

GND, D-, D+ : for DMX512 chips

GND, DAT : for single line chips e.g. WS2812B

GND, CLK, DAT : for double line chips e.g. APA102

Mode 1: Connect to master controller(offline mode)

Master controller includes H801TC, H802TB, H803TC, H805TC and H803TV.

In offline mode, H801RC is controlled by master controller, you can refer to manual of those master controllers.

Mode 2: Connected to PC(online mode)

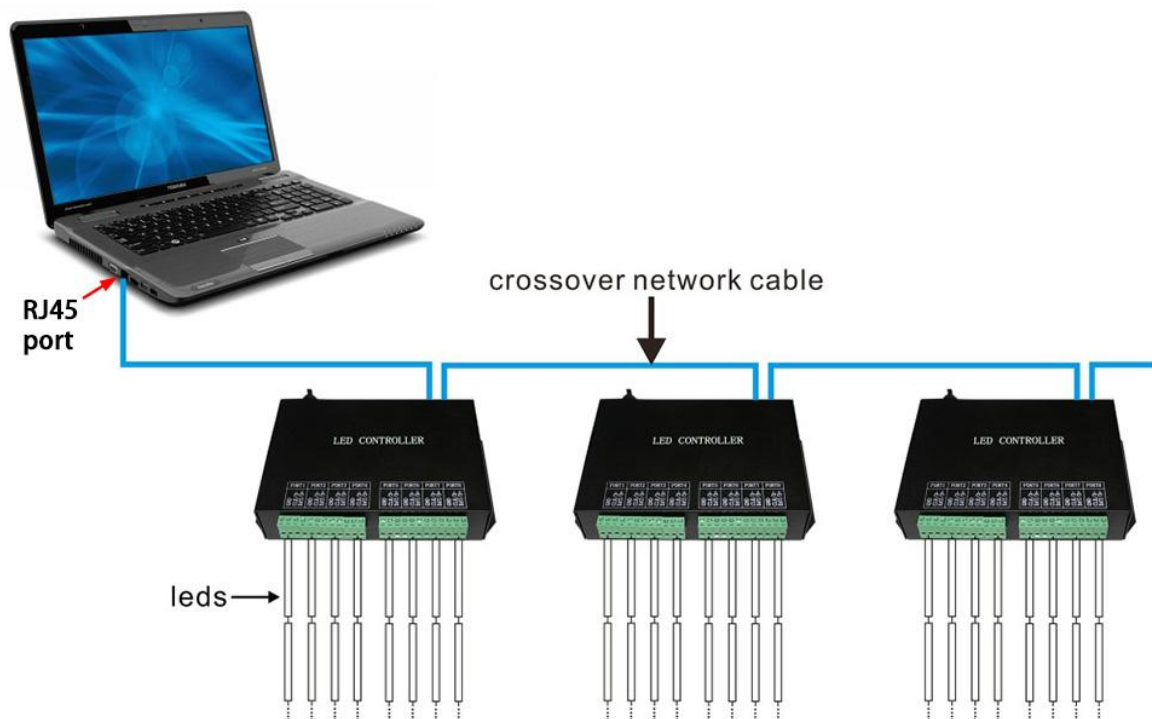
Software: LED Studio

LED Studio download link:

https://drive.google.com/open?id=1ZGqPM7_kZj68LsAZMEL-NeiD07B9Sbqe

Actually, LED Studio and LED Build(offline software) have lots of features in common. After reading the following manual, you can go to master controller page, download the manual below, there is a tutorial video of LED Build inside.

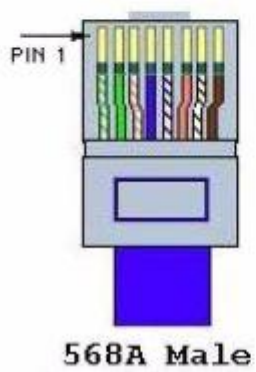
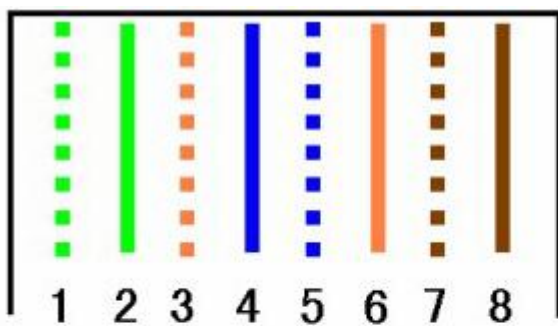
Connect H801RC to PC with crossover network cable



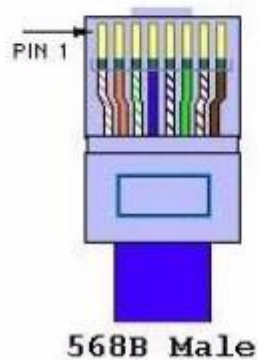
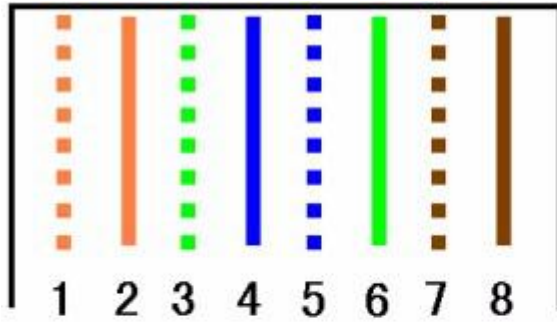


NET1: input NET2: output

Crossover Network Cable:



One Side



The Other Side

Power on H801RC, green light is on.

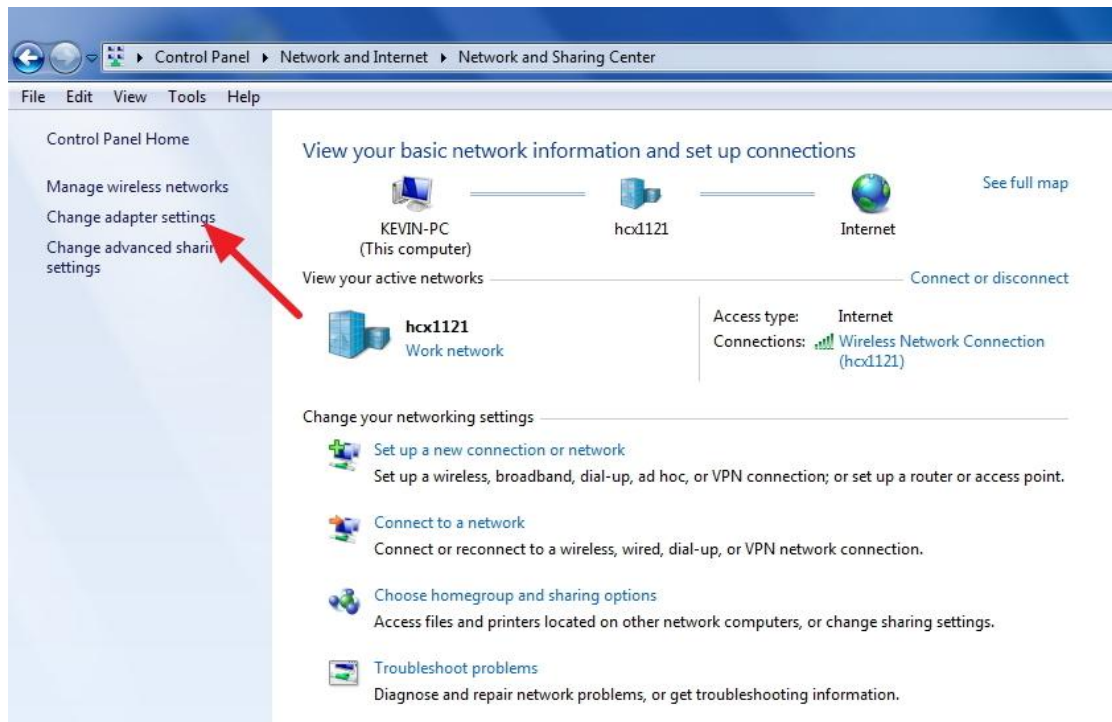


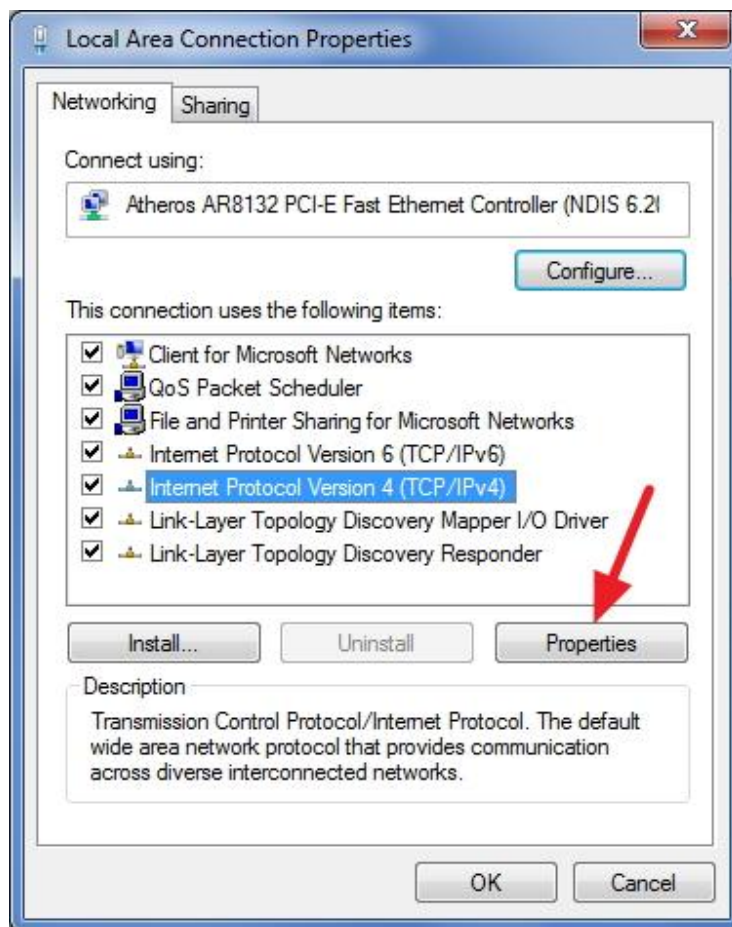
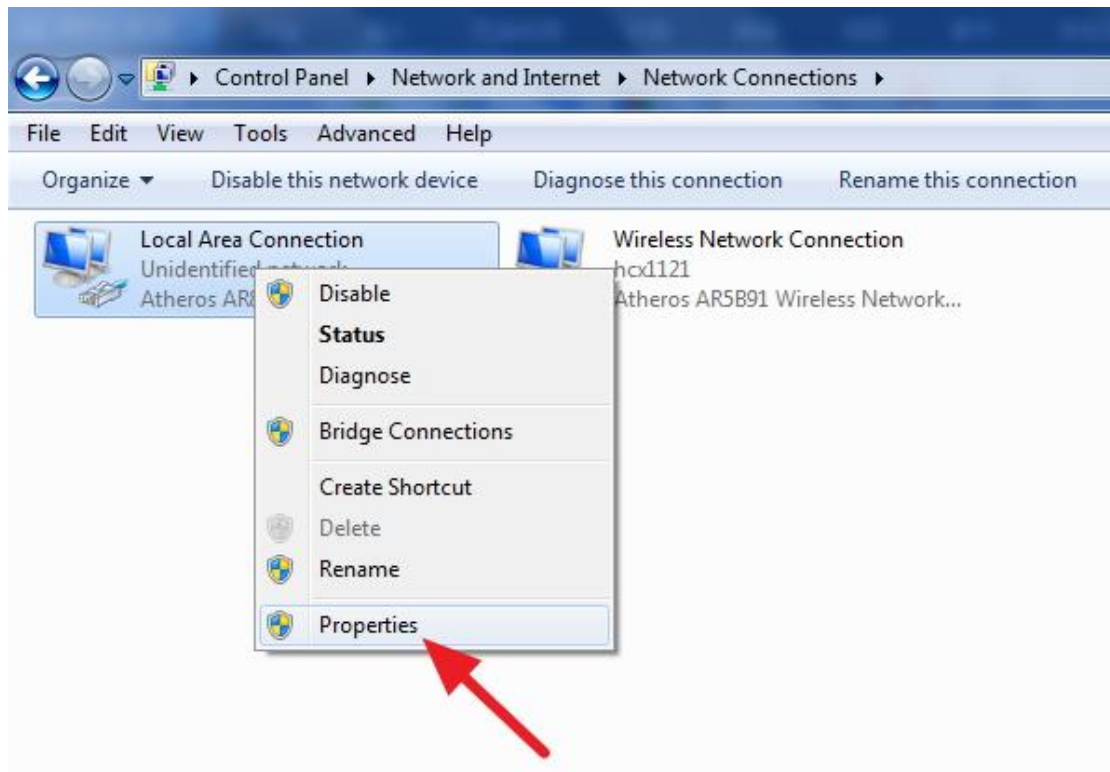
Connect NET1 to computer network interface with RJ45

cable(crossover). Green light is flashing.



