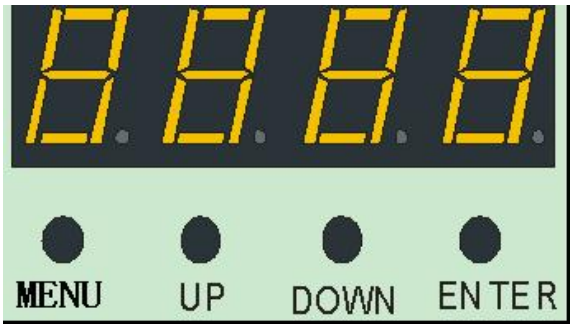
I. Display panel and key definition



The menu confirms up and down

menu key: Select function
Up key:, parameter arguments
Down key:, parameter parameter
Confirm key: Determine and save

2. Menu function

After power-on, press the menu menu in turn; save the current function and parameters (with power memory after saving).

menu function table:

A001	➡	A512	Modify the address code (A001~A 512) up or down to save the confirmation key.
CH03	➡	CH39	Switch the CH15 and CH43 channel modes up or down to confirm the key to save.
M000	➡	M083	Three-in-one built-in effect 84 (M000~M083), up or down switch built-in effect, confirm the key to save.
S000	➡	S255	Modify the three-in-one effect speed (S000~ S255) and save the key.
M000	➡	M040	Middle white light 41 built-in effects (M000~M040), up or down switch built-in effect, confirm the key to save.
S000	➡	S255	Modify the operating speed (S000~ S255) and save the key.
Soud	➡	Soud	Sound control mode.
R255	➡	R000	Modify the red bead brightness (R000~ R255) and save the key.
G255	➡	G000	Modify the green bead brightness (G000~ G255) and save the key.
B255	➡	B000	Modify the blue bead brightness (B000~ B255) up and down to save the confirmation key.
W255	➡	B000	Modify the middle white light bead brightness (W000~W255) up and down to save the confirmation key.
T000			Display temperature, such as T045 indicates that the current lamp temperature is 45℃; 10K thermistor is not installed, display T000.

3. Master and slave machine control

Two or more identical lamps are connected with DMX three-core signal line, any address code set as A001~A512 as the host, other lamps are slave, all slave display is not flashing; when the host gradient, pulse, jump, sound control, sound control and self-walk effect.

Special attention: 1. Only one set of lamps can be set with one host. If there are multiple hosts, all the lamps will flash out of time.

2. All lamps must be the master and slave when the DMX512 console is closed.

Iv. Factory Settings

At any address code of A001~A512, press the menu key for 5 seconds to enter the factory setting.The factory setting is mainly based on the functions of output power per lamp, fan setting mode, setting temperature protection point and sending parameters. The factory sets any mode to exit according to the menu key for 5 seconds.

Factory Setup Table:

R 255	➡	R032	Modify the red bead current (R032-R 255) up or down, confirm the key to save, default R200.
G 255	➡	G032	Modify the green bead current up or down (G 032-G255), confirm that the key is saved, and the default is G200.
B 255	➡	B032	Modify the blue bead current (B 032-B255) and confirm that the key is saved, with default B200.
W255	➡	W 032	Modify the blue bead current up or down (W 032-W255), confirm that the key is saved, and the default is W240.
FAN0	➡	FAN1	Fan setting: FAN0 lamp beads light to start the fan, FAN1 reaches the set temperature protection point to start the fan, confirm the key to save.
T040	➡	T 070	Set the temperature protection point, modify the parameters up or down (40℃ ~70℃), press confirm key to save, default 65.
S end	➡	S end	Send the factory set parameters up or down to all other lamps connected by three-core signal lines; confirm the sending parameters to press the menu key for 5 seconds, and press the confirmation key to cancel the sending.

V. The DMX512 console

After power-up, all lamps' address codes are set, and all lamps are connected to the DMX512 console in parallel with three-core signal lines. The address code will stop flashing, indicating that the DMX512 console signal has been sent to the lamps, and it controls related functions according to the instructions of each channel.

The CH15 channel description:

channel	Channel value	basic function
1	0-255	Y axle
2	0-255	Y axis speed
3	000-255	Total dimming
4	000-255	Triad one lamp bead strobe
5	000-255	Three-in-one mode (see: VI. Mode effect for details)
6	000-255	Three-in-1 mode speed
7	000-255	Red lamp beads with linear dimming
8	000-255	Green lamp beads with linear dimming
9	000-255	Blue light bead linear dimming
10	000-255	White light total dimming
11	000-255	White light flash
12	000-255	White light mode (see: VI. Mode effect for details)
13	000-255	White light mode speed

