

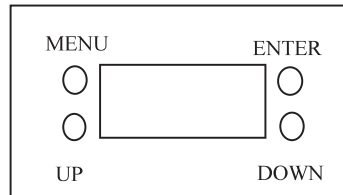
RGB Animation Fullcolor Effect Light

(Note: Please use it in a Smoke / Fog environment)

User's Manual



Thank you very much for purchasing RGB animation fullcolor effect 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 light.



• Technical Parameters:

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

Scanning system: Galvo scanning system 15kpps/±25°

Luminous color: RGB

Wavelength: R 660nm G 532nm B 450nm

Power Connection: Power Cord

Signal connection: Signal input line/output line

Control channels: 6 / 34 DMX-512 signal channels

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

Cooling system: Pure aluminum chassis cooling system

Working environment: Indoor

• Rear Panel Function Introduction

Menu function description:

MENU: Menu function key

ENTER: Menu function confirmation key

UP / DOWN: Menu word function page up and down selection key

DMX IN: DMX512 signal input

DMX OUT: DM512 signal output

• Packing List:

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• Operation Interface Instruction:

• **A.001 - - - 34CH Professional Line & Animation Pattern DMX Mode** (Address Code: A.001 - A.512)

• **E.001 - - - 6CH Simple Line & Animation Pattern DMX Mode** (Address Code: E.001 - E.512)

• **Aut.1 - Aut.3 - - -** Aut.1 is Line automatic playback mode, Aut.2 is Animation automatic playback mode, Aut.3 is Line & Animation automatic playback mode.

• **Sod.1-Sod.3 - - -** Sod.1 is Line sound control mode, Sod.2 is Animation sound control mode, Sod.3 is Line & Animation sound control mode .

⇒ **ATTENTION: Master-Slave Mode, The Slave Fixtures Need To Be Set Up To E.001**

● **DMX512 Control Mode (6CH / 34CH):**

6CH Simple Line & Animation Pattern DMX Mode (address code: E.001)

CH1	Total Switch	0: Light off 1-255: Light on
CH2	Auto & Sound Control Mode	1-31: Auto Mode Switch 32-63: 18 Animation patterns auto mode 64-127: Line & animation pattern auto mode
		128-159: Sound Control Switch 160-191: Animation pattern sound mode 192-255: Line & animation pattern sound mode
CH3	Animation & Line Gallery Selection	0-239: Animation Gallery Switch (Use CH4 to choose the animation pattern) 240-255: Line Gallery Switch (Use CH4 to choose the line effect)
CH4	Animation pattern & Line effect Selection	0-255: Animation pattern selection (when CH3 value is in 0-239) , or Line effect selection (when CH3 value is in 240-255)
CH5	Color Selection	0-31: Colorful color change 32-63: Red 64-95: Green 96-127: Yellow 128-159: Blue 160-191: Pink 192-223: Indigo 224-255: White
CH6	Speed Adjustment	0: Primary speed 1-255: Speed adjustment, from slow to fast

34CH Professional Line & Animation Pattern DMX Mode (address code: A.001)

CH1	Total Switch	0: Light off 1-99: Auto run 100-199: Sound control 200-254: Reserve 255: Light off
CH2	Out of Bounds Mode and Pattern Size	0-249: Pattern size adjustment and Out of bounds mode 250-255: Reserve
CH3	Animation & Line Gallery Selection	0-239: Animation Gallery Switch (Use CH4 to choose the animation pattern) 240-255: Line Gallery Switch (Use CH4 to choose the line effect)

CH4	Animation Pattern & Line Effect Selection	0-255: Animation pattern selection (when CH3 value is in 0-239), or Line effect selection (when CH3 value is in 240-255)
CH5	Pattern Scaling	0-127: Static pattern size
		128-159: Dynamic zoom in
		160-191: Dynamic zoom out
		192-223: Dynamic scaling 224-255: Dynamic flip scaling
CH6	Pattern Rotation	0-127: Static rotation
		128-159: Dynamic 2 times forward and reverse rotation
		160-191: Dynamic 1 time forward and reverse rotation
		192-223: Dynamic forward rotation 224-255: Dynamic reverse rotation
CH7	Horizontal Movement	0-127: Static translation
		128-159: Dynamic push-up waves
		160-191: Dynamic push-down waves
		192-223: Dynamic left shift 224-255: Dynamic right shift
CH8	Vertical Movement	0-127: Static vertical shift
		128-159: Dynamic right push waves
		160-191: Dynamic left push waves
		192-223: Dynamic move down 224-255: Dynamic move up
CH9	Horizontal Zoom	0-127: Static size
		128-159: Dynamic push up distortion
		160-191: Dynamic push down distortion
		192-223: Dynamic scaling 224-255: Dynamic flip scaling
CH10	Vertical Zoom	0-127: Static size
		128-159: Dynamic right push distortion
		160-191: Dynamic left push distortion
		192-223: Dynamic scaling 224-255: Dynamic flip scaling
CH11	Force Tinting	0: Primary color 1-255: Change a color every points

