

RGB Animated Laser Lamp

User Manual

Please read precautions before use

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.

matters needing attention

- ※ Please operate according to this manual and do not disassemble the lamp without permission
- ※ The optimum operating temperature range of laser lamp: 15~35 °C
- ※ The installation environment is well ventilated to prevent the lamp from being used under impact and high-frequency vibration
- ※ Please do not use under voltage other than AC110V~240V, and ensure reliable grounding
- ※ Do not switch the power supply frequently to avoid affecting the normal service life of the laser lamp
- ※ Please clean the lens with alcohol every 3 months to achieve the best brightness effect
- ※ During suspension installation, it must be ensured that the suspension force point can bear more than 10 times the weight of the lamp
- ※ When transporting again, please do a good job of packaging protection to prevent collision and shock
- ※ The hazard level of this lamp is Class III B, so do not direct it to the human eye, or to avoid injury
- ※ Please ensure that combustible materials are more than 10 meters away from the lamp
- ※ The power supply voltage fluctuates within 10%. If it exceeds this value, please use a voltage stabilizer to stabilize the voltage
- ※ In the installation and construction environment, please put on a plastic bag for protection to avoid entering excessive dust
- ※ Please disconnect the power supply of the lamp when performing any maintenance
- ※ Ensure that the installation is firm and safety protection is added (such as safety rope and hardware fastener)
- ※ Artificial damage or tearing of the warranty label is not covered by the warranty

parameter

Control system: DMX512, automatic, sound control

Control system: high-speed scanning motor; Scanning angle $\pm 20^\circ$

Procedural effects: color beam, animation

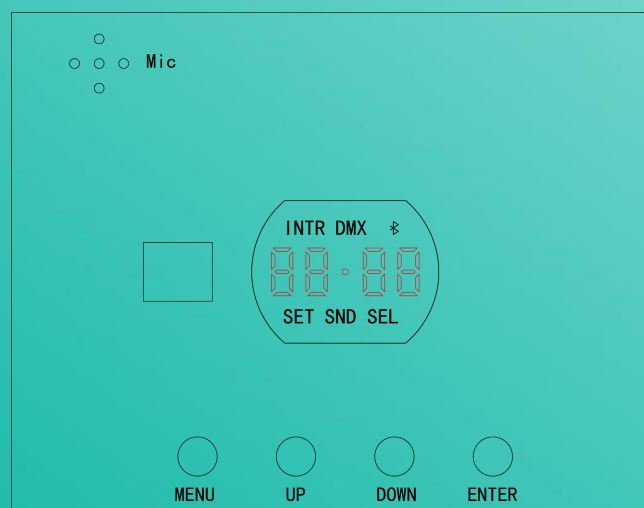
Programming: various beam and animation programs

Control interface: RJ45/bayonet optional (standard DMX512 protocol communication)












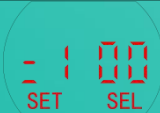
Power supply: AC 110/240V 50/60HZ

If there appears breakdown, please ask experts to repair; do not remove the laser yourself.

Attention: Destroy the laser or tear up the warranty label artificially, it's all beyond warranty scope. Please read the warranty rules.



Display and the corresponding functions:

