# H807SA编地址操作使用说明

H807SA Address Operation Instructions

设置像素点通道数(PixelChannel), 设置一个点的颜色分量数，默认为3，即RGB。范围是1-4。

Sets the number of pixel channels and the number of color components of a point, which defaults to 3, or RGB. The range is 1-4



第十一个菜单是折叠菜单，按‘+’‘-’键选择菜单(Change menu)，按“OK”进入子菜单，进入子菜单后，继续按MENU切换子菜单。

The eleventh MENU is the collapsed MENU, press' + ' ' ' to select the MENU (Change MENU) , press 'OK' to enter the sub-MENU, into the sub-MENU, continue to press the MENU to Change the sub-MENU

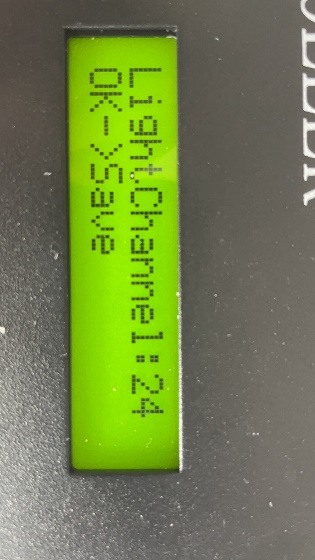


1. 子菜单第一个选项是选择DMX芯片型号(DMX IC Type)，找到对应的IC后按OK键确认，然后继续按MENU切换子菜单

Submenu the first option is to select DMX IC Type, find the corresponding IC and press OK to confirm, then continue to press MENU to switch submenu



1. 进行第二个选项，灯通道数(LightChannel)，设置一个灯具或转码板占用的通道数。若是点光源，此值与颜色分量数一样。（假设一米8段RGB的灯就是3\*8=24）设置完成后按OK键确认，然后继续按MENU切换子菜单Go to the second option, the number of light channels, to set the number of channels occupied by a light or transcoding board. For a point light source, this value is the same as the number of color components. (suppose the 1.8 meter RGB lamp is 3 \* 8 = 24) after the completion of the setup press OK key to confirm, then continue to press MENU to switch sub-MENU



1. 进行第三个选项，起始通道Address)，从第一个通道值开始编址，输入后按OK键，请耐心等待几秒钟可编码完成。（注意：RGB3通道值，RGBW4通道值）

Go to the third option, start the channel Address) , Address from the first channel value, type and press OK, please wait a few seconds to encode. (note: RGB3 channel value, RGBW4 channel value)

