

TECHNICAL SPECIFICATION

WI-FI RELAY

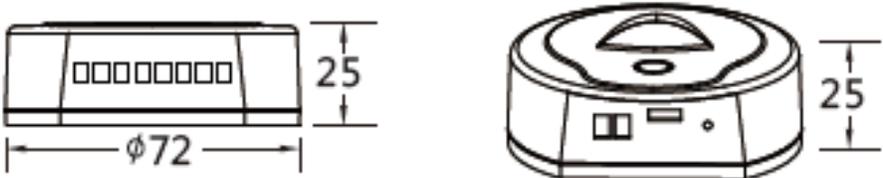


- Convert Wi-Fi to RF signal.
- It used to carry 1-16 constant voltage receiver with different channel number
- Cannot control lamp directly
- Wi-Fi Relay controller control up to 16 zones lamp with any light type.

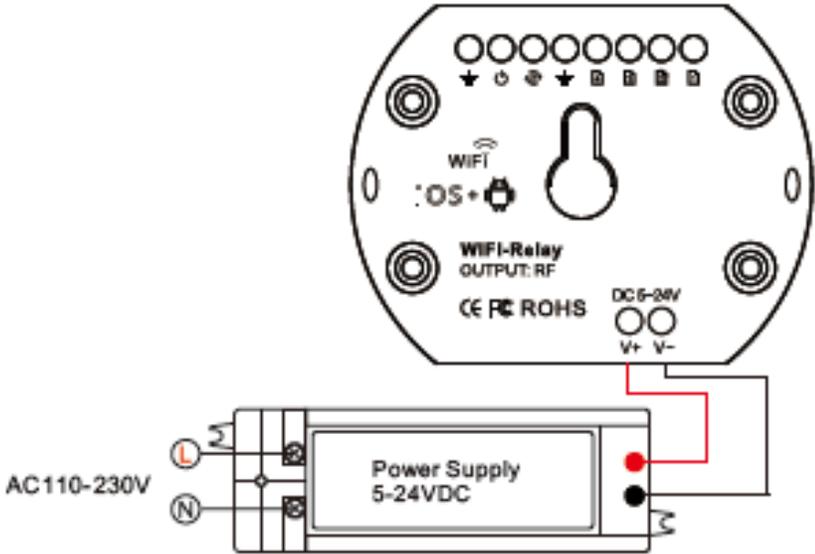
Technical data:

Input voltage:	5-24VDC
Remote distance:	30m
Working temperature:	-30°C~55°C
Product size:	Φ72×25mm
Net weight:	70 g
Catalogue number:	99RECEIVER4

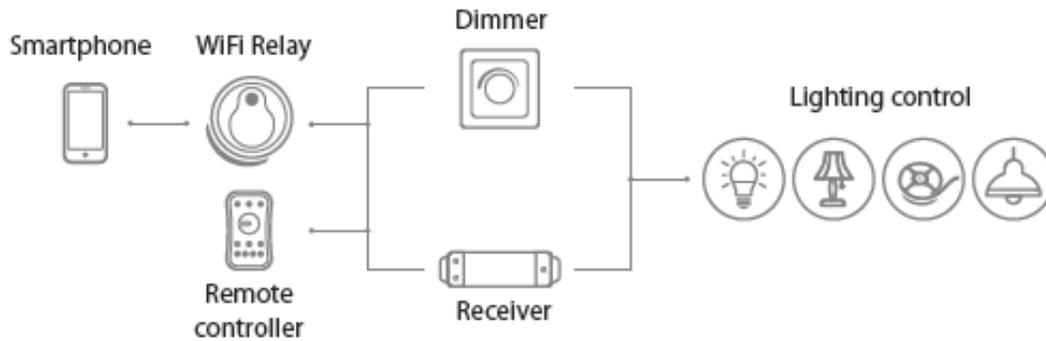
Dimensions:



Wiring diagram:



Application:



