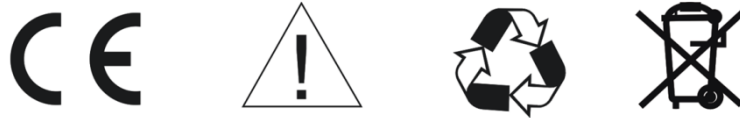


Full Color Animation Laser Light

User Manual



(Please read this user manual carefully before use.)

Product models, specifications and technical parameters are subject to change without notice

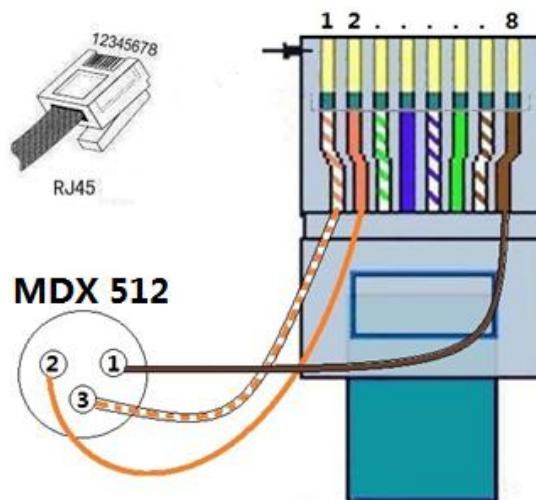
Dear user:

This product integrates many advanced technologies like optics, electronics, digital graphic processing, especially designed for dancing halls and DISCO. According to music rhythms, built-in beam program can be activated; if using smoke, light curtain wall and time tunnel can be formed to create a colorful and fantastic laser world.

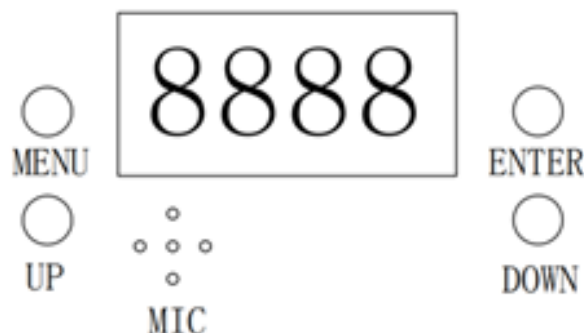
NOTICE

1. The best temperature range of using laser: 20~35°C。
2. Do not reflect to the eye directly in case of hurting.
3. Do not use the laser over AC220V~240V and please make sure reliable grounding.
4. Do not turn on and turn off frequently; this will affect the laser's normal life.
5. Based on the working character of solid state laser, please try not to work for a long time. If the laser works continuously for three hours, please turn off the laser 15 minutes. After the laser is cold, start to turn on again.
6. Do not use hands to touch the lens in case it will affect the effects.
7. If there appears breakdown, please ask experts to repair; do not remove the laser yourself.
8. Attention: Destroy the laser or tear up the warranty label artificially, it's all beyond warranty scope. Please read the warranty rules.

RJ45 to DMX512



Key functions



Display screen display comparison table / key setting method

Menu description	Screen display		Function(Press up, down to modify the value)
1	ADDR	1-512	Address code, DMX mode / slave mode
2	AUTO	Aut. 0	Random playback of geometric patterns and animated patterns
		Aut. 1	Random playback of line pattern
		Aut. 2	Random playback of animated patterns
3	SPEED	SP 0~SP 9	SPEED 0~9:Playback speed. The smaller the value, the slower the playback speed
4	SoUn	SoU. 0	Sound control geometric pattern and animation pattern random playback
		SoU. 1	Sound control geometric pattern random playback
		SoU. 2	Sound control animation pattern random playback
Long press the menu key to enter debugging, and long press the menu key to exit debugging			
debug menu	Press the menu key	(Press up, down to modify the value)	
1	tESt		Maximum display test pattern
2	PHASE	PH -XX	Phase and XY displacement settings n1: X+ Y+ n2: X+ Y- n3: X- Y- n4: X- Y+ c1: X+ Y+ (X-axis and y-axis exchange) c2: X+ Y- (X-axis and y-axis exchange) c3: X- Y- (X-axis and y-axis exchange) c4: X- Y+ (X-axis and y-axis exchange)
3	SIZE-X	H. 10-H. 100	Size setting in X direction
4	SIZE-Y	y. 10-y. 100	Size setting in Y direction
5	SIZE-XY	S. 10-S. 100	XY direction size synchronization setting
6	VERSION	VE1. X	VE1. X Version number

