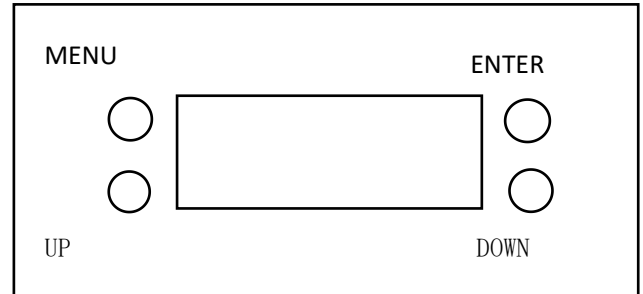


Fantasy Linkage Laser Light

User's Manual

Thank you very much for purchasing fantasy linkage laser light. For your personal safety and better use of this product, please read this manual carefully before use and follow the instructions to avoid personal injury and damage the lamp.



● Packing List:

Please check if you have the following items when you open the light box:

- | | | |
|-----------------------|---------------------|-----|
| Fantasy linkage laser | • • • • • • • • • • | one |
| Power cord | • • • • • • • • • • | one |
| Manual | • • • • • • • • • • | one |

● Technical Parameters:

Power supply: AC100~240V , 50Hz/60Hz

Rated power: 60W

Laser power: 2W

Luminous colors: full color

Chassis material: all aluminum

Scanning system: galvanometer scanning system 15kpps/ $\pm 25^\circ$

Applicable places: bars, discos, dance halls, KTV private rooms, family parties and other places

Power connection: power cord

Signal connection: signal input line/output line

Control channel: 6/34 DMX-512 signal channels

Control mode: DMX-512 signal control, voice control, auto and master-slave mode

Cooling system: Fan forced cooling system

Working environment: indoor

Packing: carton

Inner box size: 34*24*15CM

Carton size: 70*50*34CM (8 PCS/carton)

N.W: 1.75KG

G.W: 2.15KG

● Instructions for use:

After opening the packing box, carefully check whether the lamp is damaged due to transportation, such as whether the screw is loose, whether the lens is broken, etc. Please check before powering on. Check whether the lamp is placed in the correct and stable position, and check whether the power supply voltage is the same as that of this product. This equipment is a class 1 protection device, so the ground wire of the power supply must be grounded and completed by a professional. Check whether the power supply voltage is normal before use.

● **Display Function:** This product uses display mode operation mode and DMX mode operation mode, the specific settings are as follows:

NO.	Display	Function Instruction
1	A001-A512	Console Mode 1 (Professional Mode)
2	E001-E512	Console Mode 2 (Simple Mode)
3	SE 1	NO.1 Gallery, self-propelled mode, press the "Enter" key to enter the voice control mode ("▪" appears on the display)
4	SE 2	NO.2 Gallery, self-propelled mode, press "Enter" key to enter voice control mode ("▪" appears on the display)
5	SE 3	MO.3 Gallery, self-propelled mode, press the "Enter" key to enter the voice control mode ("▪" appears on the display)

● **DMX Channel Function:** This product uses the standard DMX-512 signal, a total of 6/34 control channels, the specific content is as follows:

Channel	6CH Channel mode (E001)	34CH Channel mode (A001)
CH1	0: turn off the light; 1-255: Turn on the light	0: turn off the light; 1-99: self-propelled; 100-199: voice control; 200-254: reserved; 255: pattern A turns off the light
CH2	0-31: Self-propelled, built-in scene; 32-63: self-propelled, built-in sequence; 64-95: self-propelled, built-in mixed broadcast; 96-127: reserved; 128-159: Voice control,	Out-of-bounds mode and pattern size (the larger the value in the segment, the smaller the pattern): 0-49: out-of-bounds crossing; 50-99: out-of-bounds retracement 100-149: Out-of-boundary blanking; 150-199: Out-of-boundary blanking (the larger the value in the segment, the larger the pattern); 200-255: reserved
CH3	0-15: Gallery No. 1; 15-31: Gallery No. 2 192-223: Gallery No. 15; 224-255: 0 Gallery (CH2 is a built-in mixed broadcast, this channel is invalid)	Gallery selection: 0-239: Gallery 1; 240-255: Gallery 0
CH4	0-255: Pattern selection in the gallery, each value represents a pattern (when CH2 is built-in mixing or built-in sequence, this channel is invalid)	Pattern selection: each value plays a pattern, when the value is greater than the number of patterns, it is the last pattern
CH5	0-31: Pattern 7 color jump; 32-255 pattern 7 color selection	Pattern zoom (the greater the value in the segment, the faster the speed): 0-127: static size; 128-159: dynamic zoom 160-191: dynamic reduction; 192-223: dynamic zoom 224-255: Dynamic flip zoom

CH6	1-255 speed adjustment (from slow to fast)	<p>Pattern rotation (the greater the value in the segment, the faster the speed):</p> <p>0-127: static rotation; 128-159: dynamic 2 weeks forward and reverse</p> <p>160-191: dynamic one week positive and negative reversal; 192-223: dynamic forward turn; 224-255: dynamic reverse</p>
CH7		<p>Horizontal movement (the greater the value in the segment, the faster the speed):</p> <p>0-127: Static translation; 128-159: Dynamically push up the wave</p> <p>160-191: Dynamically push down the wave;</p> <p>192-223: Dynamically move left; 224-255: Dynamically move right</p>
CH8		<p>Vertical movement (the greater the value in the segment, the faster the speed):</p> <p>0-127: static vertical shift; 128-159: dynamic right push distortion</p> <p>160-191: dynamic left push distortion;</p> <p>192-223: dynamic downward movement; 224-255: dynamic upward movement</p>
CH9		<p>Y axis flip (the greater the value in the segment, the faster the speed):</p> <p>0-127: static flip; 128-159: dynamic push-up distortion</p> <p>160-191: Dynamic push-down distortion;</p> <p>192-223: Dynamic positive flip; 224-255: Dynamic reverse flip</p>
CH10		<p>X axis flip (the greater the value in the segment, the faster the speed):</p> <p>0-127: static flip; 128-159: dynamic right push distortion</p> <p>160-191: Dynamic left push distortion;</p> <p>192-223: Dynamic positive flip; 224-255: Dynamic reverse flip</p>
CH11		<p>Forced color setting: 0: primary color; 1-255: change color every n points</p>
CH12		<p>Color change (the greater the value in the segment, the faster the speed): 0-7: primary color/8-15: red/16-23: yellow/24-31: green/32-39: indigo/40-47: blue /48-55: purple/65-63: white</p> <p>64-95: full-color red, green and blue discoloration</p> <p>96-127: full picture yellow indigo change color; 128-159: full picture seven color</p>