Software: Skydance

WiFi controller connection:

1. Direct connect Wi-Fi controller

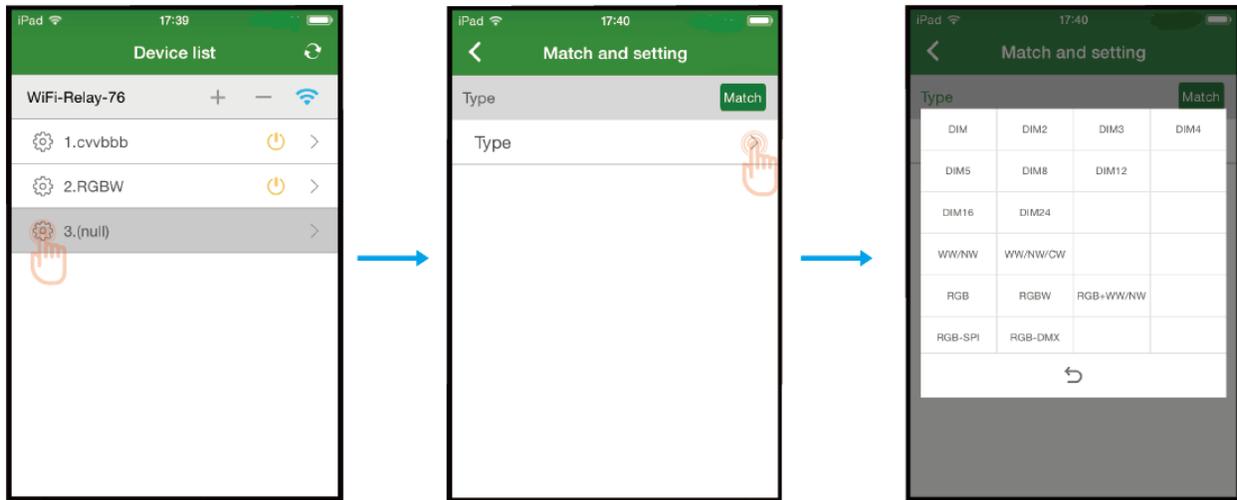
1. Enter mobile device's Wi-Fi setting, search and connect Wi-Fi controller, such as WiFi-Relay-76.
2. Start Skydance application, enter device list interface, start control light.
3. If you need change Wi-Fi ID or password. Click to enter network interface for setting.

If you forget password, long press reset/match key for 10 seconds, indicator turn red, restore factory settings.

2. Connect Wi-Fi controller to your home network

1. Repeat above 1, 2 step, click to enter network interface. Click search key to search the workable Wi Fi ID list, such as Jlighting, enter its password, add the Wi Fi controller to the home network.
2. Exit application, enter mobile device's Wi-Fi setting, connect home network, such as Jlighting.

When the connection is successful, that mobile device in the normal Internet can control the lights at the same time.



Select light type

In Device list interface, click + key add new wireless receiver, click enter Match and setting interface, **click > key of Type line, select light type, such as RGB.** For wireless receiver with match key, short press match key of the wireless receiver.