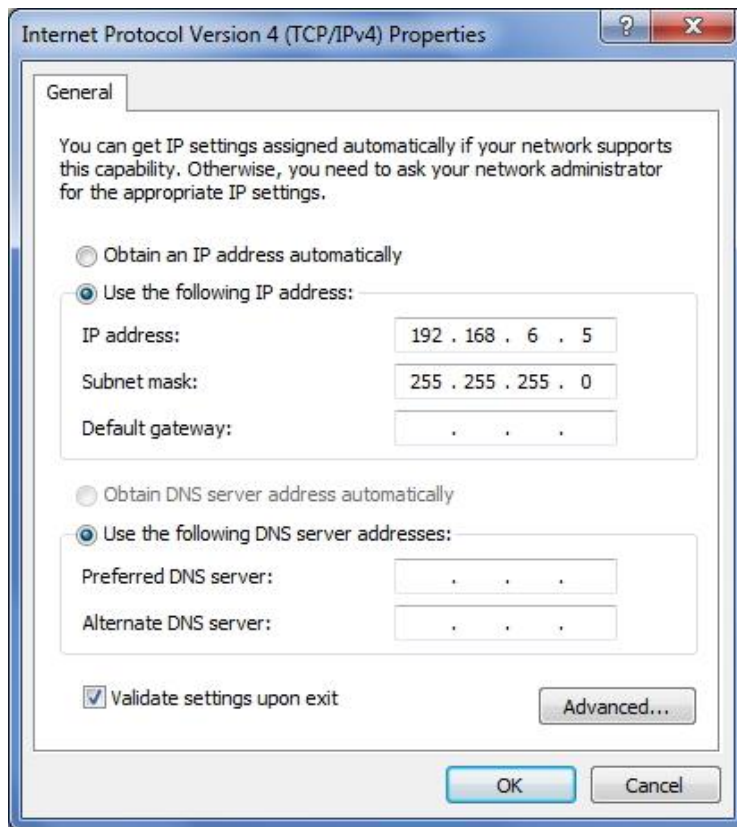
Network and Internet Setting



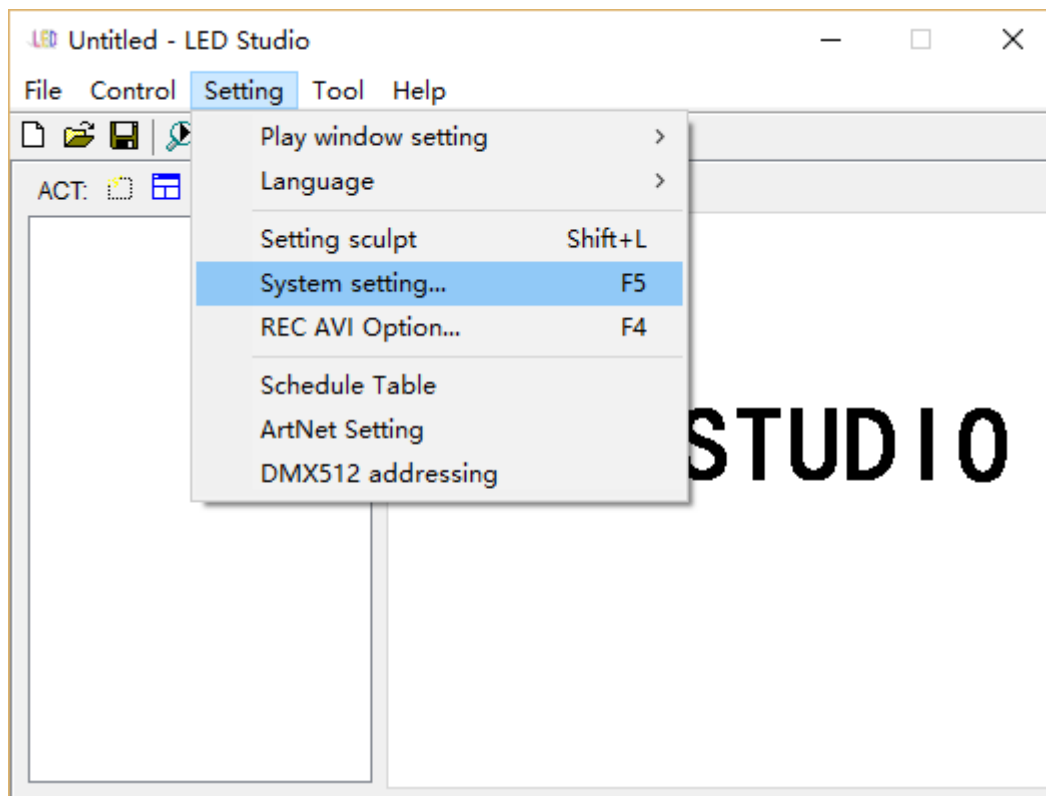


Check the option and enter number exactly the same as the

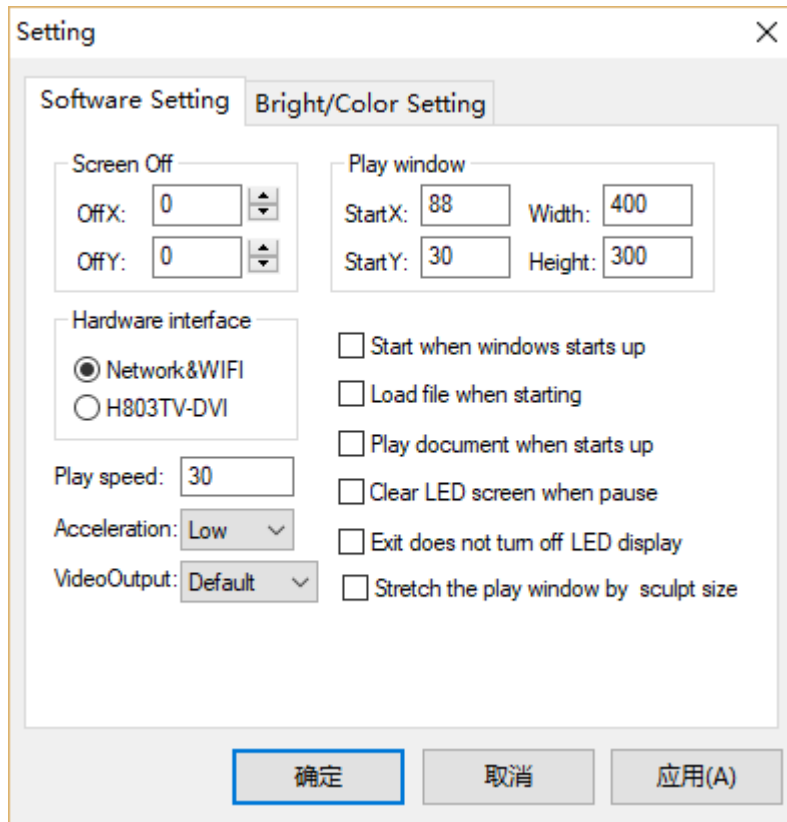
following image displays, then click “OK”.



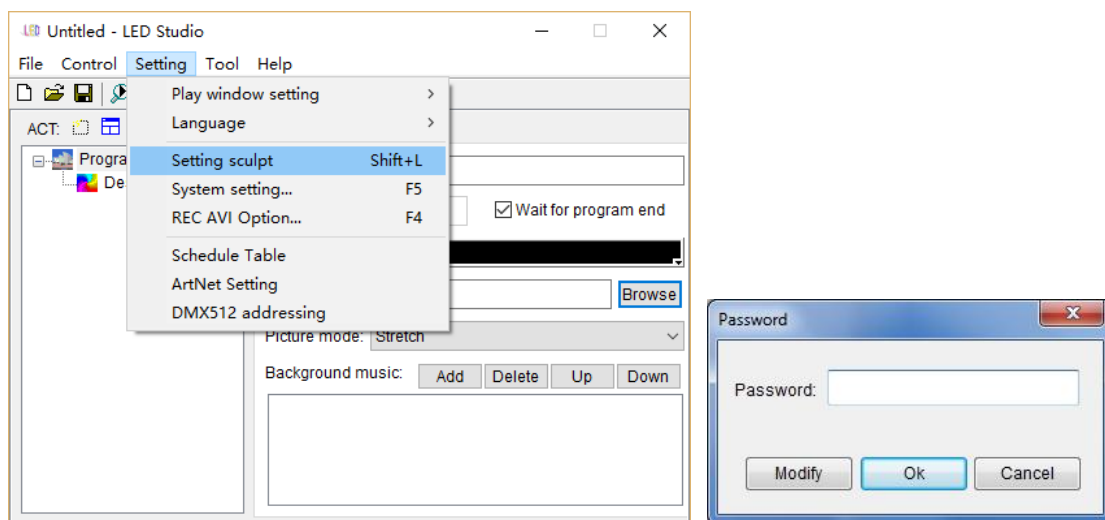
Open “LED Studio Software”, click “setting”-- “system setting”.

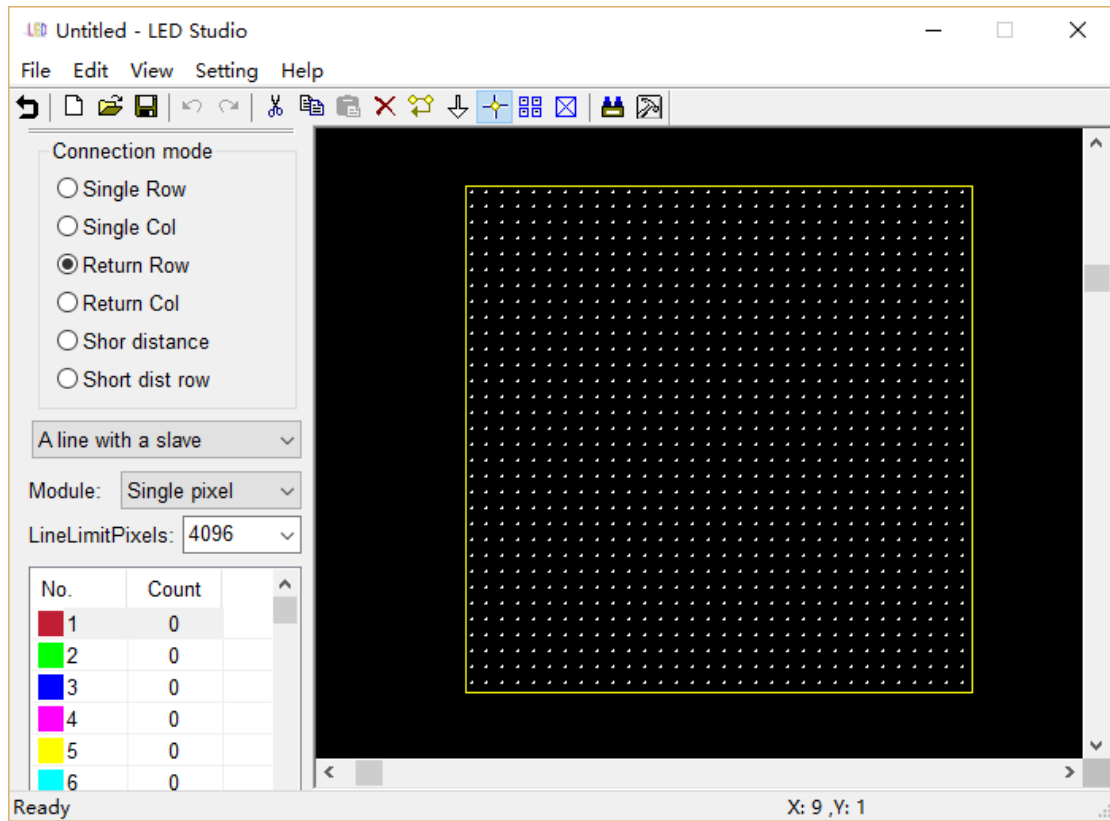


For H801RC, Hardware interface must be “Network&WIFI”, if it’s not, choose “Network&WIFI”, click “Apply”-- “OK”.



