

Setting up the pixel count in the app is an important step in achieving proper functionality of the chasing RGB lights. Each chasing product has its own unique minimum pixel count determined by the physical properties of the lights. By setting the pixel count in the app, the app effectively knows how large the light (or light set) is and adjust the pattern program accordingly to fit. To set the pixel count do the following:



Steps for all configurations

1) Turn on the controller(s) that need to be calibrated.

NOTE: Up to 10 controllers are viewable, only 4 controllers can be selected and controlled simultaneously.

- 2) Open the PRO RGB app on either an Android or iOS device.
- 3) Select the settings cog in the upper right corner.
- 4) Select "Chasing Settings" from the pop-out menu.





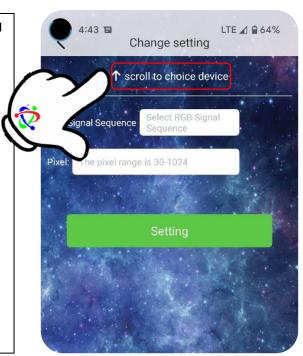


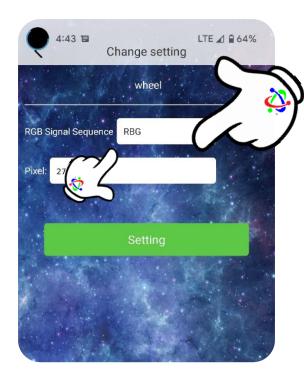
RGB PRO Chasing Configuration

Configuration continued

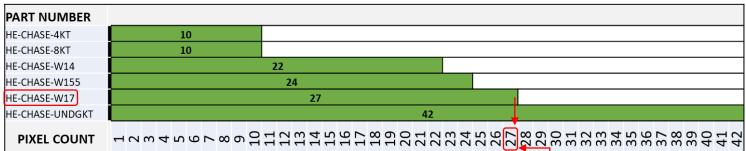
 Scroll the "scroll to choice device" at the top of the screen to located the controller that needs to be calibrated.

 Verify the "RGB Signal Sequence" is set to "RGB".





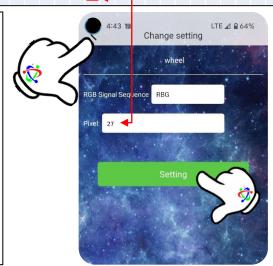




One controller and One lighting product

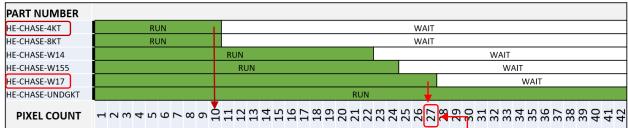
- Look up the chasing product being controlled by this controller in the Pixel count chart, and find the corresponding pixel count value.
- Set the "Pixel" count to the value found in the previous step.
- 3) Click the green "Setting" button to save
- 4) Click the back "<" in the top left corner to return to the main app.
- 5) Power cycle the controller, by turning off the power source, then back on again.
- 6) Test functionality

Example used: HE-CHASE-W17





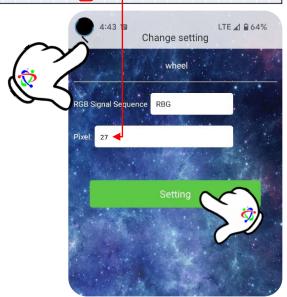
SINGLE controller, MULTIPLE product configuration



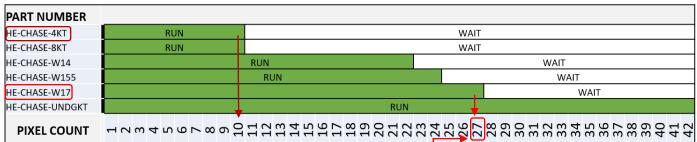
One controller, Multiple chasing lighting products

- Look up all the chasing product being controlled by this controller in the Pixel count chart. Of the products that are being controlled, record the highest pixel count.
- a. This will calibrate the controller for the largest lighting product connected. The smaller lighting products that are also connected to the controller will complete the pattern cycle sooner, then wait for the larger product to complete the cycle. Once all products complete the pattern cycle, all products will start the next cycle at the same time.
- 2) Set the "Pixel" count to the value found in the previous step
- 3) Click the green "Setting" button to save.
- Click the back "<" in the top left corner to return to the main app
- Power cycle the controller, by turning off the power source, then back on again
- 6) Test functionality

Example used: HE-CHASE-W17 with HE-CHASE-4KT

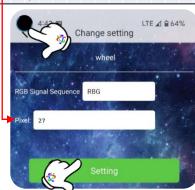






For Multiple controllers with Multiple lighting product(s)

- Look up all the chasing product being controlled by all controllers in the Pixel count chart. Of the products that are being controlled, record the highest pixel count.
 - a. This will calibrate the controllers for the largest lighting product's timing. The smaller lighting products on the other controllers will complete the pattern cycle sooner, then wait for the larger product to complete the cycle. Once all products complete the pattern cycle, all products, on all controllers, will start the next cycle at the same time. Click the green "Setting" button to save.
- Return to the setting screen by clicking "Chasing Settings" from the pop-out menu again.
- Scroll the "scroll to choice device" at the top of the screen to located the next controller that needs to be calibrated.
- Verify the "RGB Signal Sequence" is set to "RGB", and set the pixel count to the same value as the previous controller.
- 5) Click the green "Setting" button to save.