CH12	Color Change	0-7: Primary color, 8-15: Red, 16-23: Yellow, 24-31: Green, 32-39: Indigo, 40-47: Blue, 48-55: Pink, 56-63: White
		64-95: Red, green and blue color change of the whole picture 96-127: Yellow, indigo and pink color change of the whole picture 128-159: Colorful color change of the whole picture 160-191: Colorful color change 192-223: Revolving horses color 224-255: Reverse revolving horses color
CH13	Node Highlighting	0-63: Node is getting brighter and brighter 64-127: Display broken pen 128-159: Display retrace string 224-255: Reserve
CH14	Node Expansion	0-255: Expansion points (when CH15<=127) 0-255: Delay after full expansion (when CH15>=128)
CH15	Gradient	0-63: Forward manual expansion (Must be used with CH14 , the expansion amount is determined by CH14)
		64-127: Reverse manual expansion (Must be used with CH14 , the expansion amount is determined by CH14) 128-159: Dynamic gradient effect A 160-191: Dynamic gradient effect B 192-223: Dynamic fade effect C 224-255: Dynamic fade effect D
CH16	Degree of Distortion	0-255: Adjust the degree of distortion of various distortion effects (Applicable for CH7, CH8, CH9, CH10)
CH17	Filter Selection	0-19: Filter 1, 20-39: Filter 2, 40-59: Filter 3, ... 240-255: Filter 13
CH18	The Second Pattern Switch	0: Light off 1-99: Auto run 100-199: Sound control 200-254: Reserve 255: Light off Note: When CH3 choose the animation gallery (0-239), the second pattern is animation pattern. When CH3 choose the line gallery (240-255), the second pattern is line pattern. CH21 Choose the second pattern (CH18-CH34 function are just available for the second pattern)

CH19	Out of Bounds Mode and Pattern Size	0-249: Pattern size adjustment and Out of bounds mode 250-255: Reserve
CH20	No Function	Reserve
CH21	The Second Pattern Selection	Choose the second pattern
CH22	Pattern Scaling	0-127: Static pattern size
		128-159: Dynamic zoom in
		160-191: Dynamic zoom out
		192-223: Dynamic scaling 224-255: Dynamic flip scaling
CH23	Pattern Rotation	0-127: Static rotation
		128-159: Dynamic 2 times forward and reverse rotation
		160-191: Dynamic 1 time forward and reverse rotation
		192-223: Dynamic forward rotation 224-255: Dynamic reverse rotation
CH24	Horizontal Movement	0-127: Static translation
		128-159: Dynamic push-up waves
		160-191: Dynamic push-down waves
		192-223: Dynamic left shift 224-255: Dynamic right shift
CH25	Vertical Movement	0-127: Static vertical shift
		128-159: Dynamic right push waves
		160-191: Dynamic left push waves
		192-223: Dynamic move down 224-255: Dynamic move up
CH26	Horizontal Zoom	0-127: Static size
		128-159: Dynamic push up distortion
		160-191: Dynamic push down distortion
		192-223: Dynamic scaling 224-255: Dynamic flip scaling
CH27	Vertical Zoom	0-127: Static size
		128-159: Dynamic right push distortion
		160-191: Dynamic left push distortion
		192-223: Dynamic scaling 224-255: Dynamic flip scaling
CH28	Force Tinting	0: Primary color 1-255: Change a color every points

CH29	Color Change	0-7: Primary color, 8-15: Red, 16-23: Yellow, 24-31: Green, 32-39: Indigo, 40-47: Blue, 48-55: Pink, 56-63: White
		64-95: Red, green and blue color change of the whole picture 96-127: Yellow, indigo and pink color change of the whole picture 128-159: Colorful color change of the whole picture 160-191: Colorful color change 192-223: Revolving horses color 224-255: Reverse revolving horses color
CH30	Node highlighting	0-63: Node is getting brighter and brighter 64-127: Display broken pen 128-159: Display retrace string 224-255: Reserve
CH31	Node expansion	0-255: Expansion points (when CH15<=127) 0-255: Delay after full expansion (when CH15>=128)
CH32	Gradient	0-63: Forward manual expansion (Must be used with CH31 , the expansion amount is determined by CH31)
		64-127: Reverse manual expansion (Must be used with CH31 , the expansion amount is determined by CH31) 128-159: Dynamic gradient effect A 160-191: Dynamic gradient effect B 192-223: Dynamic fade effect C 224-255: Dynamic fade effect D
CH33	Degree of Distortion	0-255: Adjust the degree of distortion of various distortion effects (Applicable for CH24, CH25, CH26, CH27)
CH34	Filter Selection	0-19: Pattern size 20-255: Reserve

- **IR Remote Control Instruction:**

Note: Before using the remote control, please pull out the plastic sheet under the remote control so that the remote can work.



- **Maintenance:**

1. Try to prevent artificial laying of dust, dirt and smoke oil or even flow into the lamp body, and keep the light show as clean as possible.
2. Please use professional glass cleaner regularly every month and clean the lens with flannel to ensure the maximum brightness output of the light and extend the life of the light source.

- **Caution:**

1. Please do not keep your eyes on the light for a long time, so as not to damage your eyes.
2. Keep away from children.
3. Avoid the use of optical aids such as binoculars or telescopes inside the beam.