

Advanced Mini-Controller (v2) Instructions

Lights need to be attached to the controller **before** applying power.

CONTROL BOX BUTTONS

PLAY (>) button:

Plays next effect. If held down, turns power off and saves effect for next power up.

SPEED (+) button:

Adjusts speed through 10 levels.

LIST OF EFFECTS

NAME	DESCRIPTION
<u>Effects that use Built-In Colors</u>	
Test Pattern	test mode (red, then green, then blue, then white)
Show Mode	changes effects randomly
Paint Display	shows colors set in Paint mode
Color Wheel	all lights cycle through color wheel
Rainbow	rainbow of color
Wide Rainbow	wide rainbow of color
Christmas Lights	colors fade in and out
Color Change	all lights change to new colors
Two Color Change	alternate lights change to new colors
Moving Gradient	randomly changing color gradient
Ping Pong	back and forth colors
Expander	colors expanding from center
Exploder	lights exploding from center
Flash RGB	high-speed flashing Red, Green, Blue

Effects that use Custom Colors C1,C2,C3 or Random colors if C1,C2,C3 are deleted.

Preset Colors	fixed alternating custom colors
Comets	comets
Chaser	colored chaser lights
Mirror	mirror-image back and forth chaser
Color Glow	glowing color (1st custom color only)
Color Waves	colored wave with sparkle (1st custom color only)
Gradient	gradient from C1 to C2 to C3
Twinkle	twinkling, flashing lights
Strobe	strobe light

Remote Control Buttons

The remote control buttons are not too sensitive; they need to be pressed fully and deliberately to send a signal. Very short or soft touches won't work well.

Buttons have different functions depending on how long they are pressed:
SHORT press is less than 1/2 second, LONG press is over 1/2 second.

POWER:

- Short: turns power on or off.
saves current settings in memory when turned off.
- Long: enters mode to set number of lights on string.
use up/down buttons to move flashing blue light to last light on string.
if you don't see flashing blue light, hold DOWN button until you do.
when done, press POWER again to save number of lights.

BRIGHTNESS:

- Short: enters brightness setting mode, use up/down buttons to step through 8 levels.
- Long: returns to full brightness.

M1/M2:

- Short: recalls settings from Memory 1/2
- Long: saves current settings to Memory 1/2

C1/C2/C3:

- Short: enters mode to set 1 of 3 custom colors.
the 3 custom colors are shown on lights 1, 2 and 3.
the color to be modified will blink and be shown on all the other lights.
use up/down and PAL buttons to adjust color.
- Long: delete custom color.
if all custom colors are deleted, effects that use them will pick random colors instead.

PAL:

- Short: steps through 3 different color palettes (saturated, whites, pastels)
- Long: enters Paint mode.
Paint mode lets you set color of every light individually.
in paint mode, hit C1 then up/down to adjust color (long C1 to delete color)
C2 then up/down to move cursor,
C3 to copy current color to next light
Short PAL to change palette
Long PAL to save colors and exit
painted colors will then be displayed as one of the effects

SPD:

- Short: enters speed adjustment mode. use up/down buttons to adjust speed (10 levels).
- Long: reverses direction of some effects.

FX:

- Short: enters effects mode. use up/down buttons to step through effects.

UP/DOWN:

adjusts things up or down. repeats when held in.