- 6) Repeat steps 2-5 for all remaining controllers.
- 7) Click the back "<" in the top left corner to return to the main app.
- Power cycle the controllers, by turning off the power source, then back on again.
- 9) Test functionality

Example used: HE-CHASE-W17 with HE-CHASE-4KT



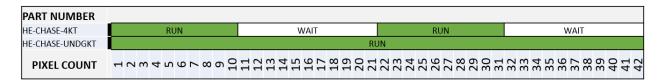
NOTICE: Tech support is unable to assist with ADVANCED configuration setup.

Time can be configured so that secondary controllers run multiple cycles in the same time the primary controller completes a single cycle.

By setting the controller of the light with the highest pixel count (the primary controller) to a number that is evenly divisible by 2, and is equal to, or greater than that light's default pixel count (shown in the pixel count chart).

For this example, the HE-CHASE-UNDGKT has the highest pixel count of 42. 42 is evenly divisible by 2 (21), and is the default pixel count of the light. Next set the pixel count of the other controller (secondary controllers) to half of the pixel count set on the primary controller. This value also needs to be equal to, or greater than the default pixel count of the light being controlled (if not, increase the pixel count of the primary controller so that all requirements can be fulfilled). In this example, the value would be 21 (42/2=21), and 21 is greater that the HE-CHASE-4KT default pixel count of 10.

The result is the HE-CHASE-4KT (secondary controller) will complete 2 full pattern cycles in the same time the HE-CHASE-UNDGKIT (primary controller) completes 1 full pattern cycle. The 2 controllers will maintain a harmonious timing.



Things to Remember:

- Setting the pixel count to values less than listed, will result in a portion of the light to not illuminate.
- Setting the pixel count to the value listed, will result in the light completing 1 full pattern cycle across the entire length of the light, then immediately start the next cycle.
- Setting the pixel count to values greater than listed, will result in the light completing 1 full pattern cycle across the entire length of the light, followed by a delay before starting the next cycle.

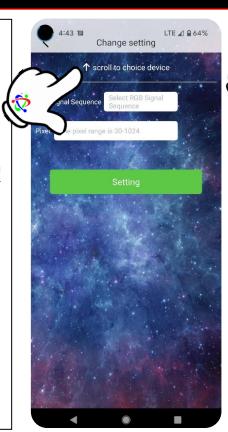


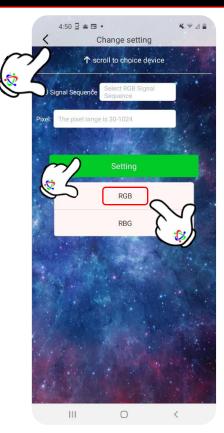


Green and Blue backwards techTIP

Changing Blue and Green sequence

- Scroll the "scroll to choice device" at the top of the screen to located the controller that needs to be calibrated.
- 2) Verify the "RGB Signal Sequence" is set to "RGB".
- 3) Click the green "Setting" button to save.
 - There are 2 options for the "RGB Signal Sequence" "RGB" and "RBG". The "RBG" setting inverts the program sequencing for the blue and green color signals. When "RBG" is selected it will cause the lighting product to illuminate Blue when Green is selected on the color wheel and illuminate Green when Blue is selected on the color wheel. This will also cause any color other than solid Red to illuminate inversely to the color wheel. Using this setting will not damage the controller or the lights. It is there as an Advanced Feature, to create an inverted color effect between multiple controllers.
- 4) Click the back "<" in the top left corner to return to the main app.
- Power cycle the controller, by turning off the power source, then back on again.



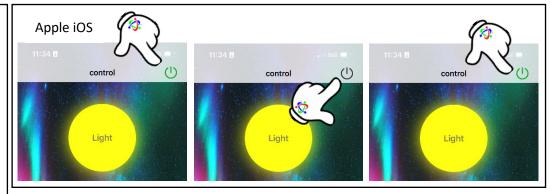


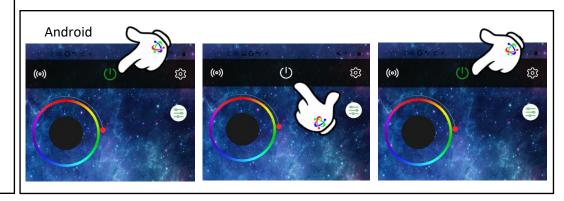


The app is connected but the lights are off and unresponsive:

Issue: Even if the power button is "on" (green) in the app, the lights are in the "off" state.

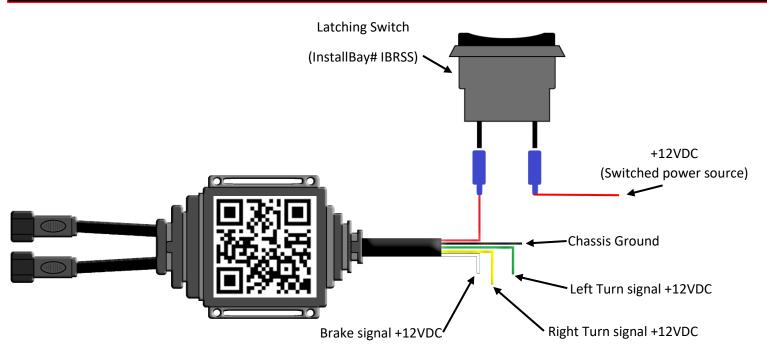
Solution: Toggling the power button found at the top of the app, will reactive the lights.





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