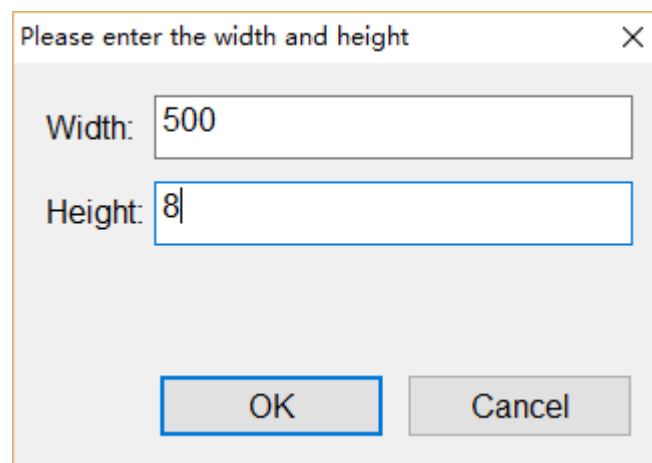
Then click “setting”-- “setting sculpt”, password is empty, click “OK” to enter sculpt setting window.

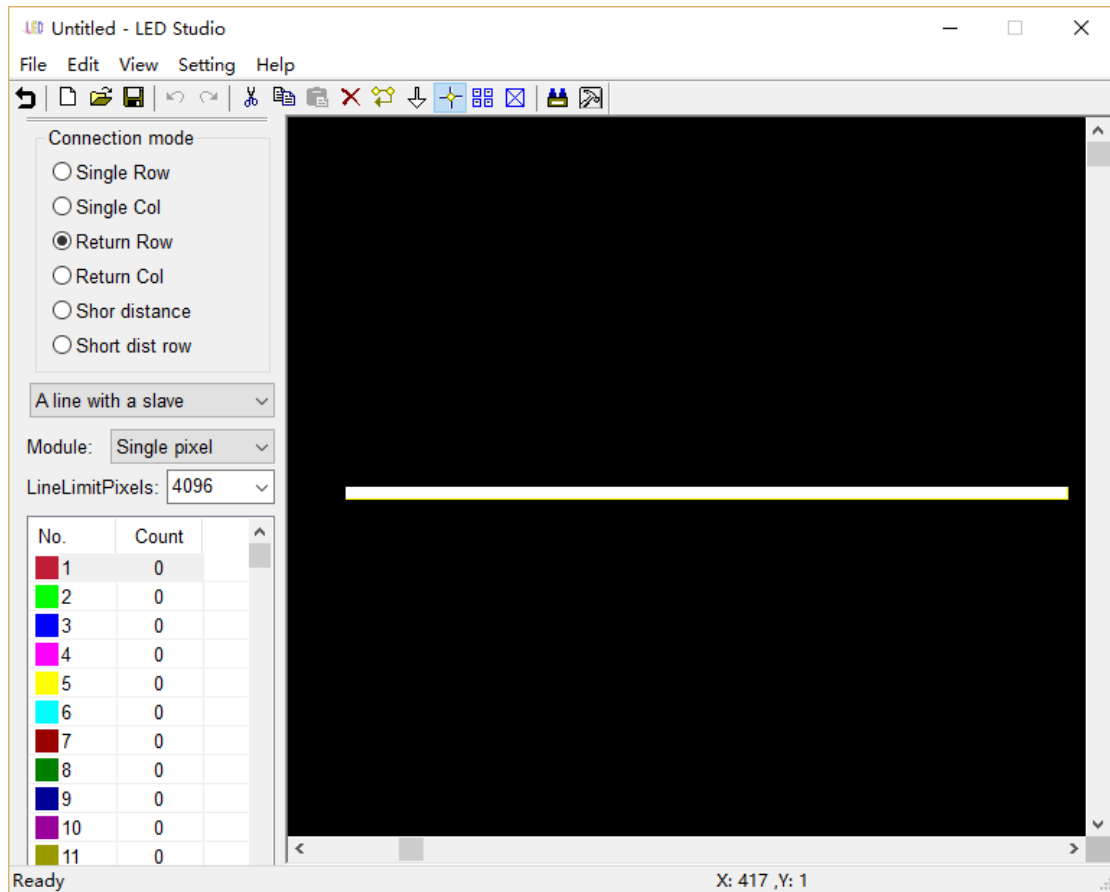




Click “File”-- “New” to create a new sculpt. Unit is pixel.

In this example, one H801RC is connected to PC, each port controls 500 pixels.

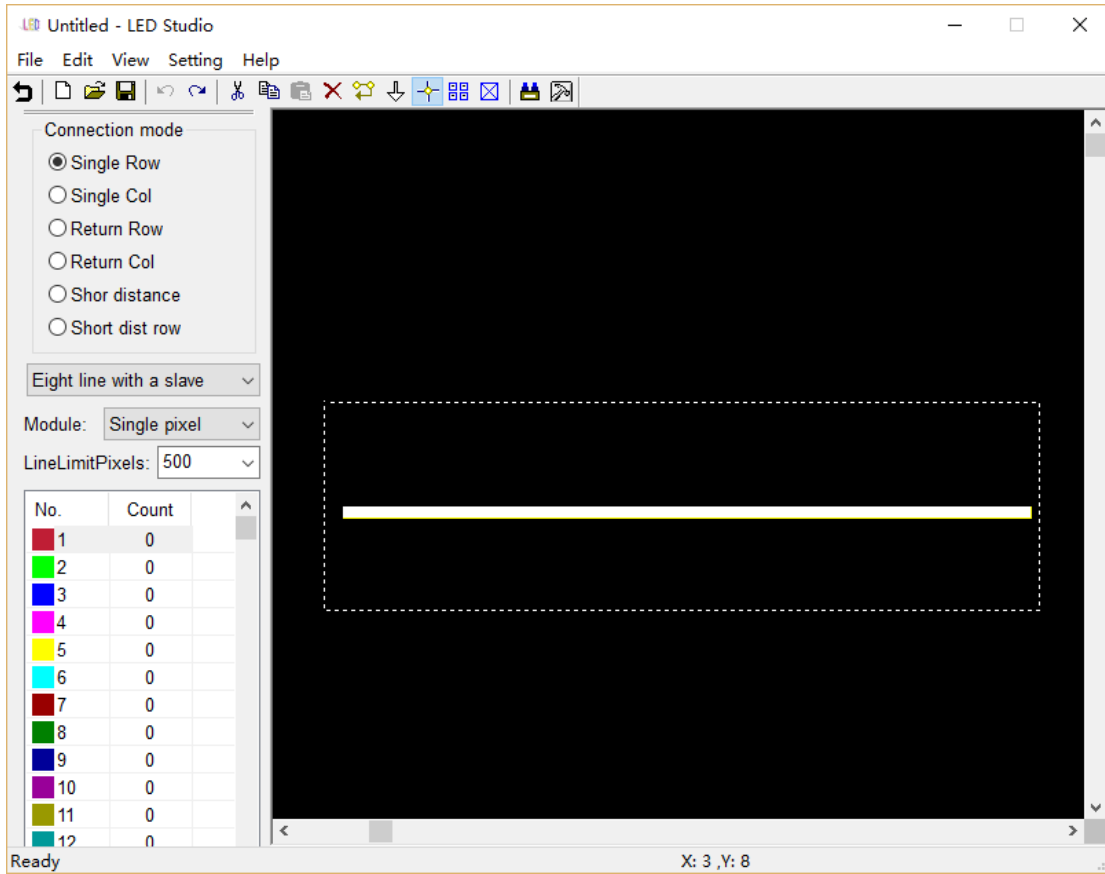




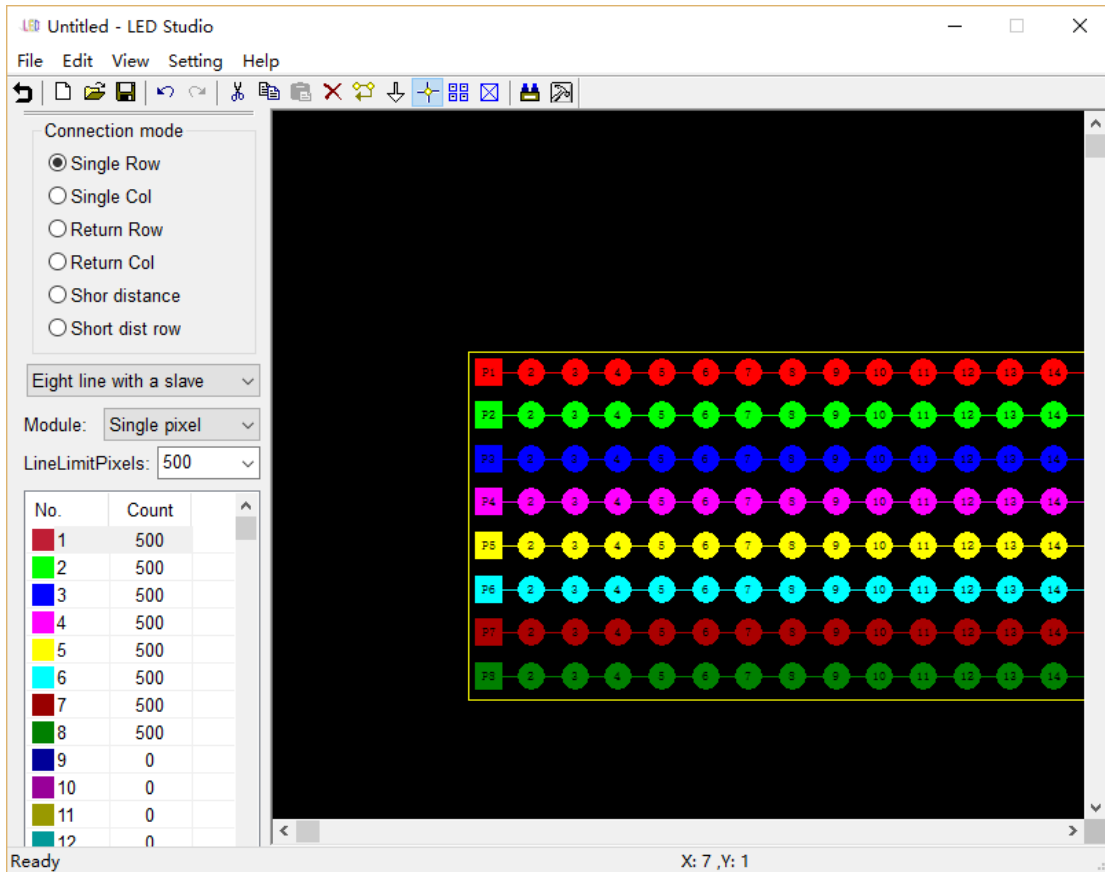
Settings:



Then rectangular select the sculpt from left top corner to right bottom corner.



