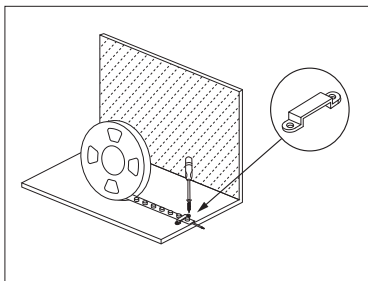


Install the product to the place where the wall needs to be washed, and fasten the lamp body on the shrapnel (refer to the diagram).

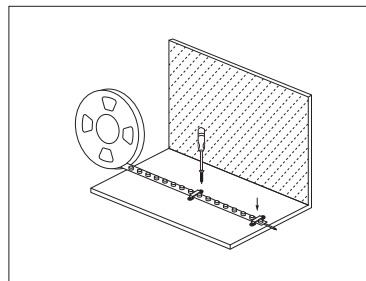


Connect the product to the low-voltage driver and energize it.

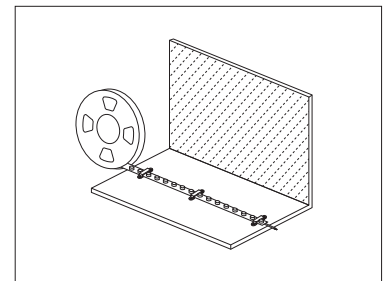
Installation with Silicone Mounting Clip



Install the product to the place where the wall needs to be washed. For the specific effect of wall washing, refer to the installation distance diagram

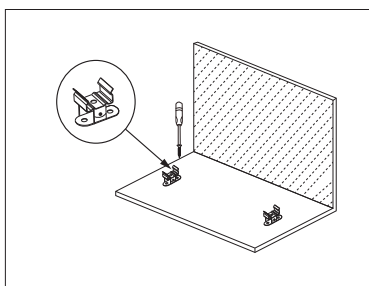


Remove the silicone buckle and screws from the packing box, and use a screwdriver to fix the silicone buckle according to the effect drawing. the silicone buckle and screws from the packing box, and use a screwdriver to fix the silicone buckle according to the effect drawing.

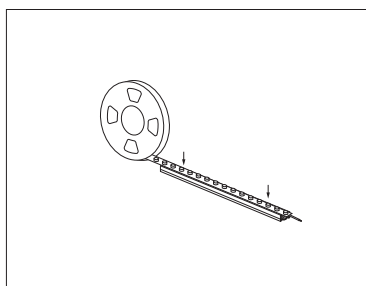


Connect the product to the low-voltage driver and energize it.

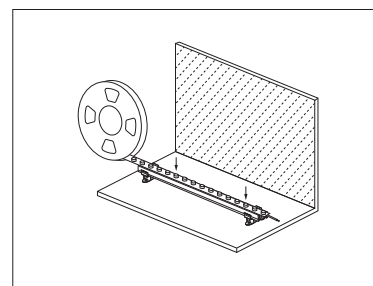
Installation with
Aluminum Profile



Remove the product from the packaging box, install the fitting aluminum slot and rotating support bracket. Use a screwdriver or other tool to rotate the support bracket to the specified position