14	000-255	White light bead linear dimming
15	0-250	of no avail
	251-255	reset

The CH43-channel description:

chan nel	Channel value	basic function
1	0-255	Y axle
2	0-255	Y axis speed
3	000-255	Total dimming
4	000-255	Three-in-one flash
5	000-255	Three-in-one mode (see: six and three-in-one mode effect for details)
6	000-255	Three-in-1 mode speed
7	000-255	Paragraph 13-in-one red beads
8	000-255	Paragraph 1 Three in linear dimming of green beads
9	000-255	Paragraph 1 of 3-in-one blue lamp beads with linear dimming
...	...	.....
28	000-255	Paragraph 83-in-one red beads
29	000-255	Paragraph 8:3-in-one green lamp beads with linear dimming
30	000-255	Paragraph 8:3-in-one blue lamp beads with linear dimming
31	000-255	White light total dimming
32	000-255	White light flash
33	000-255	White light mode (see: VI. White light mode effect for details)
34	000-255	White light mode speed
35	000-255	Paragraph 1
36	000-255	Paragraph 2: linear dimming of white light beads
37	000-255	Paragraph 3: linear dimming of white light beads
38	000-255	Paragraph 4
39	000-255	Paragraph 5
40	000-255	Paragraph 6 white light beads
41	000-255	Paragraph 7 white light beads
42	000-255	Paragraph 8 white light beads
43	0-250	of no avail
	251-255	reset

Six, mode effect

Three-in-one mode effect:

Channel value	Mode code	effect
0-2	**0**	all-or-none
3-5	**1**	R Red light beads are fully bright.

6-8	**2**	G Green lamp beads are fully bright.
9-11	**3**	B Blue light beads are fully bright.
12-14	**4**	RG red and green staining lights are fully on.
15-17	**5**	RB red and blue stained lights are fully on.
18-20	**6**	GB green blue stain light fully on.
21-23	**7**	The RGB red, green and blue stained light is fully bright.
24-26	**8**	Integrated mode code name 1-7 cycle.
27-29	**9**	gradual change
30-32	**10**	Pulse change
33-35	**11**	A red bead of red lantern.
36-38	**12**	A section of green lantern.
39-41	**13**	A piece of blue lantern beads for horse racing.
42-44	**14**	A red and green dyeing light is running on horses.
45-47	**15**	A section of red and blue stained lantern racing.
48-50	**16**	A section of green and blue stained lantern horse racing.
51-53	**17**	A section of red, green and blue stained lantern racing.
54-56	**18**	Integrated mode code number 11-17 cycle.
57-59	**19**	Two section of red lamp ball horse racing.
60-62	**20**	Two section of green lamp ball horse racing.
63-65	**21**	Two section of blue lantern ball horse racing.
66-68	**22**	Two red and green dyeing lights for horse running.
69-71	**23**	Two-stage red and blue stained light horse racing.
72-74	**24**	Two section of green and blue dyed light horse racing.
75-77	**25**	Two sections of red, green and blue dyeing light horse racing.
78-80	**26**	Integrated mode code number 19-25 cycle.
81-83	**27**	A piece of red light beads to refresh.
84-86	**28**	A section of green bead refresh.
87-89	**29**	A piece of blue light beads to refresh.
90-92	**30**	A section of red and green staining light to refresh.
93-95	**31**	A section of red and blue stained light to refresh.
96-98	**32**	A section of green and blue stained light to refresh.
99-101	**33**	A section of red, green and blue dyeing light to refresh.
102-104	**34**	Integrated mode code number 27-33 cycle.
105-107	**35**	The head and tail sections of red light beads are refreshed back and forth.
108-110	**36**	Head and tail each section of green beads back and forth.
111-113	**37**	Head and tail sections of blue light beads are refreshed back and forth.
114-116	**38**	Head and tail each section of red and green dyeing lights back and forth to refresh.
117-119	**39**	Each head and tail section of red and blue stained lights refresh back and forth.
120-122	**40**	Head and tail each section of green and blue stained lights back and forth.
123-125	**41**	Each section of red, green and blue stained lights to refresh back and forth.
126-128	**42**	Integrated mode code number 35-41 cycle.
129-131	**43**	Two sections of red lamp beads are running back and forth.
132-134	**44**	Two sections of the green lamp beads are running back and forth.
135-137	**45**	Two sections of blue lamp beads were running back and forth.
138-140	**46**	Two red and green staining lights run back and forth.
141-143	**47**	Two red and blue stained lights run back and forth.
144-146	**48**	Two green and blue stained lights run back and forth.