There are pixels added to the sculpt

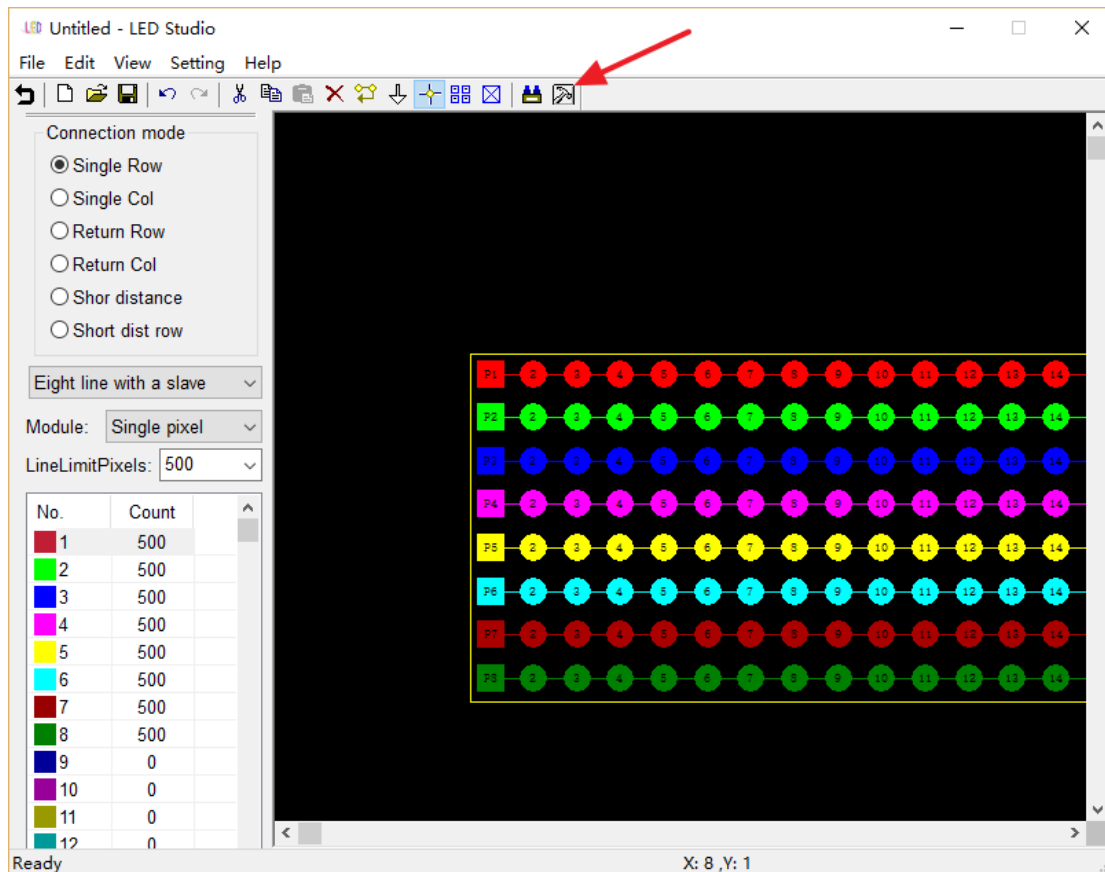


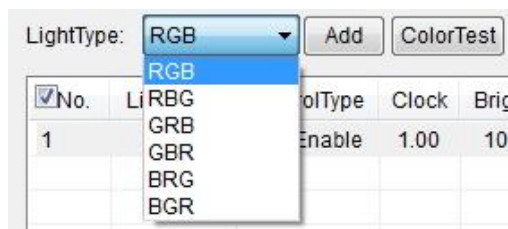
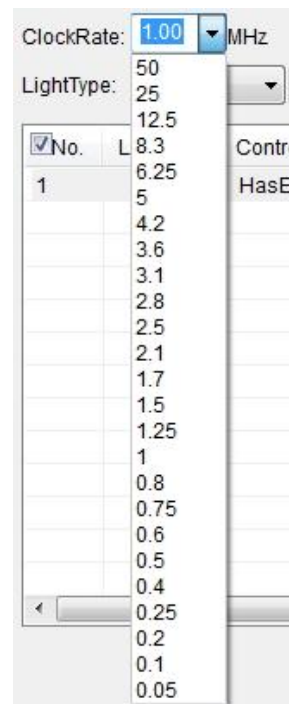
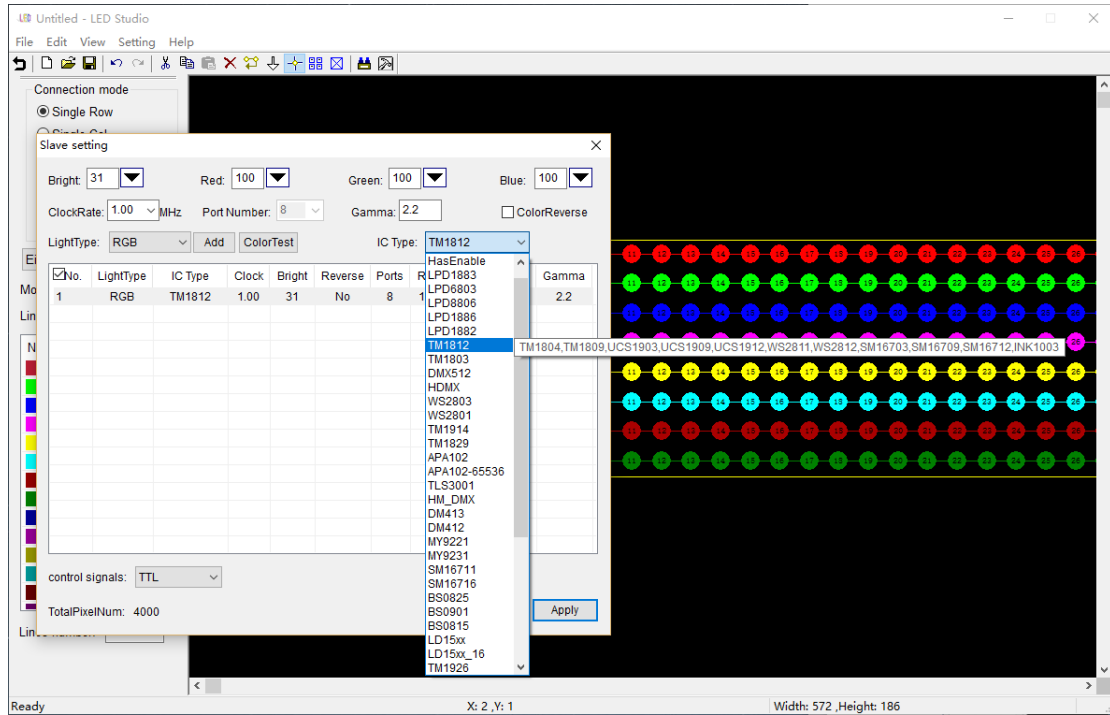
This is the pixels number of each line(port) of controller.

No.	Count
1	500
2	500
3	500
4	500
5	500
6	500
7	500
8	500
9	0
10	0
11	0
12	0
13	0

Lines number: 8

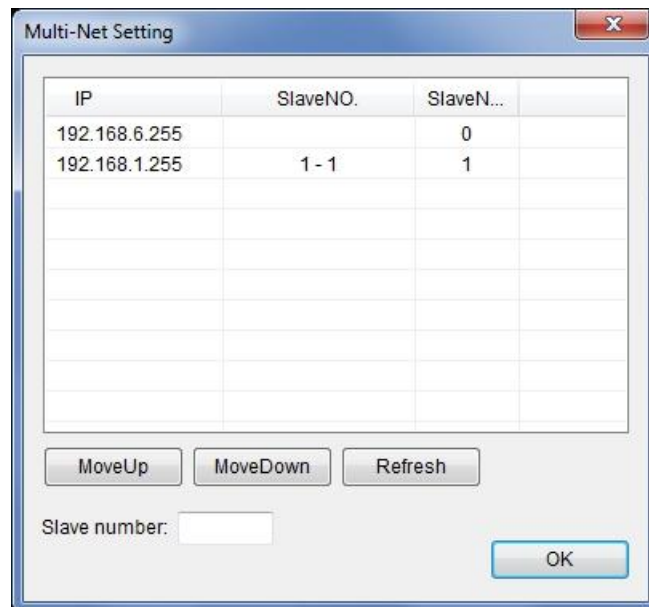
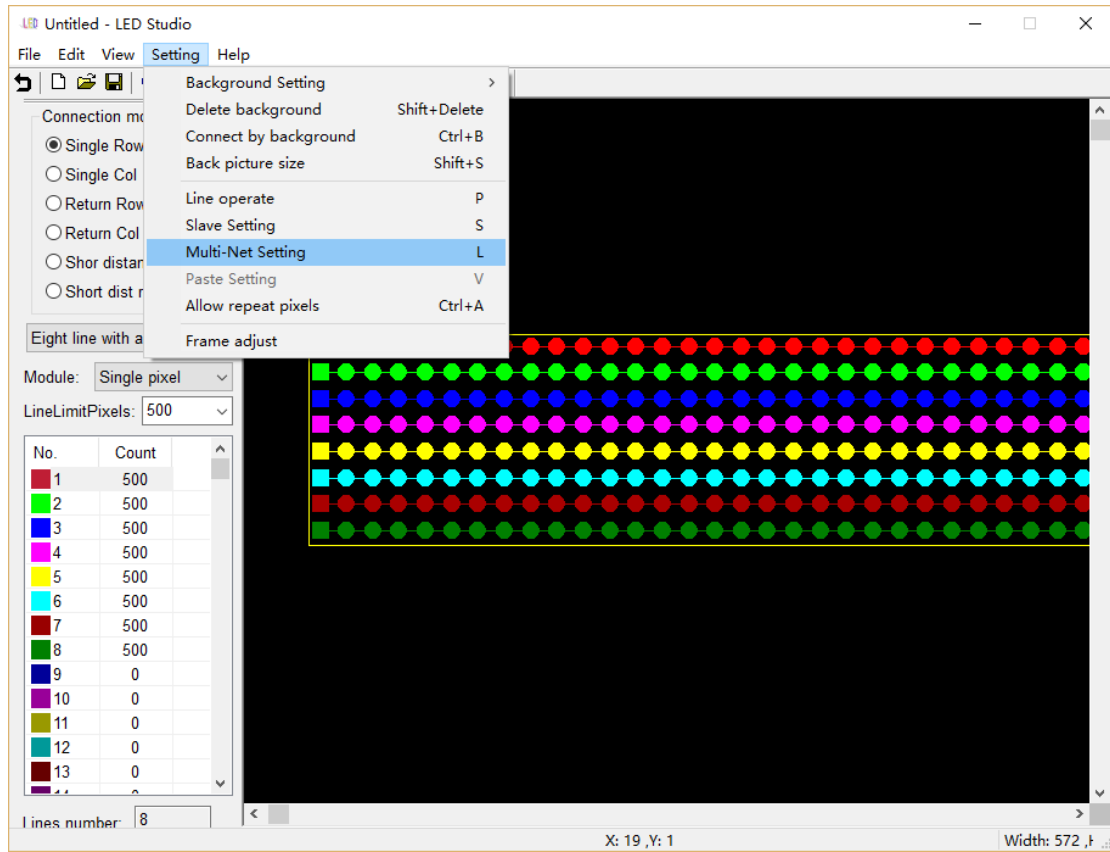
Click "Slave Setting":



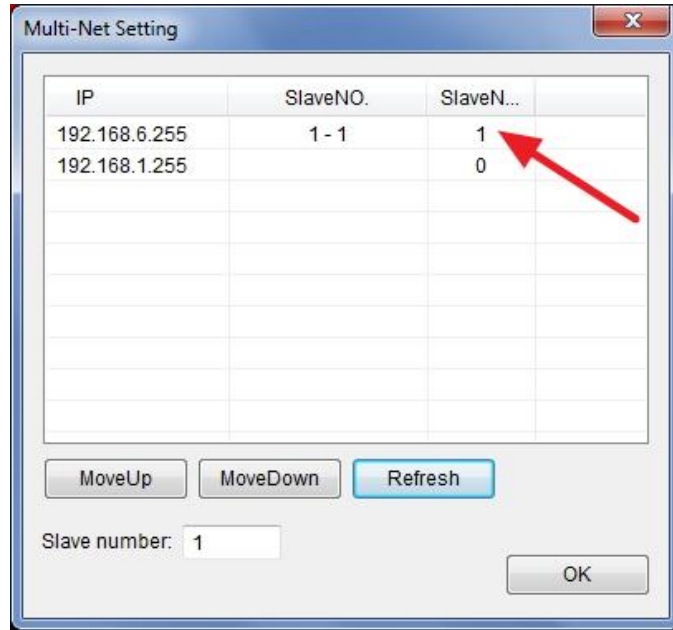


After setting them all, click “Apply”-- “Exit” to exit slave setting.