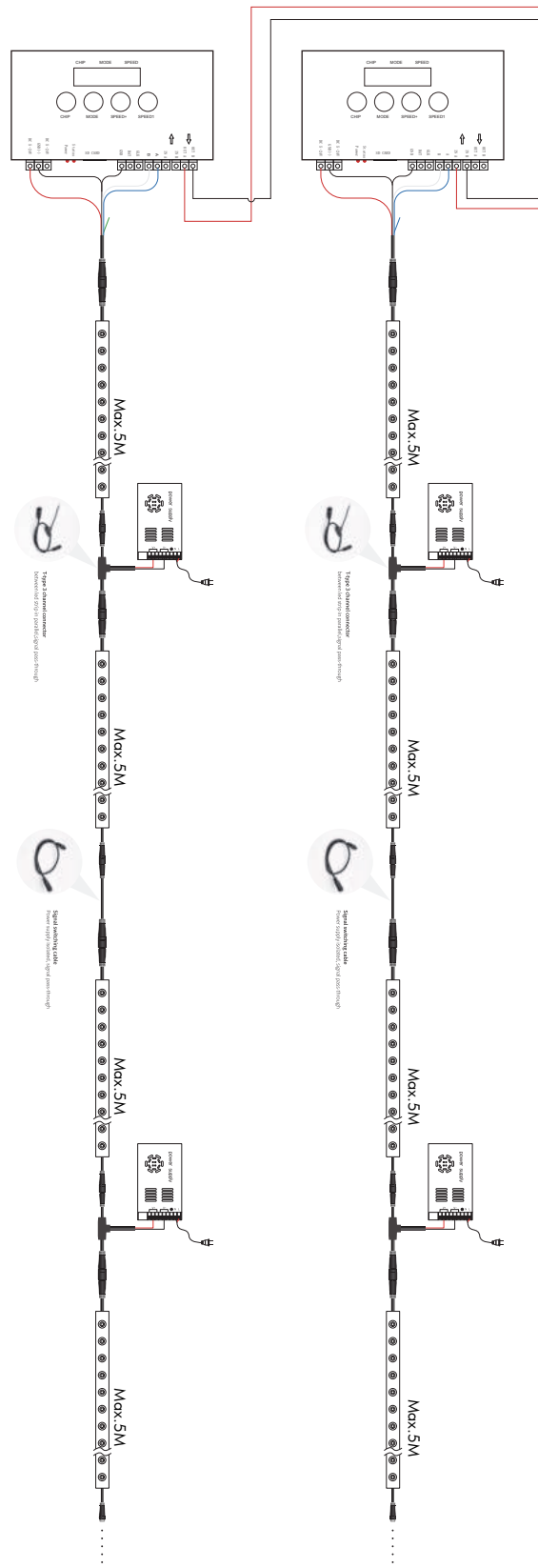


Install the product in the aluminum groove along the aluminum groove operation press close to straight pull, and then buckle the aluminum groove in the rotating bracket buckle. (According to the requirements of luminous Angle, rotating bracket can be adjusted)