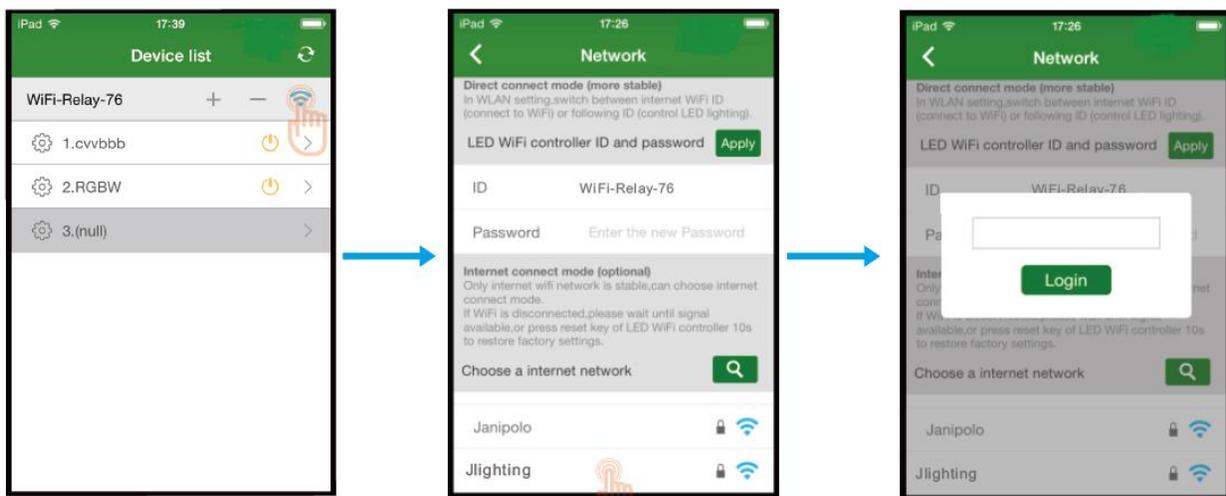
For smart lamp or wireless receiver without match key, switch off the power, then switch on power again.

Click Match key of the APP within 5s, match is done.

Return Device list interface, repeat above step can add more wireless receiver with different light type.

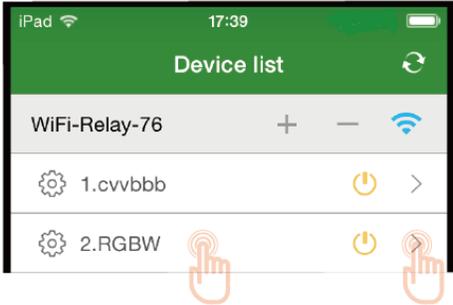
Click - key delete receiver from bottom to up.

When the Wi-Fi-relay controller carry more than one receiver, only operate the receiver individually, can't control at the same time.



Enter light interface

In Device list interface, Click the middle of lamp name line or > key, enter corresponding Static color or Mode interface, change color, mode or scene. Click, turn on/off light.



Static color interface

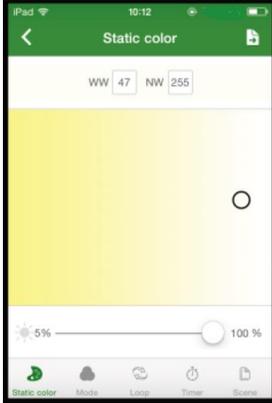
Touch color plane or direct input brightness value to change light color or brightness.



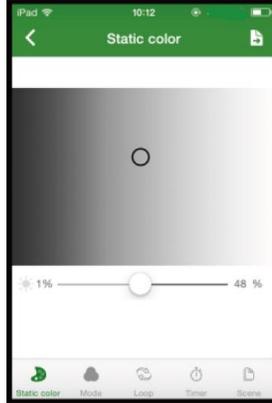
RGBW



RGB



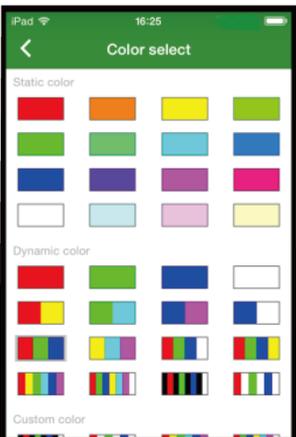
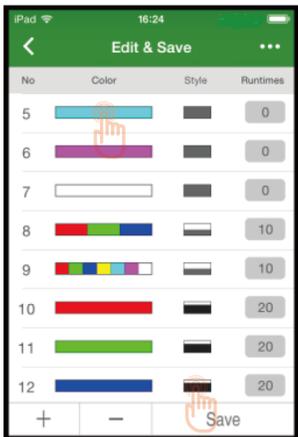
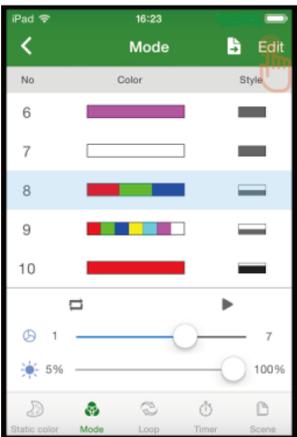
CCT(WW+NW)