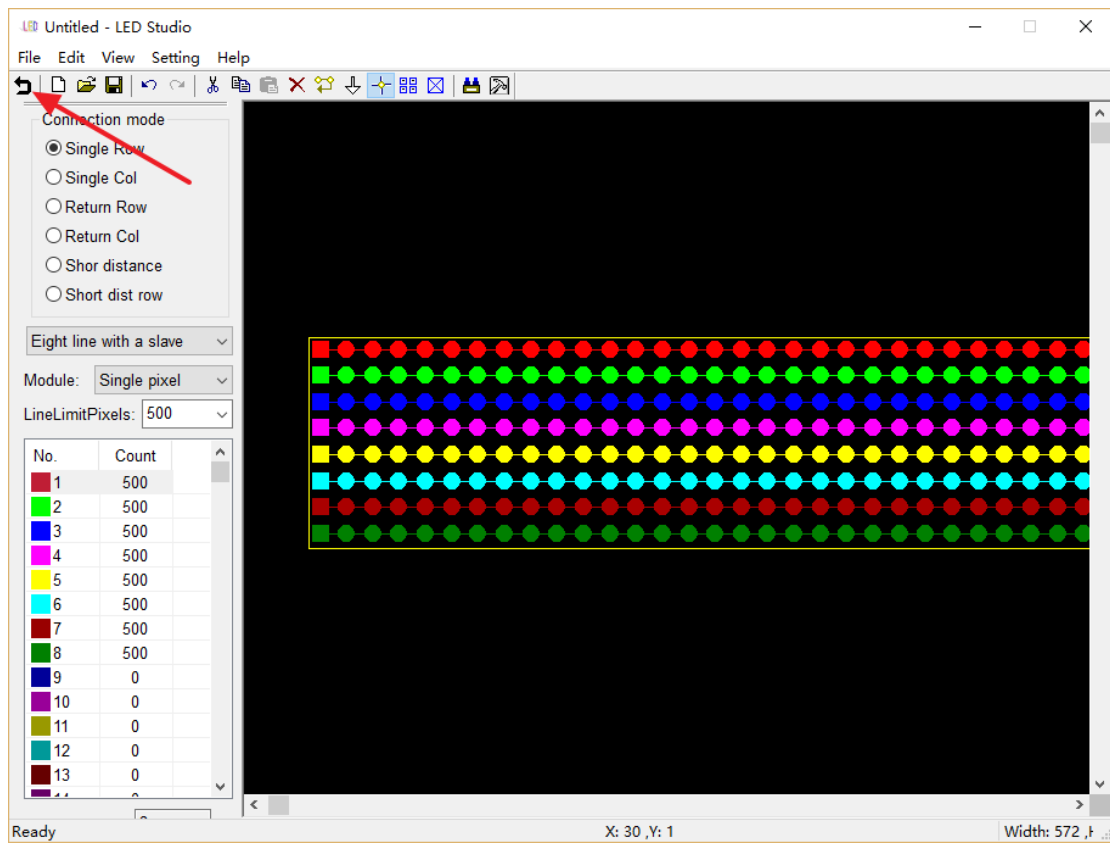
Click “Setting”-- “Multi-Net Setting”

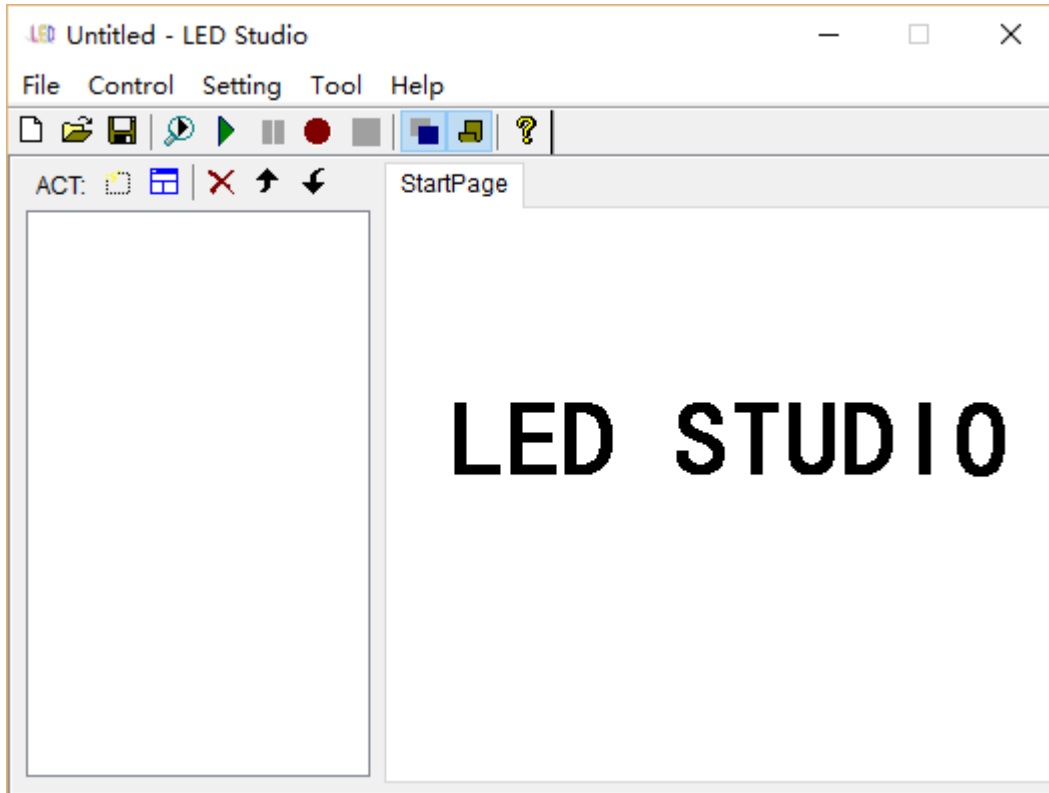


Set controller for the specified IP address:

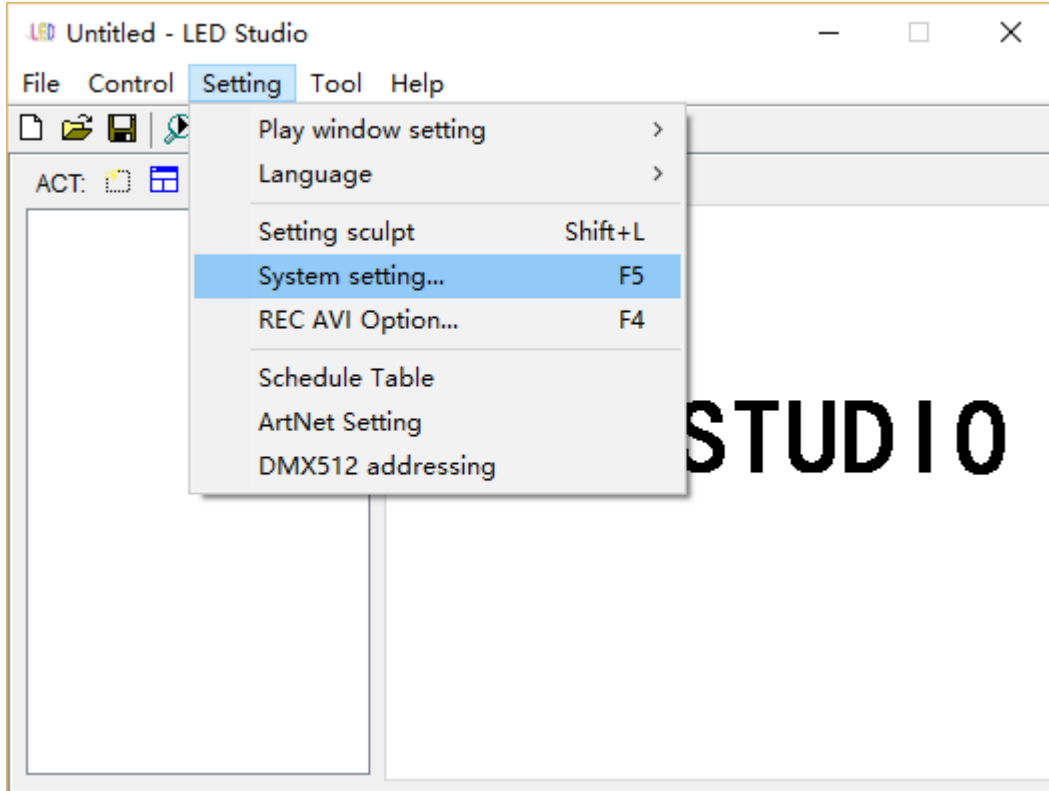


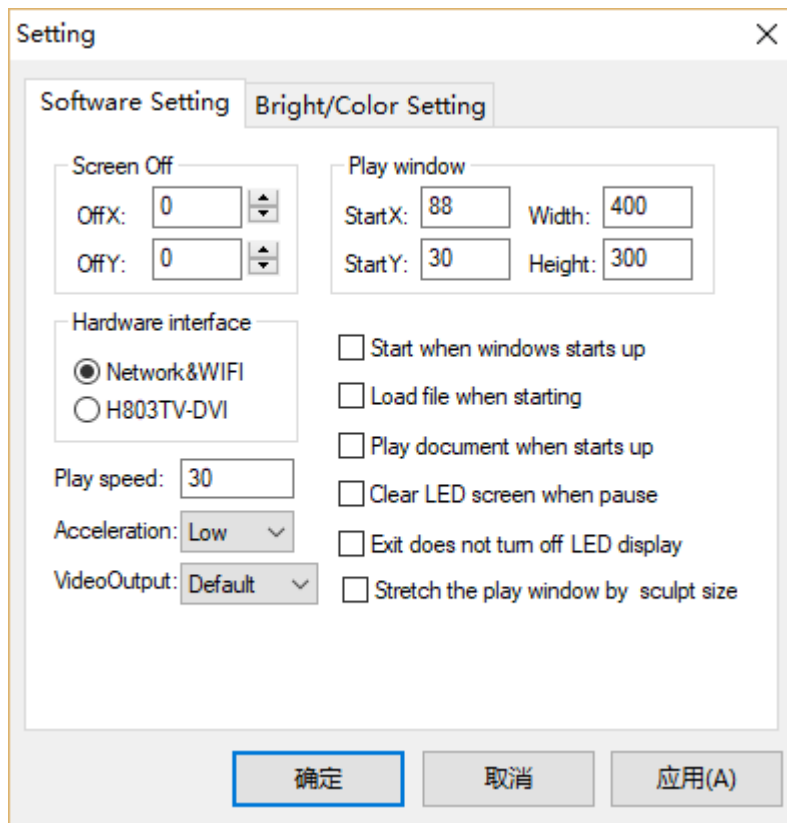
Click “Return” to return to main window.