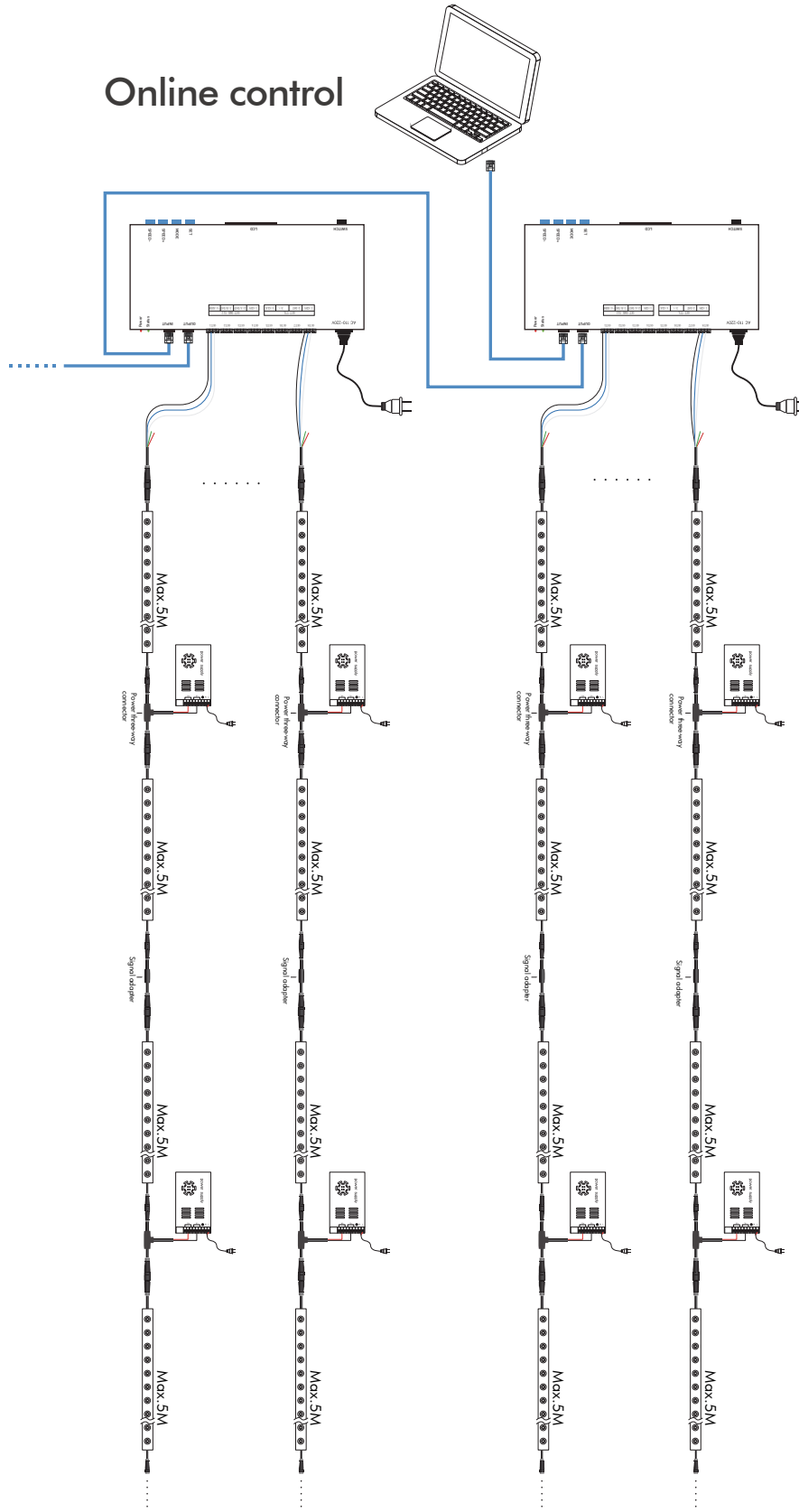


The specific effect of wall washing should be adjusted according to the needs of the scene. After installation, the product can be connected to electricity

Offline control



After correctly connecting the LED light strip with the signal and power lines, a dedicated addressing coder needs to be used to address the LED light strip so that the controller/control console can run the control effect program.



After correctly connecting the LED light strip with the signal and power lines, a dedicated addressing coder needs to be used to address the LED light strip so that the controller/control console can run the control effect program.

Addressing instructions

Addressing operation is an operation that needs to be performed when the light strip is first powered on after completing the wiring work; in the case where the light strip connection order has not changed, there is no need to address the light strip again.

The connection relationship between the light strip and the addressing device is as follows according to the table.

Light strip input end line sequence	Coder port
Blue	A
White	B
Black	GND

Use K-1000C

The controller and addressing are integrated and can only automatically address from the default starting channel value of 001 to 512 channels. After addressing, switch to the controller mode, and the control effect program can run automatically without the need for power off. The operation is as follows:

① After correctly connecting the LED light strip and the controller's signal and power lines, power on.

② After the controller starts, press and hold the "CHIP" button, and then simultaneously press the "MODE" button. The controller displays "61 XX XX". Release the two buttons to enter the light strip addressing interface, as shown below:



③ Press the "CHIP" button and adjust the displayed values of the first and second digits to "65". The last digit should remain as "3" (if it is another number, adjust the "SPEED+ /SPEED-" buttons), as shown below:



④ Press the "MODE" button to start addressing the light strip. The controller displays "A A A", as shown below:



⑤ Wait for the addressing to complete. The display shows "65 1 3", as shown below:



⑥ Press and hold the "CHIP" button, and then simultaneously press the "MODE" button to exit the addressing mode and enter the controller mode. The display shows as below:



⑦ The first and second digits of the controller display must be "10". If they are other numbers, the light strip cannot be controlled normally. You can select the displayed values of these two digits by adjusting the "CHIP" button.

⑧ In program playback mode, the playback speed can be adjusted using the "SPEED+" and "SPEED-" buttons. If there are multiple programs on the SD card, the desired program can be selected using the "MODE" button.

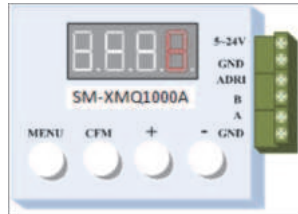
Use SM-XMQ1000A

This addressing device can only be used for addressing and post-addressing testing. After completing the addressing operation, disconnect the light strip signal input line from the addressing device and connect it to the DMX512 controller or console. The control effect program will be run by the controller or console.

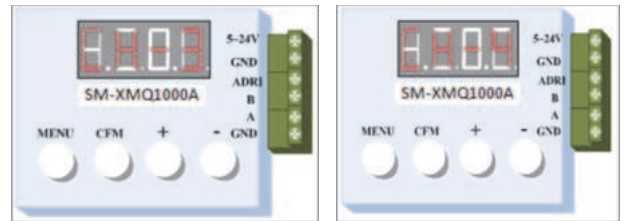
The addressing device can implement custom starting channel value settings. The addressing operation is as follows:

- 1 After connecting the addressing device to the light strip signal line, power on both the light strip and the addressing device.

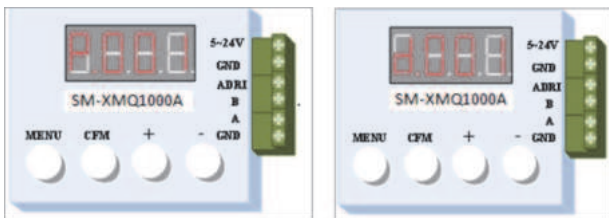
- 2 The encoder defaults to playing the built-in test effect program when powered on. There are 9 built-in effects, and the "CFM" button can be used to switch between them. When the digital display shows the word "LOOP" after pressing the button, the built-in effects will loop. If you press the button again, the built-in effects will play individually. The interface below indicates that the 8th built-in test effect is currently playing:



- 3 Under built-in effects 1-9, as shown in the interface above, press the "MENU" button to enter the interface (CH-3, CH-4); long press the "MENU" button to switch between "CH-3" and "CH-4". This light strip is selected as "CH-3".