		change; 160-191: colorful change color 192-223: roaming colors; 224-255: reverse roaming colors
CH13		Node brightness: 0-63: normal blanking; 64-127: display broken pen 128-159: display retrace line; 224-255: reserved
CH14		Node expansion: 0-255: expansion points (when CH15 \leq 127) 0-255: Delay after full expansion (when CH15 \geq 128)
CH15		Gradual drawing (the greater the value in the segment, the faster the speed): 0-63: Forward manual deployment (the amount of deployment is determined by CH14) 64-127: reverse manual deployment (the amount of deployment is determined by CH14) 128-159: Dynamic Gradient Effect A; 160-191: Dynamic Gradient Effect B; 192-223: Dynamic Gradient Effect C 224-255: Dynamic gradual drawing effect D
CH16		Distortion level: 0-255: adjust the distortion level of various distortion effects.
CH17		Filter selection (the larger the value in the segment, the smaller the frame): 0-19: filter 1 20-39: filter 2 / 40-59: filter 3... 240-255: filter 13
CH18		0: turn off the light; 1-99: self-propelled; 100-199: voice control; 200-254: reserved; 255: pattern B off
CH19		Out-of-bounds mode and pattern B size (the larger the value in the segment, the smaller the pattern):0-49: crossing out of bounds; 50-99: turning back out of bounds 100-149: Out-of-boundary blanking; 150-199: Out-of-boundary blanking (the larger the value in the segment, the larger the pattern); 200-255: reserved
CH20		(No function) reserved
CH21		B pattern selection: each value plays a pattern, when the value is greater than the number of patterns, it is the last pattern
CH22		B pattern zoom (the greater the value in the segment, the faster the speed): 0-127: static size; 128-159: dynamic zoom 160-191: dynamic reduction; 192-223: dynamic zoom 224-255: Dynamic flip zoom

CH23		B pattern rotation (the greater the value in the segment, the faster the speed): 0-127: static rotation; 128-159: dynamic 2 weeks forward and reverse 160-191: dynamic one week positive and negative reversal; 192-223: dynamic forward turn; 224-255: dynamic reverse
CH24		Horizontal movement (the greater the value in the segment, the faster the speed): 0-127: Static translation; 128-159: Dynamically push up the wave 160-191: Dynamically push down the wave; 192-223: Dynamically move left; 224-255: Dynamically move right
CH25		Vertical movement (the greater the value in the segment, the faster the speed): 0-127: static vertical shift; 128-159: dynamic right push distortion 160-191: dynamic left push distortion;
CH26		Y axis flip (the greater the value in the segment, the faster the speed): 0-127: static flip; 128-159: dynamic push-up distortion
CH27		X axis flip (the greater the value in the segment, the faster the speed): 0-127: static flip; 128-159: dynamic right push distortion
CH28		Forced color setting: 0: primary color; 1-255: change color every n points
CH29		Color change (the greater the value in the segment, the faster the speed): 0-7: primary color/8-15: red/16-23: yellow/24-31: green/32-39: indigo/40-47: blue /48-55: purple/65-63: white 64-95: full-color red, green and blue discoloration 96-127: full picture yellow indigo change color; 128-159: full picture seven color change; 160-191: colorful change color 192-223: roaming colors; 224-255: reverse roaming colors
CH30		Node brightness: 0-63: normal blanking; 64-127: display broken pen 128-159: display retrace line; 224-255: reserved
CH31		Node expansion: 0-255: expansion points (when $CH32 \leq 127$) 0-255: Delay after full expansion (when $CH32 \geq 128$)

CH32	Gradual drawing (the greater the value in the segment, the faster the speed): 0-63: Forward manual deployment (the amount of deployment is determined by CH14) 64-127: reverse manual deployment (the amount of deployment is determined by CH14) 128-159: Dynamic Gradient Effect A; 160-191: Dynamic Gradient Effect B; 192-223: Dynamic Gradient Effect C 224-255: Dynamic gradual drawing effect D
CH33	Distortion level: 0-255: adjust the distortion level of various distortion effects.
CH34	Filter selection (the larger the value in the segment, the smaller the frame): 0-19: frame size 20-255: reserved

● **Maintenance:**

1. Try to prevent the artificial laying of dust, dirt and smoke oil even into the lamp body, use the environment to keep the laser performer as clean as possible;
2. Please use professional glass cleaner to clean the lens regularly every month to ensure the maximum laser output and extend the life of the light source.
3. Please do not keep your eyes on the semiconductor luminous body for a long time, so as not to damage your eyes.

● **Special precautions for installation:**

all lamps suspended, hung, fixed at height and laid horizontally must be secured with safety ropes or other means for the second time in addition to the normal light hook during installation to prevent falling and injuring people. The installation process without the second safety fixation has potential safety hazards and cannot be accepted.