Models KBL-F-V-SPI, KBM-F-H-SPI, KBL-SF-V-PL-SPI, and KBM-D-H-SPI

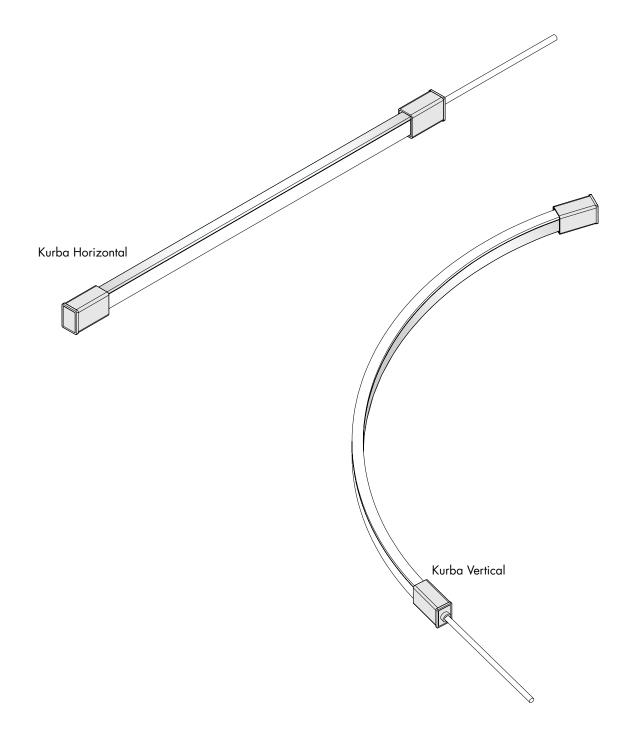
Please read all instructions prior to installation and keep for future reference!



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Models KBL-F-V-SPI and KBM-F-V-SPI

Please read all instructions prior to installation and keep for future reference!

- 1. PRODUCT TO BE INSTALLED BY A QUALIFIED ELECTRICIAN.
- 2. USE ONLY WITH CLASS 2 POWER UNIT
- **3.** 24 VOLTS DC

- 4. SUITABLE FOR WET LOCATIONS
- 5. SURFACE MOUNT ONLY

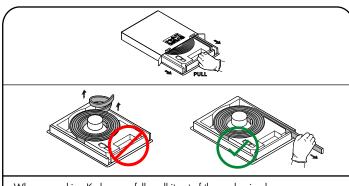


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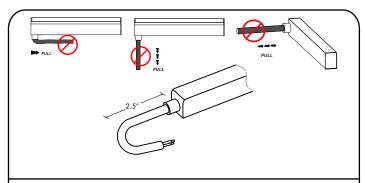
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CAUTION: Reference to below before installing Kurba

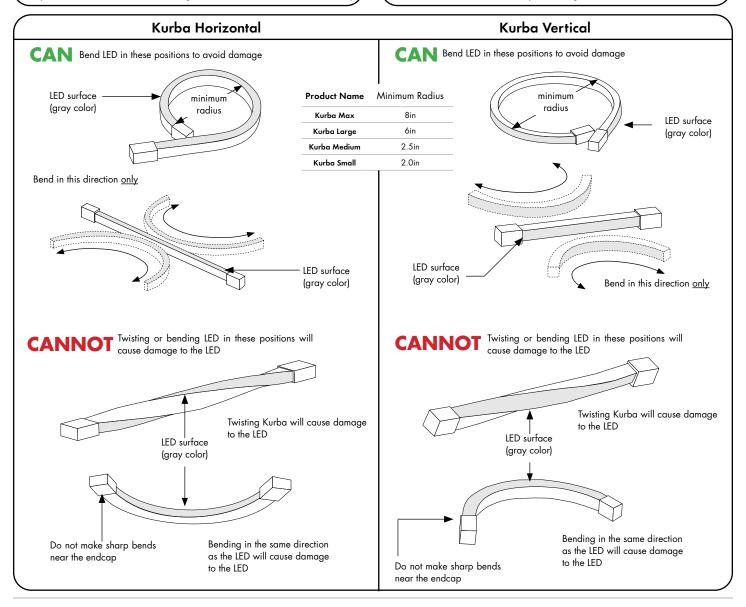


When unpacking Kurba, carefully pull it out of the packaging box.

Note: Incorrect unpacking may cause PCB fracture or damage on electronic components, and lead to the failure of light. Gloves are recommended in thid step



Do not pull the cable, otherwise it may disable the function of the connector and lead to water ingression. It's recommended to keep at least 60mm cable in the natural state at the cable joint with light.



