The four channel LED dimmer is an intuitive solution to access the full color capabilities of your 12V or 24V RGBW LED Product. Apply the correct DC voltage to the inputs and the controller will generate pulse dimming signals on four separate output channels (Red, Green, Blue, White).

**Features**
- 0-100 dimming values of red, green, blue and white output levels
- 4 rotary knobs
- 12V or 24V DC Operation
- Over current protection & short circuit protection
- 20kHz PWM Dimming

**Specifications**

| Dimensions (L x W x H) | 176 mm x 46 mm x 46.5 mm  
6.93” x 1.81” x 1.83” |
<table>
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<tbody>
<tr>
<td>Channels</td>
<td>4: Red, Green, Blue &amp; White</td>
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<tr>
<td>Voltage</td>
<td>12 - 24 V</td>
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| Maximum power          | 240 watts at 12 VDC. 20 amps total. 5 amps per channel.  
480 watts at 24 VDC. 20 amps total. 5 amps per channel. |
Wiring

1. Confirm that the power supply voltage matches the LED voltage and that the power supply is unplugged.
2. Unscrew and remove the housing covers on the ends of the controller to reveal pins and screw terminals.
3. Connect the unplugged power supply to the controller input using the screw terminals.
   a. Connect the DC power supply positive wire to controller input positive terminal (DC+).
   b. Connect the DC power supply ground/negative wire to controller input negative terminal (DC-).
4. Connect the RGB LED Product (in this example LED Strip) to the controller output. The positive wire from the LED product should connect to the V+ terminal on the controller. Each color can then be connected to the channel with the corresponding letter: “R” terminal for red, “G” terminal for green, “B” for blue and “W” for white.
5. Screw the housing covers back on.
6. Plug in the power supply.

Operation

1. After wiring and applying power, the controller will turn on.
2. Use the rotary knobs to adjust each color setting from 0-100. Clockwise is positive.
   a. For example: Turning the red-rotary-knob completely clockwise will display the following:

   ![Display Image]

*The controller will display the following when overloaded:

![Error Display Image]