If the instructions are inconsistent with the products, the actual products sold shall prevail

Product performance is subject to upgrade and change without notice

Thank you for your use

DMX512 table of contents

Address	range	function	
CH1 Dimming	0-9	close	
	10-255	turn on the light	
CH2 colour	0-69	White red blue pink green yellow green (fixed color selection)	The color flow speed is controlled by CH3
	70-79	Overall color change	
	80-89	Initial color	
	90-94	Seven rainbow colors	
	95-109	2 segment color selection 4 numerical steps	
	110-129	3 segment color selection 4 numerical steps	
	130-145	4 segment color selection 4 numerical steps	
	146-161	8 segment color selection 4 numerical steps	
	162-209	16 segment color selection 4 numerical steps	
	210-255	32 segment color selection 4 numerical steps	
CH3 Color change speed	0-9	Color does not flow	
	10-127	The color is flowing forward, and the higher the value, the faster the speed	
	128-255	Color reverse flow, the higher the value, the faster the speed	
CH4 Catalogue classification	0-64	Graphic group 1 (basic geometric pattern)	
	64-127	Graphic group 2 (edge highlight pattern)	
	128-191	Graphic group 3 (dot graphic)	
	192-255	Graphic group 4 (animation)	
CH5 Gobo	0-255	Program selection (program group CH4 control)	
CH6 Dynamic effect	0-1	No function	speed controlled by CH7, color controlled by CH2
	2-199	Single dynamic effect selection,	
	200-209	Random playback of all geometric patterns	
	210-219	Random playback of all animation patterns	
	220-229	Random playback of geometric patterns and animated patterns	
	230-239	Sound control random playback of all geometric patterns	
	240-249	Sound control random playback of all animation patterns	
250-255	Sound control geometric pattern & animation pattern random playback		
CH7 Playback speed of dynamic effects	0-1	System default speed	
	2-255	The higher the value, the faster the speed	
CH8 Limit size	0-255	Change the value to resize	
CH9 Pattern automatica II y shrinks or enlarges	0-15	Pattern size selection	
	16-55	From small to large, the higher the value, the faster the change speed	
	56-95	From big to small, the higher the value, the faster the change speed	
	96-135	The size changes automatically. The higher the value, the faster the speed	
	136-175	1/2 irregular size change	
	176-215	1/3 irregular size change	
	216-255	1/4 irregular size change	
CH10 Pattern rotation	0-127	Manually adjust the rotation angle	
	128-191	Automatic clockwise rotation, the higher the value, the faster the speed	
	192-255	Automatic counterclockwise rotation, the higher the value, the faster the speed	
CH11 Flip around X	0-127	Manually adjust the turning angle	
	128-255	Auto flip, the higher the value, the faster the speed	
CH12 Flip around Y	0-127	Manually adjust the turning angle	
	128-255	Auto flip, the higher the value, the faster the speed	
CH13 Horizontal movement in X direction	0-127	Manually adjust the x position	
	128-255	The x position moves automatically. The higher the value, the faster the speed	
CH14 Vertical movement in Y direction	0-127	Manually adjust the y position	
	128-255	The y position moves automatically. The higher the value, the faster the speed	
CH15 X-direction fluctuation	0-9	No fluctuation	
	10-255	Amplitude & speed adjustment (range from small to large, speed from slow to fast, one gear per 32 values, a total of 8 gears)	
CH16 Pattern gradient drawing	0-1	No pattern gradient painting	
	2-63	Manual gradient draw 1	
	64-127	Manual gradient draw 2	
	128-153	Auto gradient paint (decrease)	
	154-179	Automatic gradient painting (increase)	
	180-205	Automatic gradient painting (increase then decrease - reverse)	
206-255	Automatic gradient painting (increase before decrease - same direction)		