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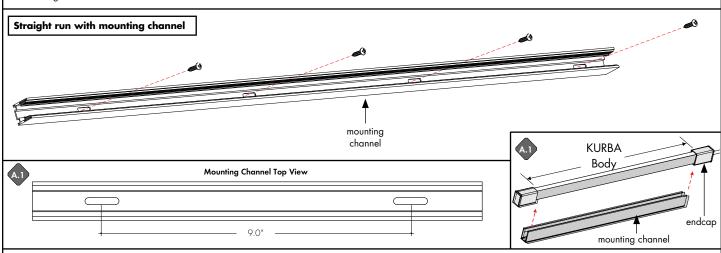
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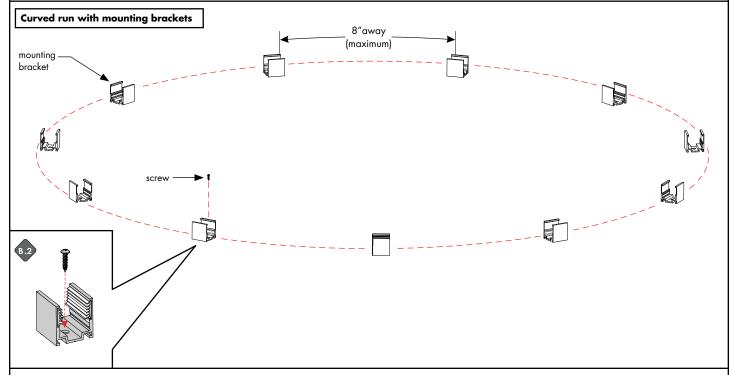
NOTE: Prior to installation all 24VDC wires must be present within 72" of the installation. Refer to the power supply installation instruction for additional information.

NOTE: More than one person is recommended for this installation.

Once the location or pattern is determined for Kurba to be installed, start off by marking the area. Amount of brackets may vary dependant upon pattern. Reference diagrams below.



- Drill holes into the surface 9" apart from each other, followed by placing the mounting channel to the surface. Make sure its straight by using a level.
- A.2 Secure channel to the surface by tightening all the provided screws. If mounting to something other than wood, we recommend using the proper hardware.



- Determine the shape of the Kurba layout, then mark thel pattern onto the surface. Then, place a mounting bracket every 8"(minimum). The pattern may vary
- Secure the mounting brackets to the surface by tightening the screw. If mounting to something other than wood, we recommend using the proper hardware.

Models KBL-F-V-SPI and KBM-F-V-SPI

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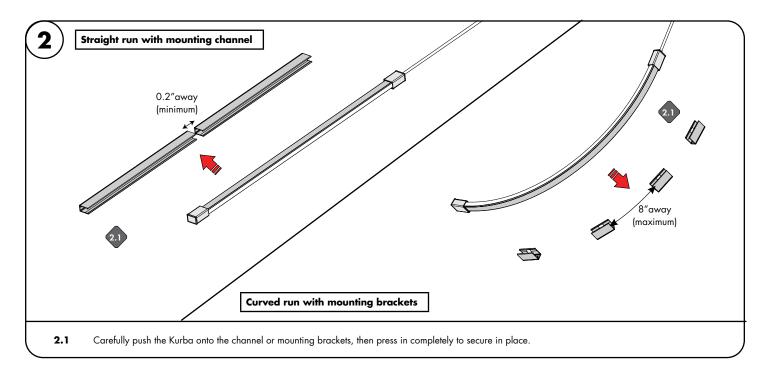
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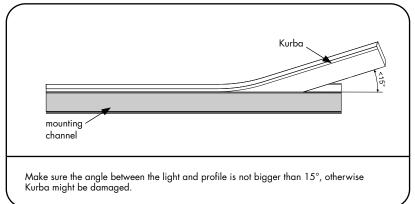


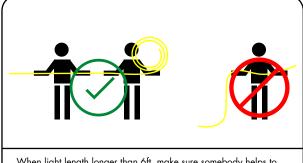
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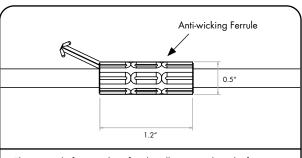
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When light length longer than 6ft, make sure somebody helps to lift the light, in case the heavy weight of light itself generates too small bending angle or twisting, which may damage Kurba.



The removal of anti-wicking ferrule will increase the risk of water ingression and void the warranty out of it. For underwater application, do not immerse antiwicking ferrule in the water.