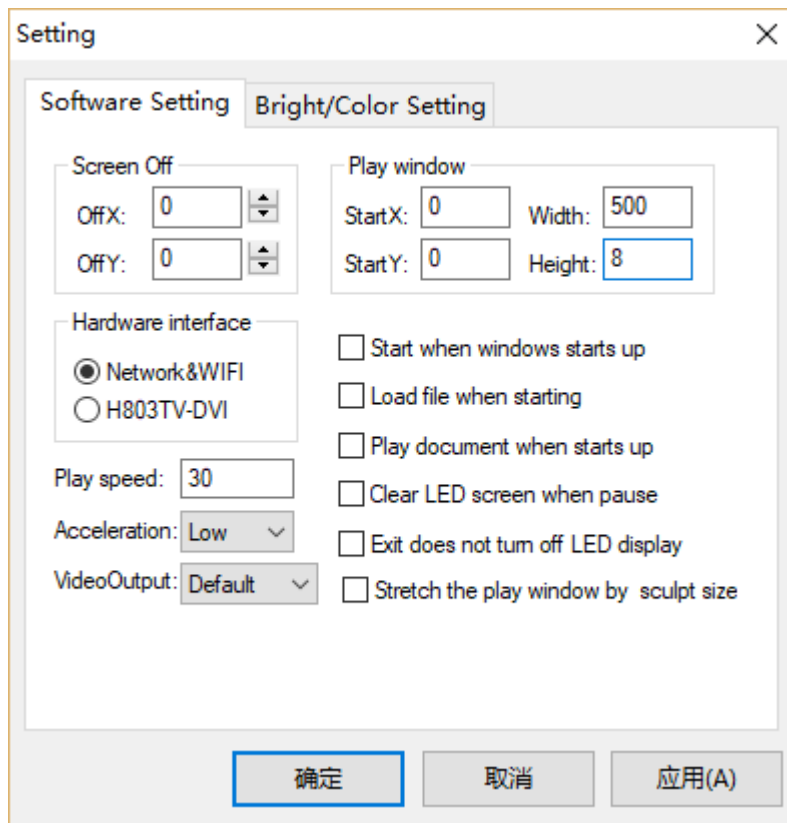


Click "Setting"-- "System Setting"

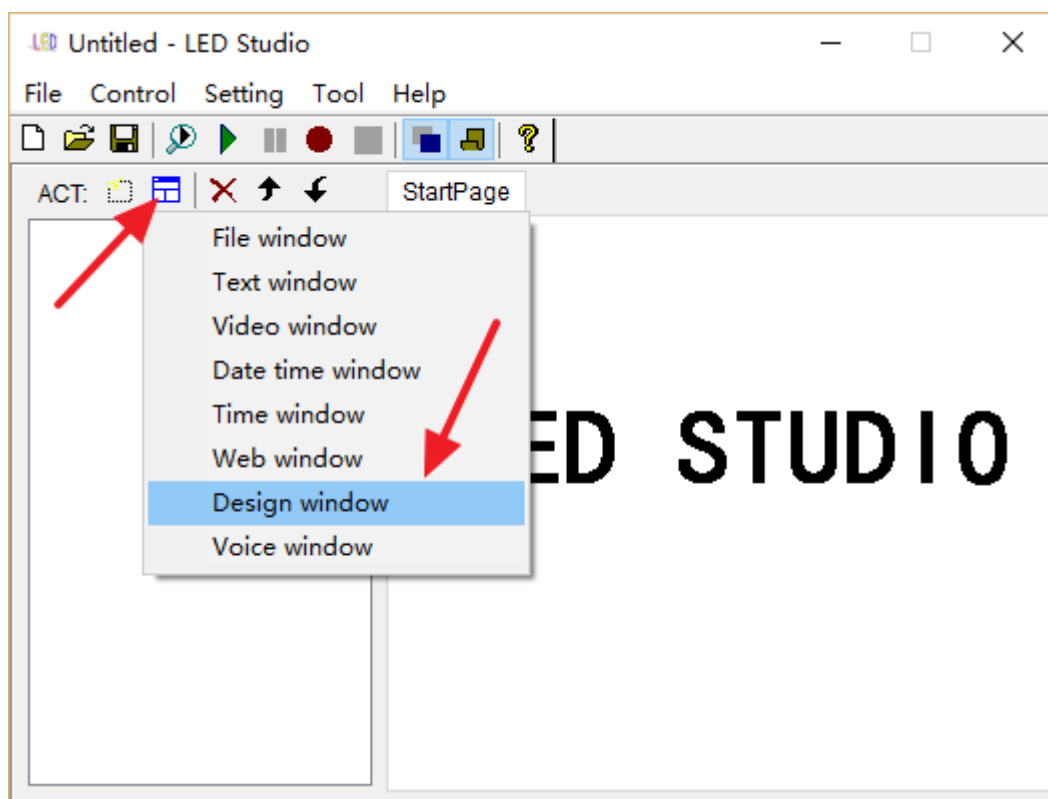


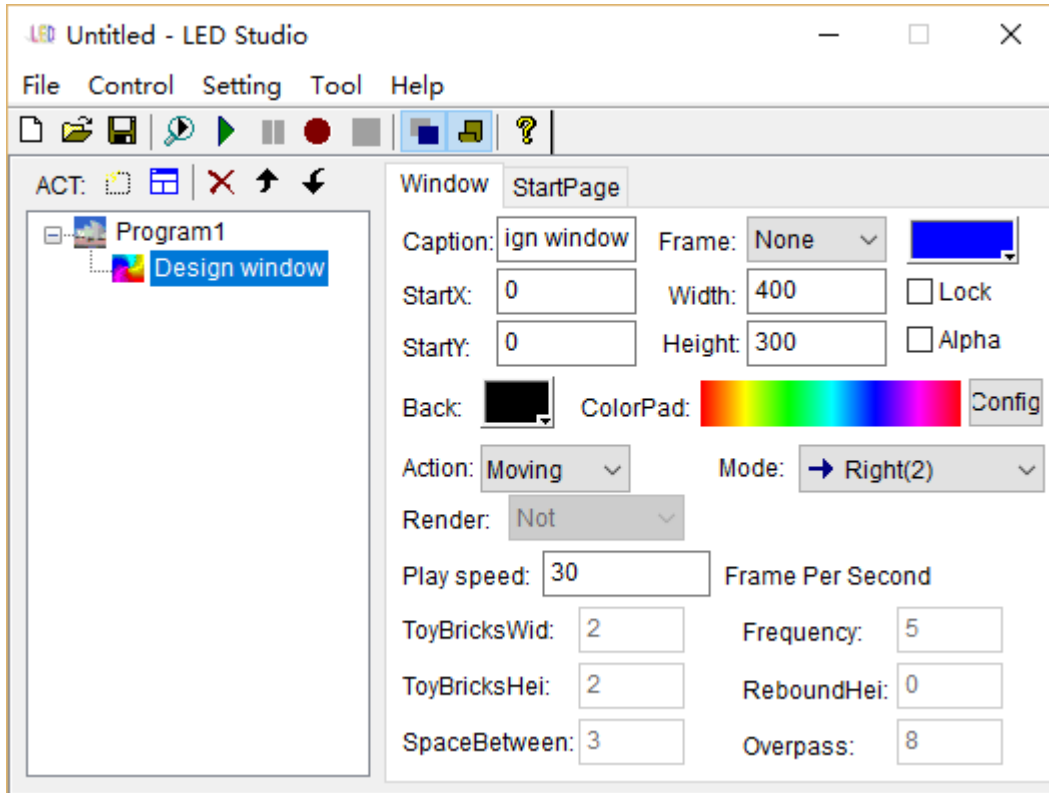


We can set StartX, StartY to 0,0. The Width and Height is the same or bigger as the size of sculpt. So here we set them to 500, 8. Then click “Apply”-- “OK” to exit.

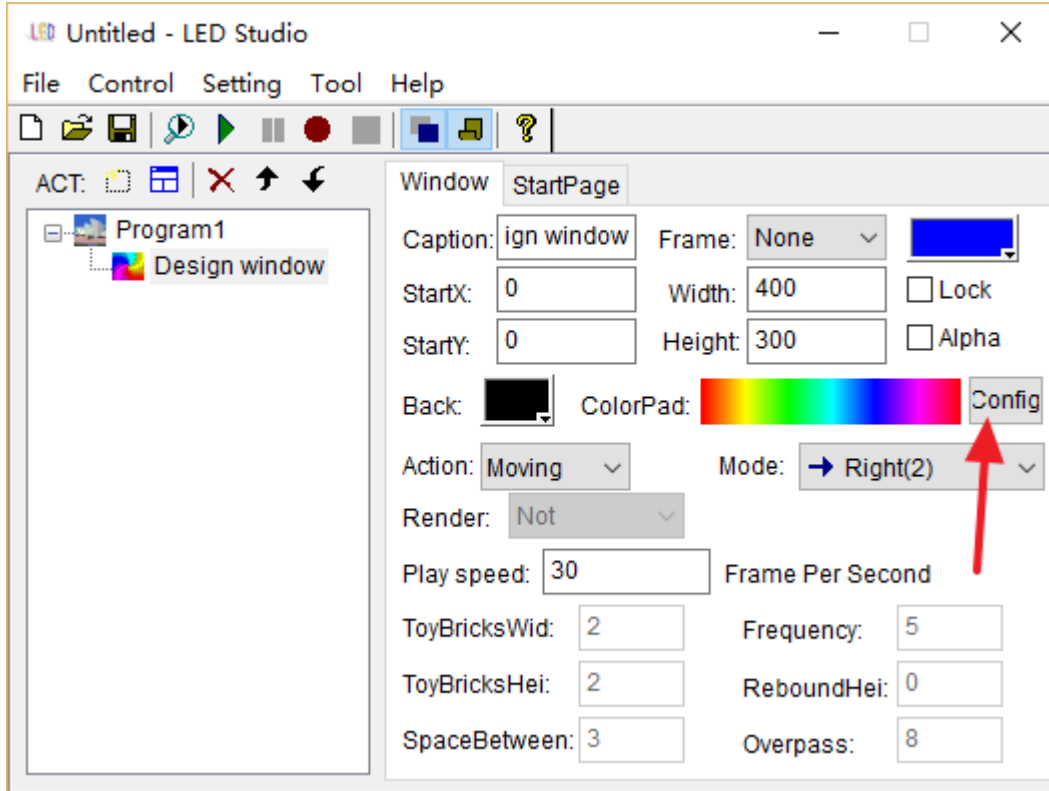


Click “New window”-- “Design window” to create a new design window.

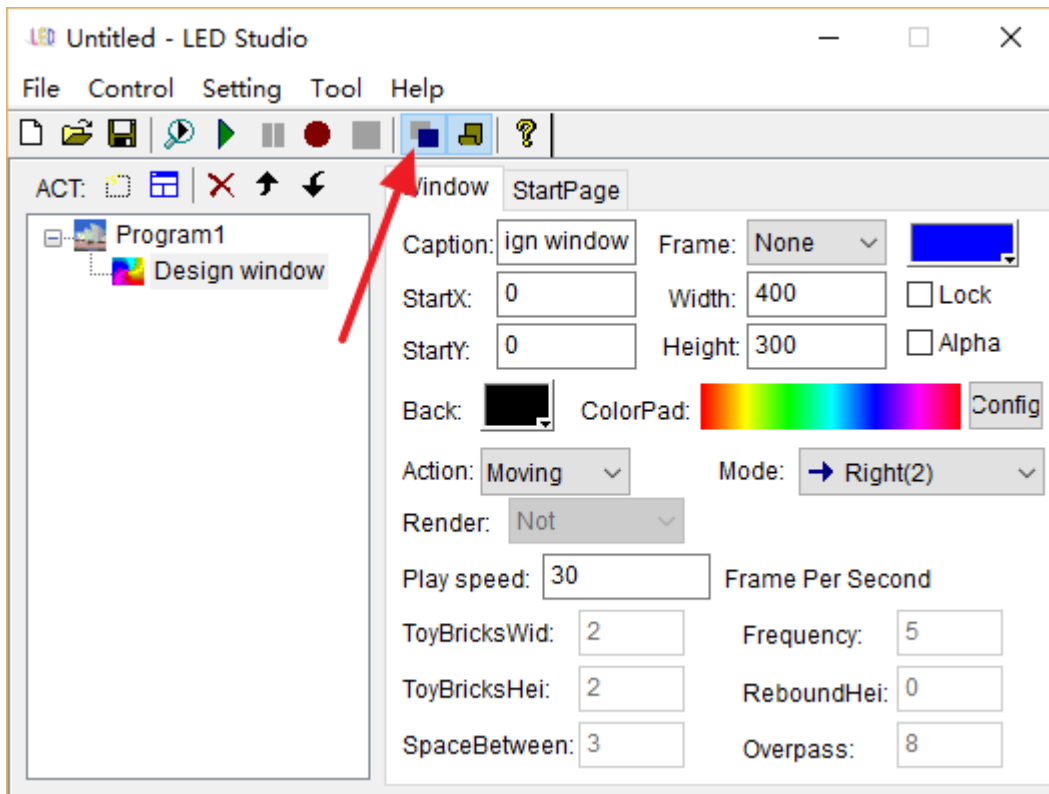




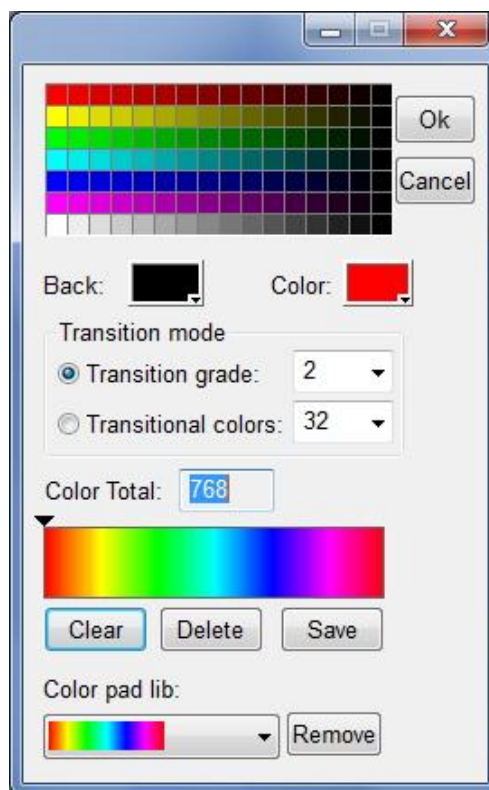
Then click “Config” to configure color.