function	Value	Operation method
Automatic mode		Automatic mode (mixed play of all animation patterns and geometric beam patterns), at this time, press MENU key to jump to DMX mode, or press ENTER key to enter voice control, and then press ENTER key to exit voice control
SOUND		Sound mode (press ENTER once to enter or exit sound control in automatic mode), if SND is on, the sound control has been turned on, otherwise it is turned off, and the sensitivity of sound control depends on the knob potentiometer
6CH		6CH simple DMX mode, the 1 after A is the address code 1, which can be 1~512 (press UP or DOWN to modify the address code, and the set address code will be automatically saved)
34CH		34CH standard DMX mode, the 1 after A is the address code 1, which can be 1~512. Press UP or DOWN to modify the address code, and the set address code will be automatically saved)
Pure beam mode 1		Pure beam mode 1 Pure animation mode (press UP or DOWN in automatic mode)
Pure beam mode 2		Pure beam mode 2 Pure animation mode (press UP or DOWN in automatic mode)
Pure animation mode		Pure animation mode (press UP or DOWN in automatic mode)
Graphic image and size setting: press and hold the MENU key, and the SET light in the lower left corner lights up after entering the setting interface		
X direction setting		Press UP/DOWN to find it and press ENTER to change the X.Y direction. If the SEL light is on, it has been reversed. Otherwise, the direction is normal. You can judge it by watching the coordinates projected by the laser. Press and hold the MENU key to save and exit after completion
Y direction setting		
X.Y direction setting		
Image size setting: press and hold the MENU key, and the SET light in the lower left corner lights up after entering the setting interface		
Size setting in X direction		Press UP/DOWN to find it, press the MENU key once to light up the SEL, and it is allowed to modify it at this time. Press UP/DOWN key to modify the X.Y size. After that, press the MENU key once to turn off the SEL light before turning the page, and then press and hold the MENU key to save and exit
Size setting in Y direction		

Simple DMX mode

CH	Channel	Function
CH1	0	close
Turn on & off	1-255	open
CH2	0-127	AUTO
Sound control	128-255	Sound control
	0-15	No. 1 graphs library
	16-31	No.2 graphs library
	32-239	No.3 graphs library
	240	invalid
CH4 scene	0-255	Each value corresponds to one graph; if the value is beyond graphs' quantity, the system uses the max. graph to replace.
CH5 Color selection	0-31	color
	32-63	red
	64-95	yellow
	96-127	green
	128-159	Indigo
	160-191	blue
	191-223	purple
CH6	0	Default speed
	1-255	From slow to fast

Simple DMX mode

CH	Channel value	Function
CH1	0	close
Turn on & off laser	1-255	open
CH2	0-127	AUTO
Sound control	128-255	Sound control
CH3 graphs selection	0-15	No. 1 graphs library
	16-31	No.2 graphs library
	32-47	No.3 graphs library
	48-63	No.4 graphs library
	64-79	No.5 graphs library
	80-95	No.6 graphs library
	96-111	No.7 graphs library
	112-127	No.8 graphs library
	128-143	No.9 graphs library
	144-159	No.10 graphs library
	160-175	No.11 graphs library
	176-191	No.12 graphs library
	192-207	No.13 graphs library
	208-223	No.14 graphs library
	224-239	No.15 graphs library
	240-255	No.0 graphs library
CH4 scene selection	0-255	Each value corresponds to one graph; if the value is beyond graphs' quantity, the system uses the max. graph to replace.
CH5 Color selection	0-31	color
	32-63	red
	64-95	yellow
	96-127	green
	128-159	Indigo
	160-191	blue
	191-223	purple
	224-255	white
CH6	0	Default speed
	1-255	From slow to fast

Professional DMX512 MODE Channel Form1

CH	Channel	Function
CH1 Turn on & off laser	0	All close
	1-99	Modify action parameters manually (5-in-1 pattern lamp, motor steering and rotation can be adjusted within the segment value)
	100-200	Manual modification of action parameters, driven by sound
	201-250	6CH mode (Please check 6ch mode for operation method)
	251~255	Graph A close, Graph B can light
CH2 Graph outside & size	0-49	Outside pass
	50-99	Outside reentry
	100-149	Outside disappear
	150-199	Graph enlarge, outside disappear
	200-255	hold
CH3 Graph selection	0-15	No. 1 graphs library
	16-31	No. 2 graphs library
	32-47	No. 3 graphs library
	48-63	No. 4 graphs library
	64-79	No. 5 graphs library
	80-95	No. 6 graphs library
	96-111	No. 7 graphs library
	112-127	No. 8 graphs library
	128-143	No. 9 graphs library
	144-159	No. 10 graphs library
	160-175	No. 11 graphs library
	176-191	No. 12 graphs library
	192-207	No. 13 graphs library
	208-223	No. 14 graphs library
	224-239	No. 15graphs library
240-255	No. 0 graphs library	
CH4 Graphs selection	0-255	Each value corresponds to one graph; if the value is beyond graphs' quantity, the system uses the max. graph to replace.
CH5 Graphs zoom	0	No zoom
	1-31	Zoom effect 1
	32-63	Zoom effect 2
	64-95	Zoom effect 3
	96-127	Zoom effect 4
	128-159	Zoom effect 5
	160-191	Zoom effect 6
	192-223	Zoom effect 7
224-255	Zoom effect 8	
CH6 Graphs rotation	0-63	Manual-operate rotation
	64-95	Rotation effect 1
	96-127	Rotation effect 2
	128-159	Rotation effect 3
	160-191	Rotation effect 4
	192-223	Rotation effect 5
224-255	Rotation effect 6	
CH7 Horizontal movement	0-63	Manual-operate graph horizontal move
	64-95	horizontal Move effect 1
	96-127	horizontal Move effect 2
	128-159	horizontal Move effect 3
	160-191	horizontal Move effect 4