Models KBL-F-V-SPI and KBM-F-V-SPI

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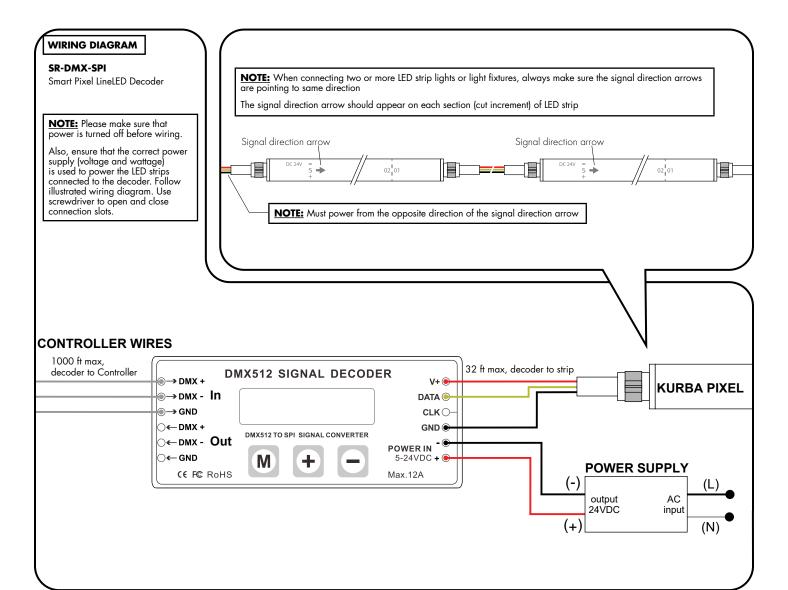
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Models KBL-F-V-SPI and KBM-F-V-SPI

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OPERATING GUIDE

SR-DMX-SPI

Smart Pixel LineLED Decoder

There are three buttons on the decoder.

After operation, if no action was taken within 30s, the button lock, and backlight of the screen will turn off.

Parameter Setting



Increase Value

Decrease Value

1. Long press M button for 5s to unlock the buttons, and the backlight will turn on.

2. Long press M button for 5s to switch between test mode and decode mode after unlocked.

During test mode, the first line of LCD will show: TEST MODE. Use test mode to verify RGBW Pixel functionality. Duirng decoder mode, the first line of LCD shows: DECODER MODE. Use decoder mode when connecting to a Controller and for final installation and customization.

The second line of the LCD Display shows the current setting and value. Note: 1 Pixel = 1 Cut Increment

MODE TABLE

MODE TABLE						
SETTING	LCD DISPLAY	VALUE RANGE	DESCRIPTION			
Built-in Programs	TEST MODE MODE NO.:	1-26 See Program Table below				
Program Speed	TEST MODE RUN SPEED:	0-7	0: fast, 7: slow			
DMX Address	DECODER MODE DMX ADDRESS:	1-512	1-512 Address of the starting point/Pixel of a program			
DMX Signal RGB	DECODER MODE DMX RGB SEQ:	RGB, BGR, etc.	N/A			
Pixel Quantity	DECODER MODE PIXEL QTY:	1-170(RGB), 1-128(RGBW)	Number of Pixels to follow a program			
IC TYPE	DECODER MODE IC TYPE:	2903, 8903, 2904, 8904	2903: N/A, 2904: for RGBW, 8903: N/A, 8904: N/A			
Color	DECODER MODE COLOR:	MONO, DUAL, RGB, RGBW	MONO: N/A, DUAL: N/A, RGB: N/A, RGBW: for RGBW			
Pixel Merging / Pixel Size	DECODER MODE PIXEL MERGE:	1-100	Number of Pixels to merge together			
RGB Sequence	DECODER MODE LED RGB SEQ:	RGBW, BGRW, etc.	Sequence of RGBW, 24 possible combinations			
Integral Control	DECODER MODE ALL CONTROL:	YES, NO	Yes: Merge all Pixels No: Maintain individual Pixels or Merged Pixels			
Reverse Control	DECODER MODE REV-CONTROL:	YES, NO	Reverse program order			
Overall Brightness	DECODER MODE BRIGHTNESS:	1-100	1: dimmest setting 100: brightest setting			

NOTE:

When connected to a controller, DMX512 Signal Decoder will stay in "Decoder Mode".

NOTE:

The actual maximum control pixels of the controller are 1360 (2903) ,1024 (2904). Please set the pixel and pixel combination value according to the actual situation, and DO NOT exceed the maximum.

NOTE: For Program Table Change: no fading/dimming between color changes Fade: fade/dim between color changes Chase: change pixel by pixel Chase with Trail: change pixel by pixel with fading between

PROGRAM TABLE

PROGRAM NO.	PROGRAM DESCRIPTION	PROGRAM NO.	PROGRAM DESCRIPTION	PROGRAM NO.	PROGRAM DESCRIPTION
1	Solid color: Red	10	RGB fading	19	Red chasing green, chasing blue
2	Solid color: Green	11	Full color fading		Orange chasing purple, chasing cyan
3	Solid color: Blue	12	Red chase with trail	20	
4	Solid color: Yellow	13	Green chase with trail	21	Rainbow chase (7 colors)
5	Solid color: Purple	14	Blue chase with trail	22	Random twinkle: white over red
6	Solid color: Cyan	15	White chase with trail	23	Random twinkle: white over greer
7	Solid color: White	16	RGB chase with trail	24	Random twinkle: white over blue
8	RGB change	17	Rainbow chase with trail	25	White fading
9	Full color change	18	RGB chasing and fading	26	Off