By the way, you can click “” to show or hide screen.

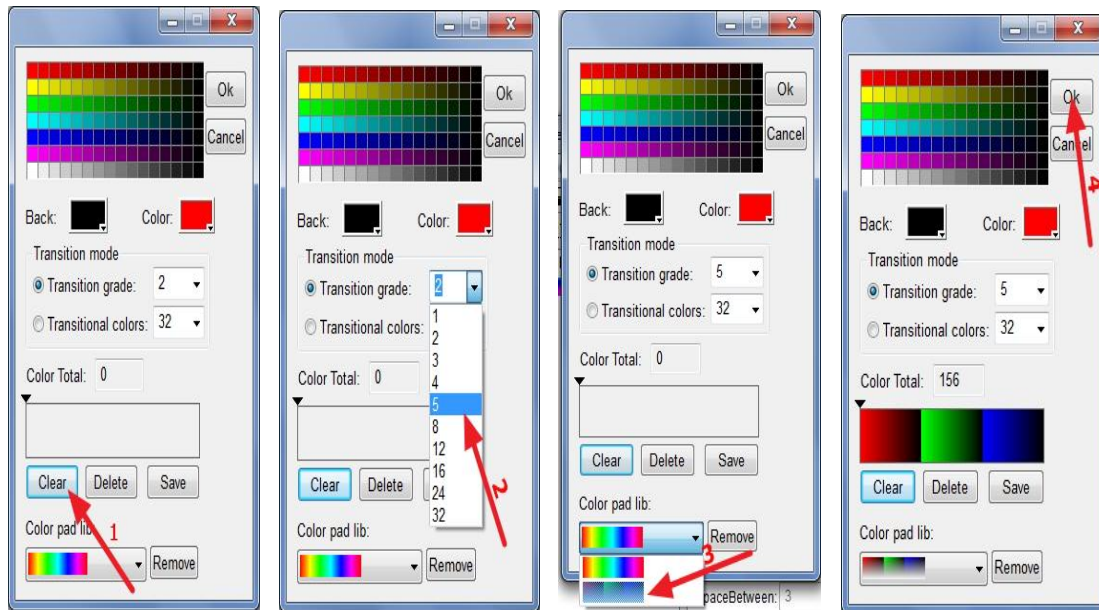


After clicking “Config”, the following window displays.

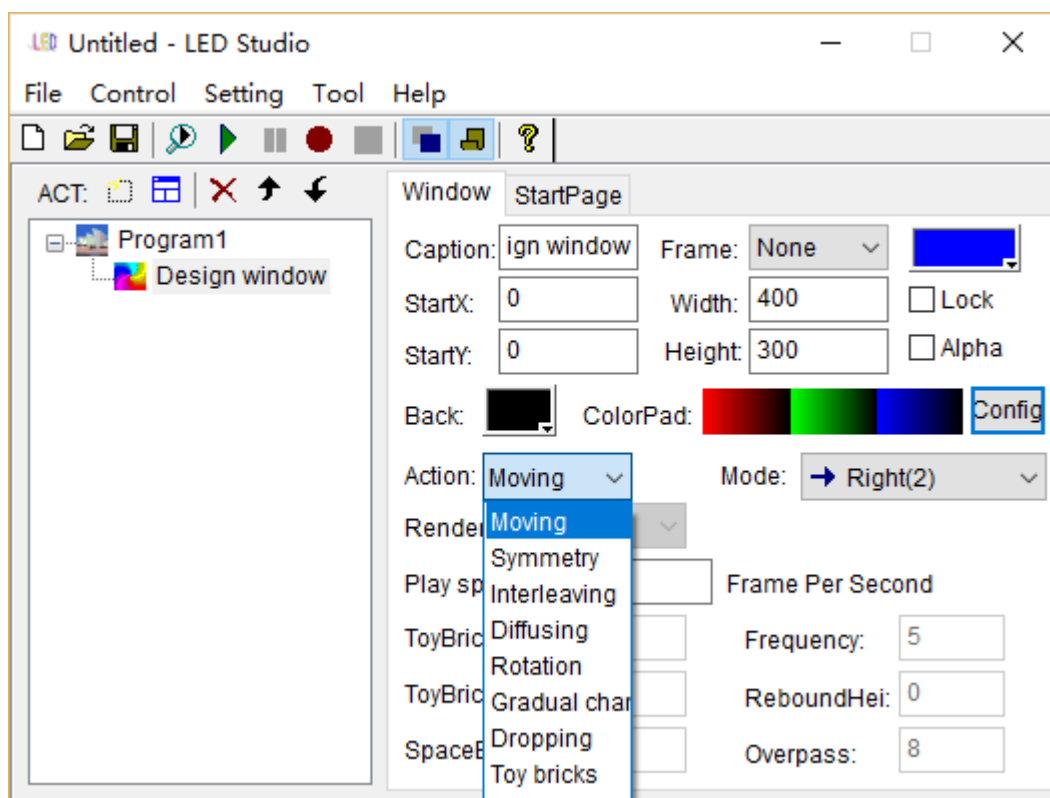


Normally, i clear the color in color plate, set transition grade to 5, and choose the second color in color pad library for test. Then

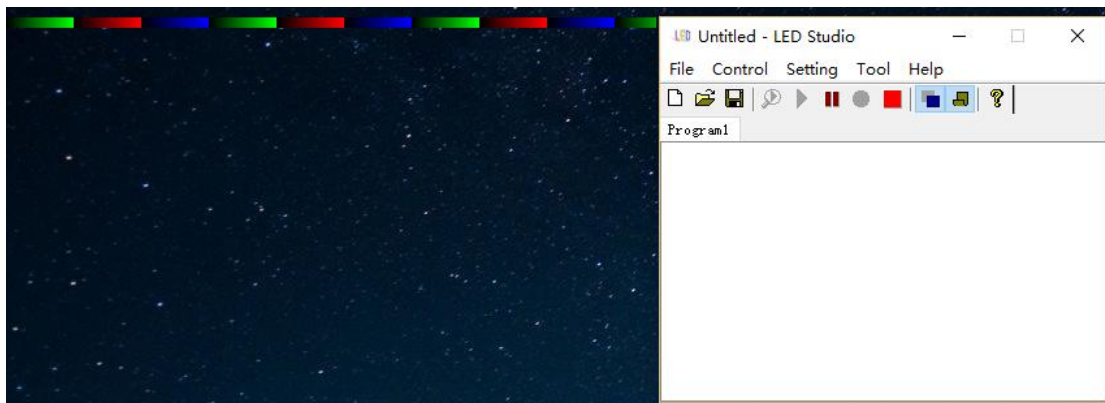
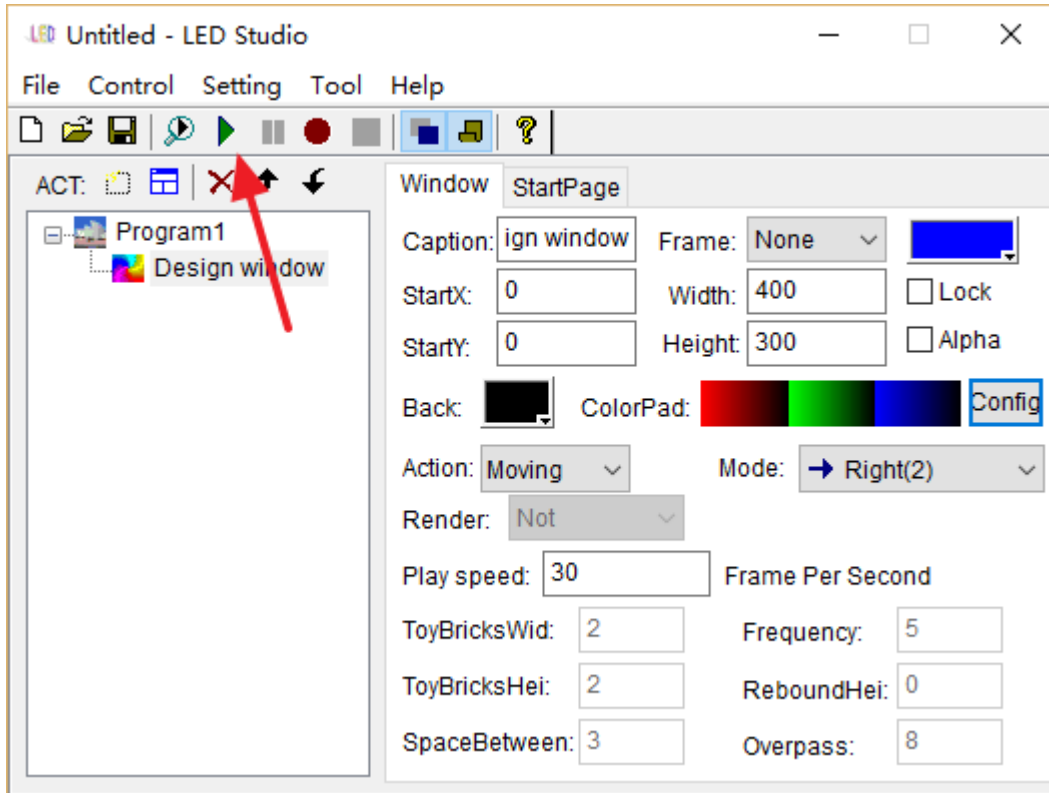
click “OK” to exit.