	192-223	horizontal Move effect 5
	224-255	horizontal Move effect 6
CH8 Vertical movement	0-63	Manual-operate graph vertical move
	64-95	vertical move 1
	96-127	vertical move 2
	128-159	vertical move 3
	160-191	vertical move 4
	192-223	vertical move 5
	224-255	vertical move 6
CH9 Horizontal zoom	0-63	Manual-operate X zoom
	64-95	X zoom effect 1
	96-127	X zoom effect 2
	128-159	X zoom effect 3
	160-191	X zoom effect 4
	192-223	X zoom effect 5
	224-255	X zoom effect 6
CH10 Vertical zoom	0-63	Manual-operate Y zoom
	64-95	Y zoom 1
	96-127	Y zoom 2
	128-159	Y zoom 3
	160-191	Y zoom 4
	192-223	Y zoom 5
	224-255	Y zoom 6
CH11 Forced segmentation	0	GRAPH ORIGINAL COLOR
	1-255	SEGMENTCOLOR LENGTH
CH12 Graph color change	0-7	Original color (default)
	8-15	red
	16-23	yellow
	24-31	green
	32-39	indigo
	40-47	blue
	48-55	purple
	56-63	white
	64-95	Graph red/green/blue change
	96-127	Graph indigo/blue/purple change
	128-159	Seven colors changes
	160-191	Seven colors change
	192-223	Positive cursory color
	224-255	Negative cursory color
CH13 Joint & break point control	0-63	Normal stroke
	64-127	Graphs no stroke, retrace line stroke; the bigger the value is, the higher the joint brightness is.
	128-159	Graphs no stroke, retrace line no stroke; the bigger the value is, the higher the joint brightness is.
	160-255	hold
CH14	Need to work with CH15	
	0-255	Manual drawing (when CH15 is 0-63)
	0-255	The time it can hold for graph dynamics drawing lay-out (when CH15 is 64-127 or 160-191.)
	0-255	The joint quantity of cursory drawing (when CH15 is 192-255.)
CH15	CH15 needs to work with CH14	
	0-31	Positive manual drawing
	32-63	Negative manual drawing

	64-95	Extended drawing
	96-127	Zoom drawing
	128-159	Zoom drawing in two sides at the same time
	160-191	Zoom drawing in the start and in the end separately
	192-223	Cursory drawing
	224-255	
CH16 Distortion effect auxiliary	0-255	The bigger the value is, the smaller the distortion is. Attention: In zoom, rotation, move or roll distortion effects, CH16 can control the distortion range for the above distortion effects.
CH17 grating selection	If it's not a multi effect light, it won't work	
	0-51	No grating
	52-102	Baby's breath grating
	103-153	One-dimensional grating
	154-204	3D face grating
	205-255	3Dline grating

Form 2: CH18-Ch34, the channel function of graph B, these 17 channels can only control Graph B, except any special stated. Graph A can not be controlled by these:

Attention: For easy check, we mark it in Gray, which is different from Graph A.