147-149	**49**	Two red, green and blue stained lights run back and forth.
150-152	**50**	Integrated mode code number 43-49 cycle.
153-155	**51**	A bead of red and a bead of green run back.
156-158	**52**	A section of green beads and a section of blue beads run back.
159-161	**53**	A blue bead of lamp and a red and green stained lamp run around.
162-164	**54**	A section of red and green staining light and a section of red and blue dyeing light ran around.
165-167	**55**	A red and blue stained lamp and a green and blue stained lamp will run around.
168-170	**56**	A section of green blue light and a section of red green blue light run.
171-173	**57**	A section of red, green and blue stained lights and a section of red light beads run back.
174-176	**58**	Integrated mode code number 51-57 cycle.
177-179	**59**	Two segments of red lamp beads square run.
180-182	**60**	Two sections of green light ball square run.
183-185	**61**	Two blue lamp beads square run.
186-188	**62**	Two sections of red and green dyeing light square run.
189-191	**63**	Two sections of red and blue stained lights square run.
192-194	**64**	Two sections of green and blue stained light square run.
195-197	**65**	Two red green blue stained lights square run.
198-200	**66**	Comprehensive mode code number 59-65 cycle.
201-203	**67**	A red lamp bead horse running has a residual shadow.
204-206	**68**	A section of green lamp bead horse running has a residual shadow.
207-209	**69**	A blue lamp bead with a horse running has a residual shadow.
210-212	**70**	A red and green stained lamp has a shadow.
213-215	**71**	A red and blue stained lamp has a shadow.
216-218	**72**	A green and blue stained lamp has a shadow.
219-221	**73**	A red, green and blue stained lantern has a shadow.
222-224	**74**	Integrated mode code number 105-111 cycle.
225-227	**75**	A piece of red beads piled up.
228-230	**76**	Section of green lamp bead accumulation.
231-233	**77**	A piece of blue beads piled up.
234-236	**78**	A section of red and green staining lights accumulates.
237-239	**79**	A section of red and blue stained lights accumulates.
240-242	**80**	A section of green and blue stained lights accumulates.
243-245	**81**	A section of red, green and blue stained lights accumulates.
246-248	**82**	Integrated mode code number 113-119 cycle.
249-251	**87**	Colorful accumulation.
252-254	**88**	Colorful flow.
255	**89**	Mode code Mode code 11~81, can push and pull RGB to change the background color.

White light mode effect:

Channel value	Mode code	effect
0-5	**1**	all-or-none
6-11	**2**	The first paragraph of white light
12-17	**3**	The second paragraph of white light

18-23	**4**	The third paragraph of white light
24-29	**5**	The fourth paragraph white light
30-35	**6**	The fifth paragraph white light
36-41	**7**	The sixth paragraph white light
42-47	**8**	The seventh paragraph white light
48-53	**9**	The eighth paragraph white light
54-59	**19**	A piece of white light runs from left to right on horse racing.
60-65	**20**	A piece of white light from right to left horse racing.
66-71	**23**	Two sections of white light from left to right horse racing.
72-77	**24**	Two sections of white light from right to left horse racing.
78-83	**27**	Three sections of white light were run from left to right.
84-89	**28**	Three sections of white light from right to left horse racing.
90-95	**30**	A period of white light was racing back and forth.
96-101	**33**	Two sections of white light back and forth racing.
102-107	**34**	Three sections of white light were racing back and forth.
108-113	**37**	A white-light tail collided from left to right.
114-119	**39**	A white light tail fell from right to left.
120-125	**40**	A white-light tail fell from left to right.
126-131	**43**	A white light tail fell from right to left.
132-137	**45**	A white-light tail runs back and forth.
138-143	**47**	A piece of white light refreshes from left to right.
144-149	**49**	A piece of white light refreshes from right to left.
150-155	**51**	Each section of white light at both ends refreshes in the middle.
156-161	**53**	The middle white light is refreshed at both ends
162-167	**55**	Each section of white light runs back and forth.
168-173	**57**	A section of white light accumulates from left to right.
174-179	**59**	A section of white light accumulates from right to left.
180-185	**61**	White light waves run from left to right.
186-191	**63**	White light waves run from right to left.
192-197	**65**	A wave of white light at both ends merges in the middle.
198-203	**67**	Separa white wave from the middle to both ends.
204-209	**69**	Four white segments run back and forth.
210-215	**71**	Four segments of the connection with white light running back and forth.
216-221	**73**	A piece of white light crept from left to right.
222-227	**75**	A piece of white light squirmed from right to left.
228-233	**77**	A gradual white light moves from left to right and finally shines back on.
234-239	**79**	Two white light pendulum.
240-245	**81**	After a section of white light accumulates, another section disappears.
246-251	**87**	The white light collided and grows at both ends.
252-255	**88**	aggregative model.

VII. Technical parameters:

Voltage: AC100~240V 50 / 60HZ

Power: 38V / 280W

beads: 864 SMD 5054 3IN-1RGB/LED beads + 96 white LED

JDC-Indoor moving strobe

Control mode: DMX512, self-go, main-slave, voice control, with RDM function.

channel:CH15, CH43

Dimming: 16bit 0~100% linear dimming

Features: 8 + 8 section of horse racing + dyeing + flash

Operating temperature: -30 degrees ~50 degrees

Flashscopic frequency: 1~30HZ

Appearance: Metal, black

Connection mode: DMX512 input / O / power input / O.

IP level: IP20

Size: Weight: