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!

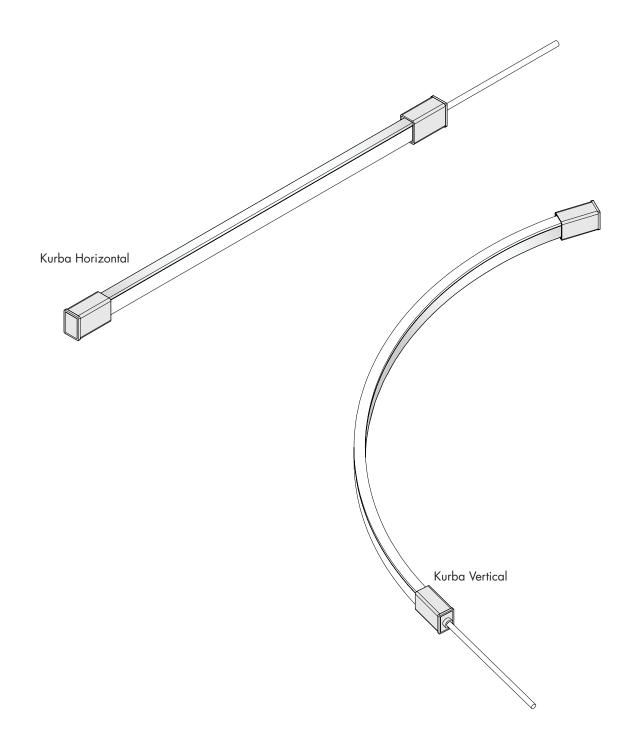


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Models KBL-F-V-SPI and KBM-F-V-SPI

#### 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





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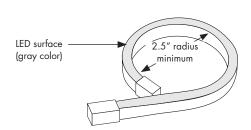
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## CAUTION: Reference diagram below on Can and Can-nots, when it comes to installing the Kurba Horizontal & Vertical!

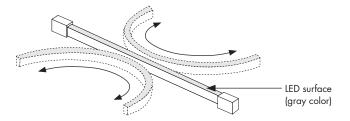
### Kurba Horizontal (KBM-XX)

# CAN

Bend LED in these positions to avoid damage

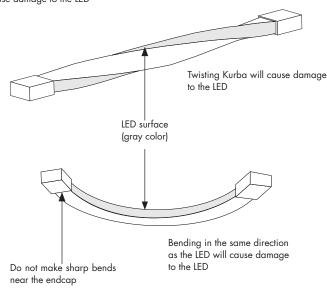


Bend in this direction only



#### CANNOT

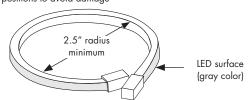
Twisting or bending LED in these positions will cause damage to the LED



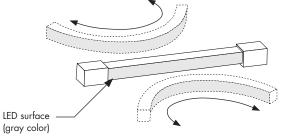
# Kurba Vertical (KBL-XX)

### CAN

Bend LED in these positions to avoid damage

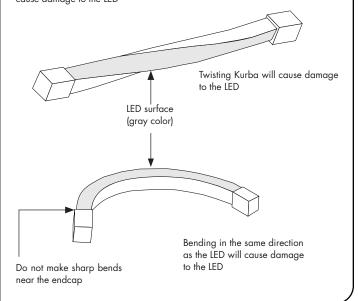


# Bend in this direction only



### CANNOT

Twisting or bending LED in these positions will cause damage to the LED



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

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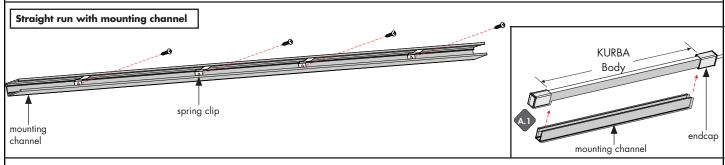


**NOTE:** Prior to installation all 24VDC wires must be present within 72" of the installation. Refer to the power supply installation instruction for additional information.