CH18 Turn on & off laser	0	close
	1-99	AUTO
	100-199	Sound control
	200-254	hold
	255	Graph A close, graph B lights on
CH19 Graph outside & size	0-49	Outside pass
	50-99	Outside retrace
	100-149	Outside disappear
	150-255	hold
CH20 the distribution angle of each element of the array	(c)	
	0-99	The smaller the segment is, the bigger the angle distribution gap of each unit is, the gap is positive.
	100-199	The smaller the segment is, the bigger the angle distribution gap of each unit is, the gap is negative.
	200-255	hold
CH21	0-255	Each value corresponds to one graph; if the value is beyond graphs' quantity, the system uses the max. graph
CH22 graph zoom	0	No zoom
	1-31	Zoom effect 1
	32-63	Zoom effect 2
	64-95	Zoom effect 3
	96-127	Zoom effect 4
	128-159	Zoom effect 5
	160-191	Zoom effect 6
	192-223	Zoom effect 7
	224-255	Zoom effect 8
CH23 graph rotation	0-63	Manual graph rotation
	64-95	Rotation effect 1
	96-127	Rotation effect 2
	128-159	Rotation effect 3
	160-191	Rotation effect 4
	192-223	Rotation effect 5
CH24 horizontal movement	224-255	Rotation effect 6
	0-63	Manual graph horizontal move
	64-95	horizontal move 1
	96-127	horizontal move 2
	128-159	horizontal move 3
	160-191	horizontal move 4
CH25 vertical movement	192-223	horizontal move 5
	224-255	horizontal move 6
	0-63	Manual graph vertical move
	64-95	vertical move 1
	96-127	vertical move 2
	128-159	vertical move 3
160-191	vertical move 4	
192-223	vertical move 5	

	224-255	vertical move 6
CH26 horizontal zoom	0-63	Manual X zoom
	64-95	X zoom 1
	96-127	X zoom 2
	128-159	X zoom 3
	160-191	X zoom 4
	192-223	X zoom 5
	224-255	X zoom 6
CH27 vertical zoom	0-63	Manual Y zoom
	64-95	Y zoom 1
	96-127	Y zoom 2
	128-159	Y zoom 3
	160-191	Y zoom 4
	192-223	Y zoom 5
	224-255	Y zoom 6
CH28 Forced	0	Default color
	1-255	The segment color length
CH29 graphs color change	0-7	Original color (default)
	8-15	red
	16-23	yellow
	24-31	green
	32-39	indigo
	40-47	blue
	48-55	purple
	56-63	white
	64-95	The graph red/green/blue color change
	96-127	The graph indigo/blue/purple color change
	128-159	Seven color change
	160-191	Seven color change
	192-223	Positive cursory color
224-255	Negative cursory color	
CH30 Joint & break point control	(the red part means it's different channel function from Graph A.)	
	0-63	Normal stroke
	64-127	Graphs no stroke, retrace line stroke
	128-159	Graphs no stroke, retrace line no stroke;
	160-191	Graph A array based on Graph B, the color can be set like Graph A
	192-255	Graph A array based on Graph B, the color can be set like Graph B joint color
	Attention: the bigger the value is, the higher the joint brightness is.	
CH31 drawing control auxiliary	Needs to work with CH32	
	Manual drawing when CH32 is 0-63.	
	The graph dynamics drawing lay-out holding time when CH32 is 64-127, or 160-191	
	Cursory drawing joint quantity when CH32 is 192-255	
CH32 Drawing control	Needs to work with CH31	
	0-31	Positive manual drawing
	32-63	Negative manual drawing
	64-95	Enlarge drawing
	96-127	Zoom drawing
	128-159	Zoom drawing in both sides at the same time
	160-191	Zoom drawing at the start and in the end separately
	192-223	Cursory drawing
	224-255	Turn-around cursory drawing
CH33 Distortion control	0-255	The bigger the value is, the smaller the distortion is.
	Attention: When in zoom, rotation, movement and rolling distortion effect, CH16 can control these distortion degree of these (the red part means it's different channel function from Graph A.)	
CH34 projection extent control	0-255	In each segment, the bigger the value is, the smaller the projection extent.
	20-39	
	
	220-239	
	240-255	

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