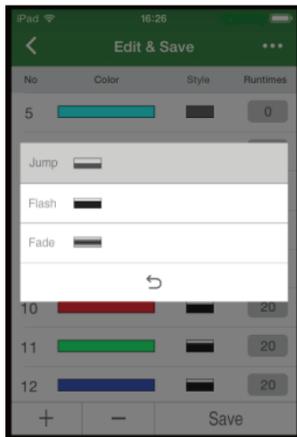
DIM

Mode interface

- Click Edit key to edit changing mode list.
- Click + or - key to increase or decrease mode number (1-32),
- Click Color column to alter color selection,
- Click Style column to alter style selection,
- Click Runtimes column to edit runtimes (0-200) of each mode.
- After modification, click Save key to load new changing mode list to the controller.
- Click top-right key, you can export changing mode list as backup files, automatically deposited in the mobile device, or import backup files to changing mode list. When the mobile device connect other Wi-Fi Relay controller, you can use the backup file to synchronous modify changing mode rapidly



Select mode color



Select mode style

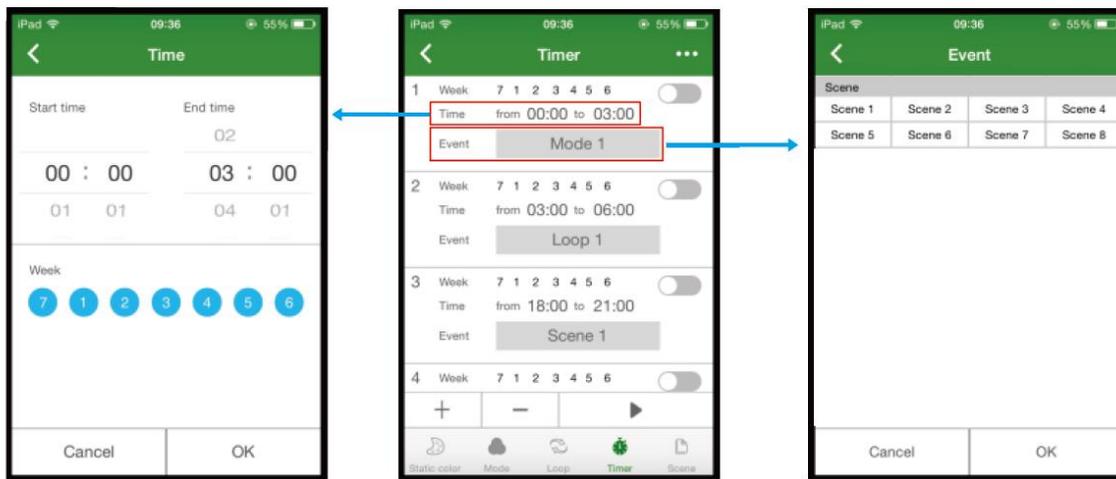
Timer interface

According to the time of the mobile device regularly play function, run different effects in different time period.

Up to 10 time period, each time period set start time and end time, run different scene.

Click key start timing run, the indicator turn green.

Timer function is applied to all receiver of Wi-Fi-Relay controller at the same time.



Set start time and end time

Select scene

Scene interface

There are 8 stored scene, each scene can edit name or replace picture.

Save the scene, or change the existing scene, you need enter Static color or Mode interface firstly, select color or changing mode, click top-right key, save to any one scene number.

