

ARCW codes and applications

To set the starting address, set the **C**, **N** and **n** settings, go to **E** and set the start pixel address and press “set” and wait for the process to complete and show EXXX

Selecting mode on the ARCW will run you through the following codes. This will then in turn have you select a numerical value based on what the function of the program is. Minus and plus on the ARCW will select the values.

F = Files; unit scans SD card for any shows on the card.

P = speed of program that is selected in “F”

N= number of colours/ channels used in fixture e.g., N03 for RGB, N04 for RGBW etc.

n = Channel spacing; How many channels are reserved for each segment.

For example, 1st segment starts on address 1. Then 2nd segment will be address 4 if N03 is used

D= Test Function or pixel test; will run through each segment or pixel and activate it in order.

C = Chip type; depending on what fixture you have for example

Chip type should be **C06** unless PIXBALL which is **C01**.

Be advised that programming can only be set using DMX1. Only Pixballs require special T cable for programming

All fixture to be programmed individually or grouped by fixture type.

E = This number is the pixel location for the starting address.

For example, if E is set to **02** – the address for the fixture will start at pixel 2 (not address 2)