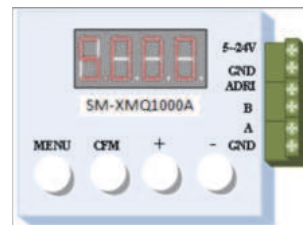
- 4 When the interface is "CH-3", press the "MENU" button to enter the interface shown below:



Press the "CFM" button to switch between "P.001" and "d.001". This light strip is set to "d.001".

- 5 In the "d.001" interface, press the "+" or "-" button to set the "starting channel value"; the 001 digit will automatically increase or decrease.

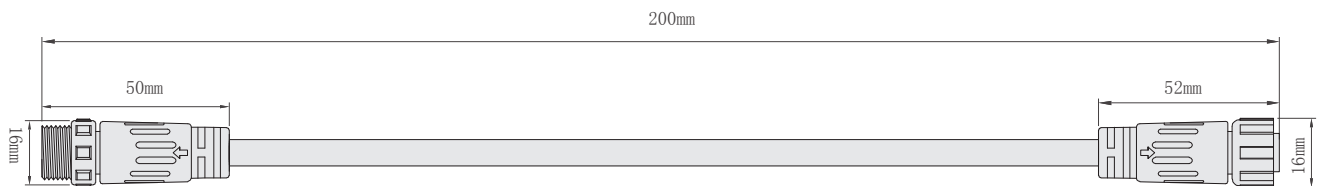
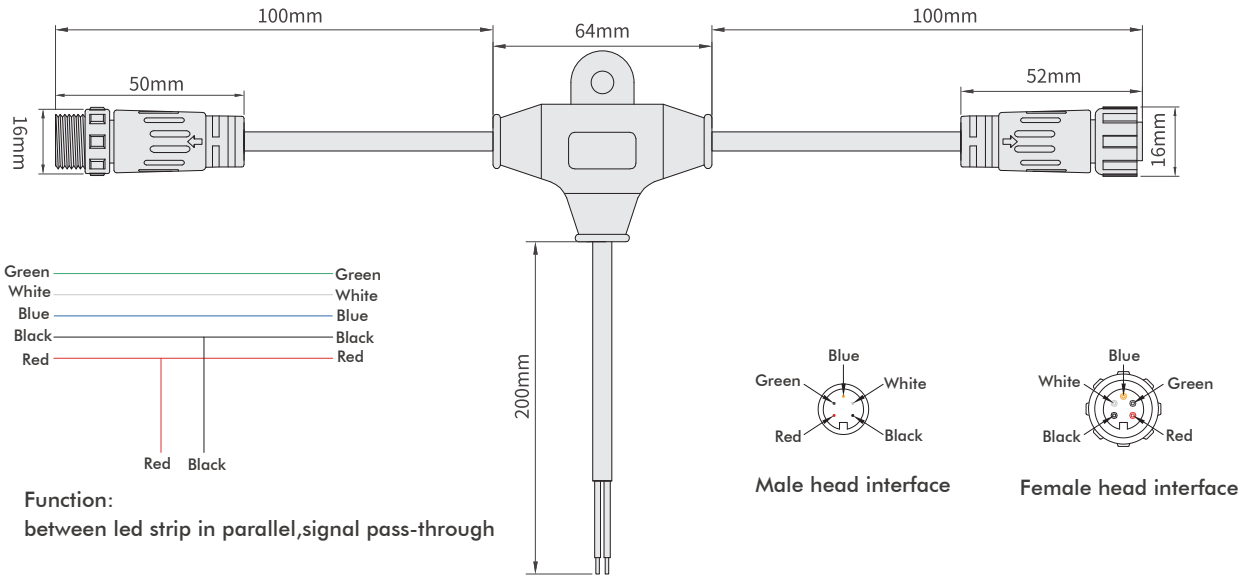
- 6 After setting the "starting channel value", press the "MENU" button to enter the interface below to set the "channel step":



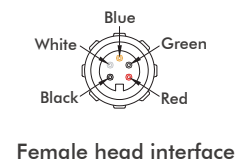
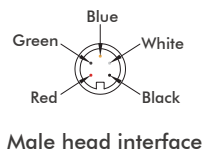
Press the "+" or "-" button to set the "channel step". This light strip is set to "S.003".

- 7 In the above interface, press the "CFM" button to enter the coding state. Please wait for the coding to complete.

T-type 3-way connecting cable






Signal connection cable





Shenzhen Helian Electronics Co . ,Ltd

 3F, Tonggao building 2, Sanlian industrial area, Songbai Rd, Shiyan Town, Bao'an District, Shenzhen, Guangdong, China

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