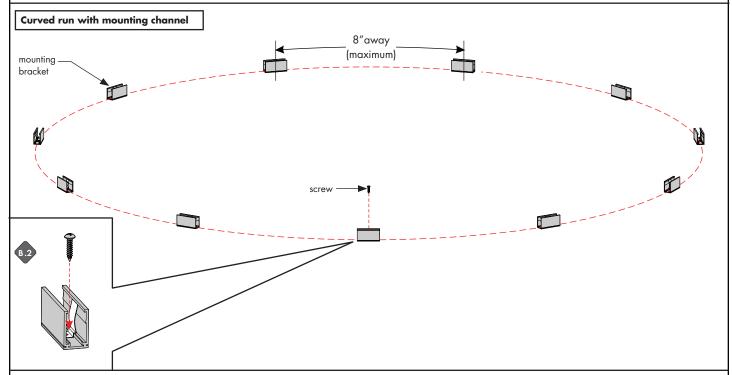
5. SURFACE MOUNT ONLY

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

1.1 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.



- A.1 Line up the spring clips to the mounting holes, 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.



- **B.1** 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 dependant upon the amount of curves.
- **B.2** 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

#### 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

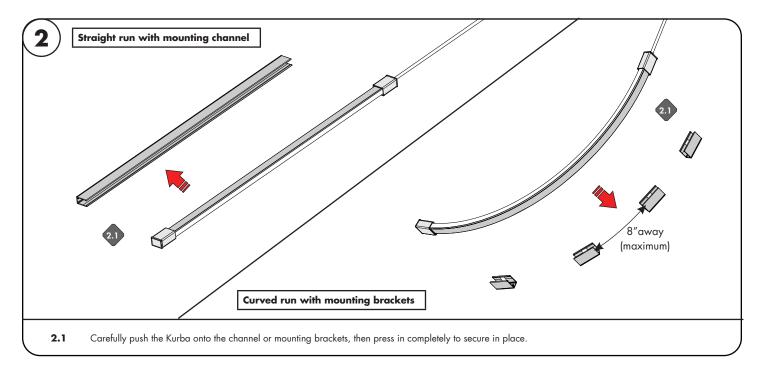


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5. SURFACE MOUNT ONLY

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

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

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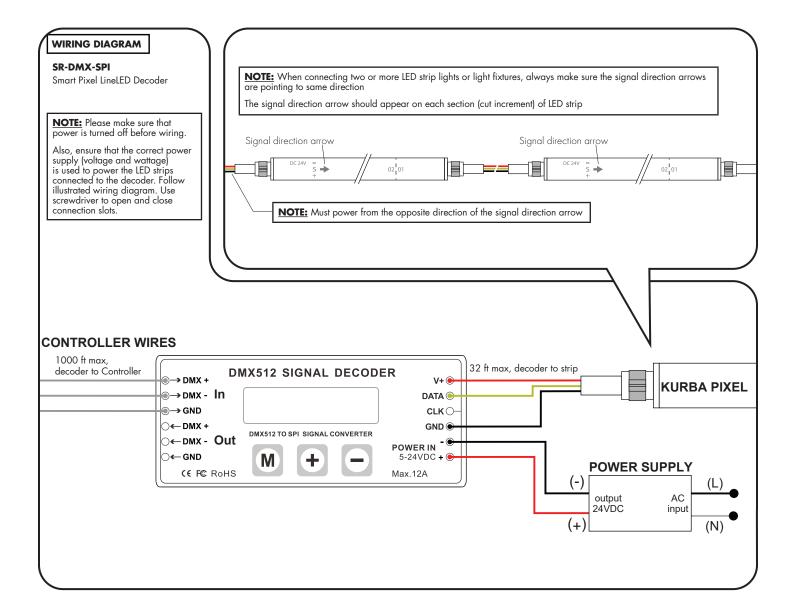




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Models KBL-F-V-SPI and KBM-F-V-SPI

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

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**3.** 24 VOLTS DC

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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



5. SURFACE MOUNT ONLY

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.

During 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**

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