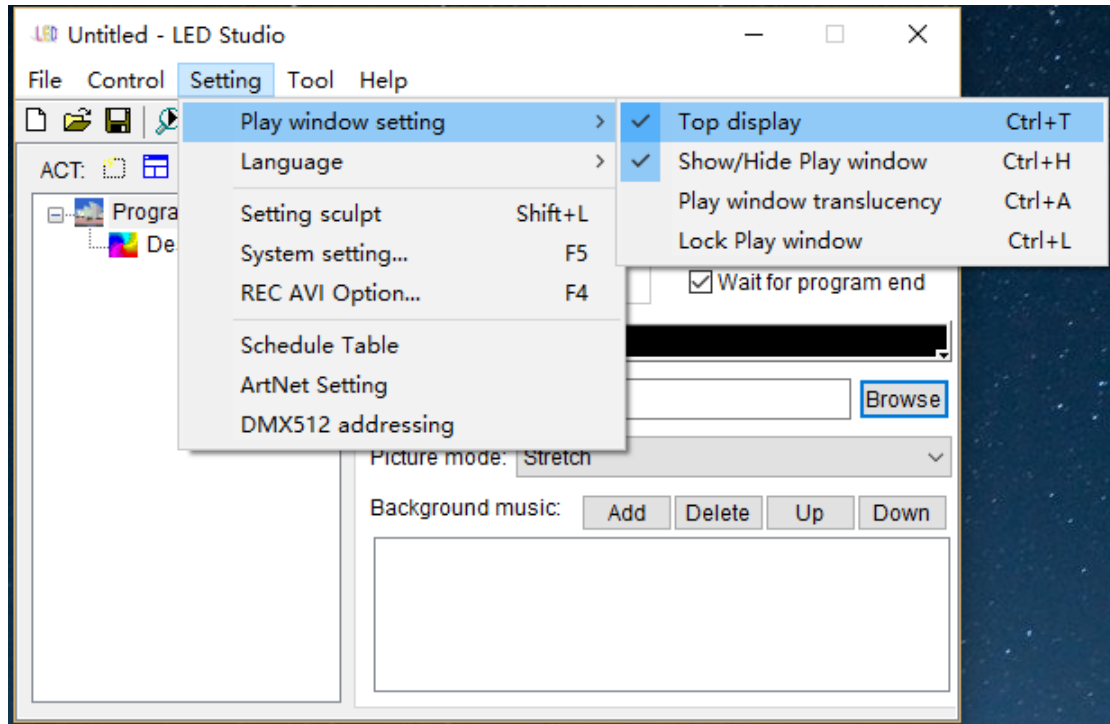
You can choose among many actions and modes. Here, i choose “Moving” and “Right”.



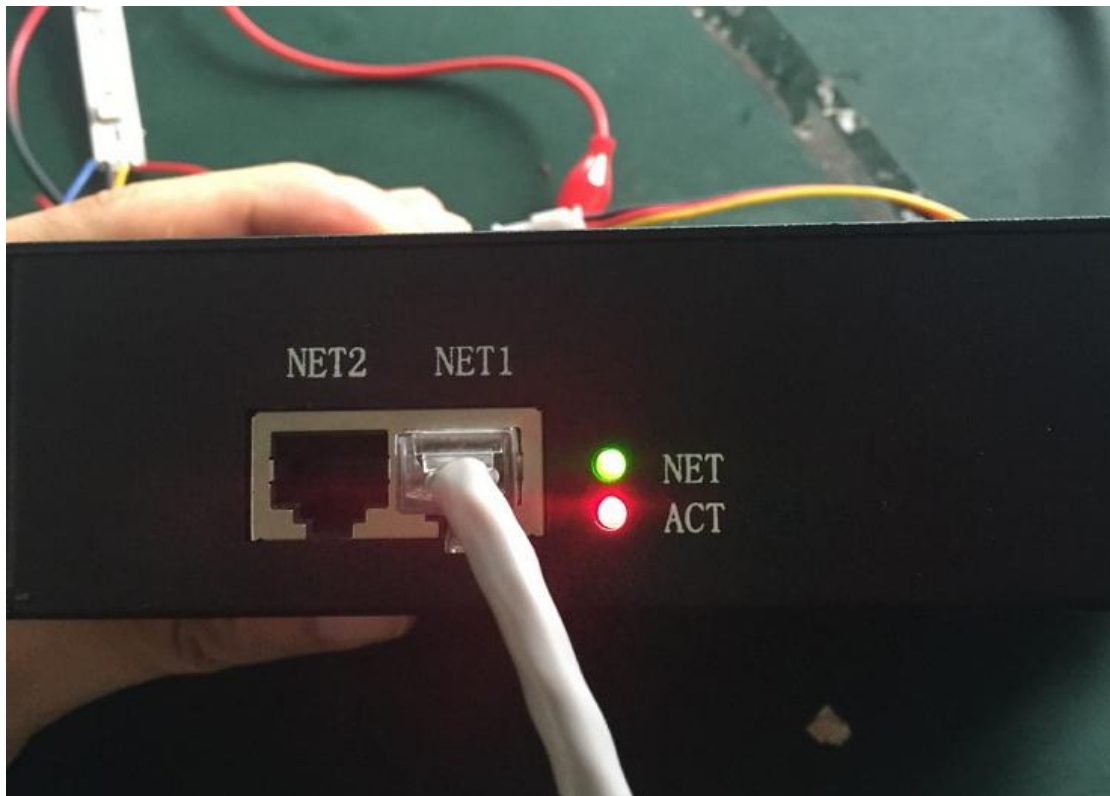
Then click “▶” to play the program.



You can set the play window “Top display” so that any other programs won’t effect the play window.



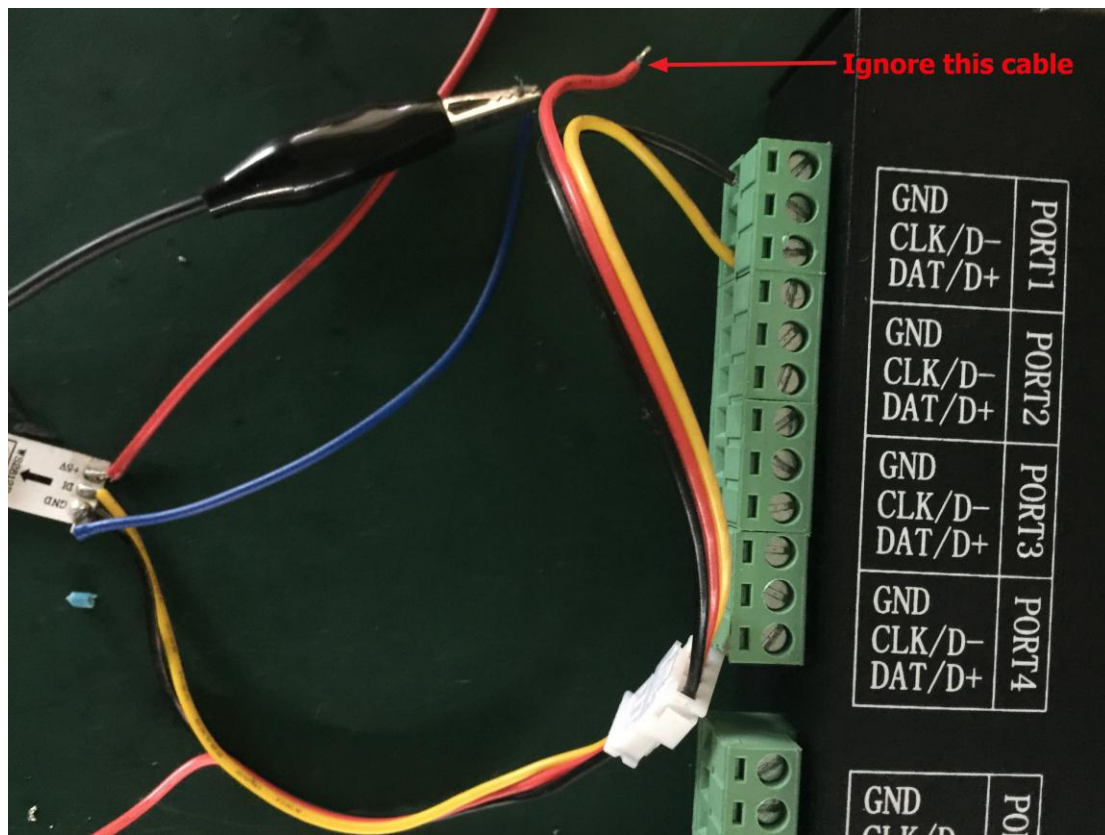
And the red indicator light on controller is flashing.



And the color on strips is changing as programmed in software.

Here i use WS2812 strips for display. For WS2812, you need to

connect GND, DAT on controller.

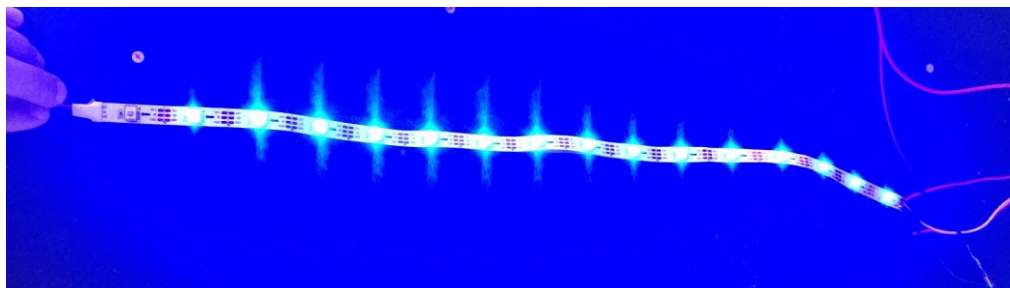
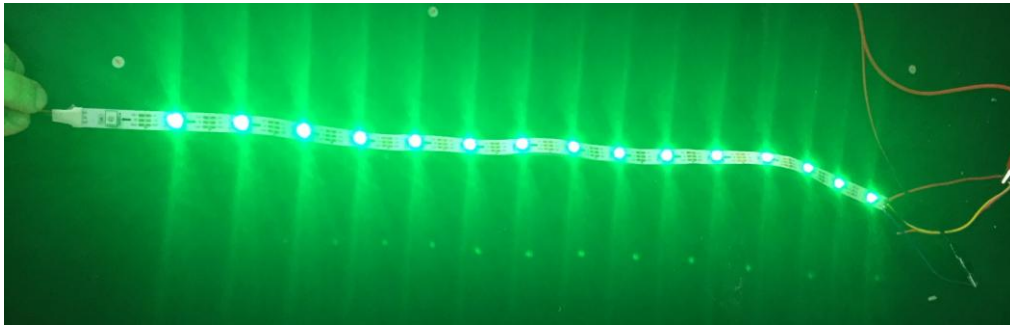
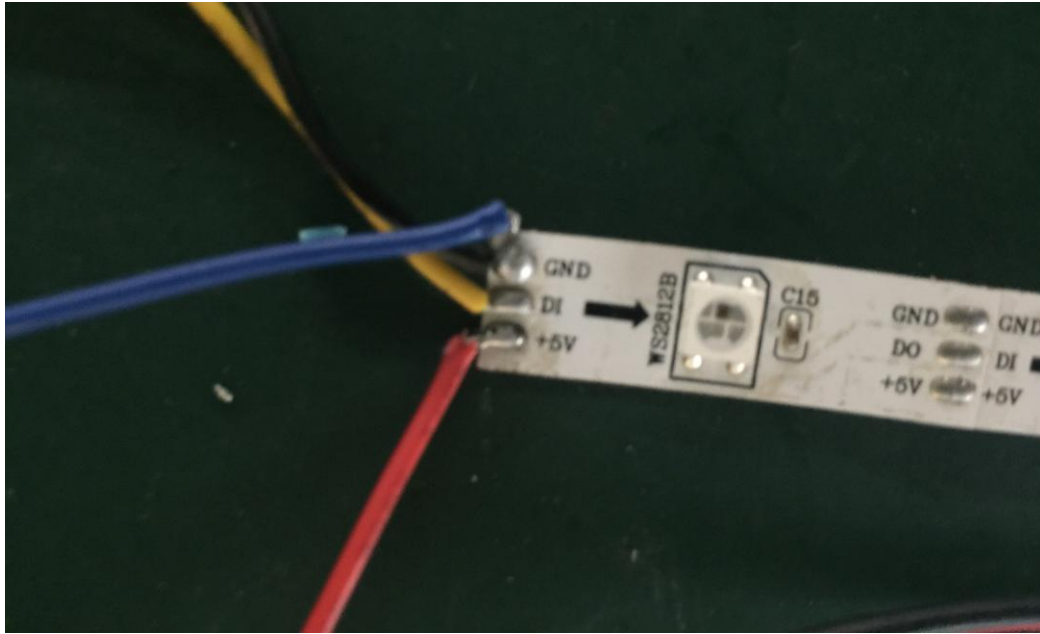


On strip, you can see GND(blue and black), DI(yellow), +5V(red).

Black is connected to GND on controller.

Blue and red are connected to DC5V power supply.

Yellow is connected to DAT on controller.



In some cases, you need to import video, just create a file window.

