

BWC11-C

@touch™ is designed to control low voltage RGB LED luminaires. It has 16 pre-positioned changing patterns. It features the unique touch interface technology with the function keys. The key beeps when user finger is on. User does not need to have even small pressure on the keys to create dynamic color patterns.

This user-oriented controller can make automatic recognition of 12V or 24V DC when it works with LED products, that means it is compatible with 12V DC and 24V DC. So it can be used for most RGB LED products in the market.

With PWM built in MCU, @touch™ can realize even and smooth dimming without flash. Thanks to the power MOS, the total driven current of the 3 channels can be up to 18A.



Basic technical data

Input voltage: DC 12/24V
Output channel: RGB 3 channels
Input current(load): max. 6A each channel
Output power: max. 216W(12V input)/432W(24V output)
Dimension: L226* W45 * H29(mm)
Weight: 126g

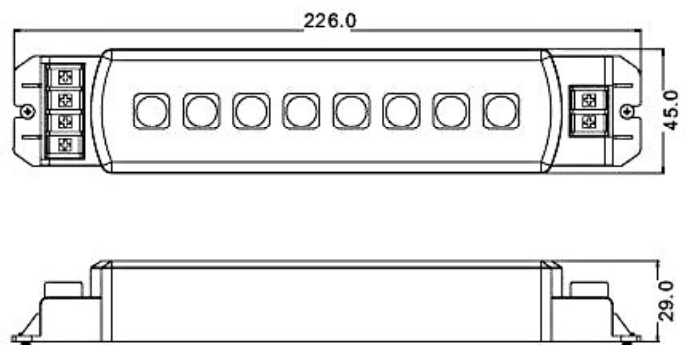
Function descriptions

- 1) 16color patterns
- 2) Dimmable while on static colors
- 3) "pause" functions while doing skipping or gradual change
- 4) 50 levels for brightness adjustment
- 5) 50 levels for speed adjustment

Color patterns

1. static red
2. static green
3. static blue
4. static yellow
5. static purple
6. static cyan
7. static white
8. colors quickly replace
9. red fades
10. green fades
11. blue fades
12. yellow fades
13. purple fades
14. cyan fades
15. white fades
16. red fades
17. colors gradually replace

Product size(Unit: mm)



Safety information

- 1) Don't apply too much strength on the mode keys
- 2) Please be sure each channel has the max. load 6A. Overload in current may destroy the controller. Calculate the luminaire current before you connect it to @touch™ and power supply.
- 3) @touch™ uses constant voltage drive way so its working voltage is the same as its feeding power supply. Proper DC power supply needs to be selected for driving the controller and light luminaire.
- 4) @touch™ is an indoor used device. Install it in an circumstance which is dry.

Linking operation

