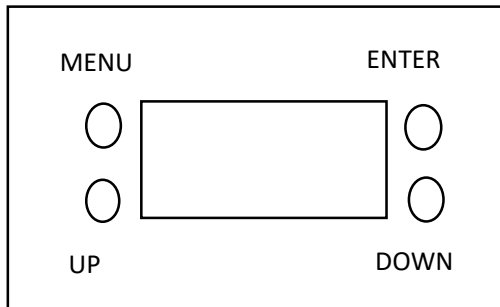


RGB Animation Fullcolor Effect Light

(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 lamp.



● Packing List:

RGB Animation Fullcolor Effect Light	one
User Manual	one

● 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: 5/32 DMX-512 signal channels

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

Cooling system: Fan forced 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

- **Operation interface instructions:**

- **Aut1-Aut4** - - - Line auto mode Aut1-Aut4 built-in automatic playback of dynamic effect programs, automatic list playback Aut1 is a regular auto program (Aut2-Aut4 is reserved for the expansion of the manufacturer's material library)
- **d001** - - - **32CH Line & Animation Pattern DMX Mode (Address Code: d001 - d512)**
- **J001** - - - **5CH Simple Line Pattern DMX Mode (Address Code: J001 - J512)**
- **P001-P004** - - - Phase selection P001 - P004 (The factory default P002, this function is mainly used to change the animation pattern mirror, generally do not need to set it)
- **S030-S100** - - - Pattern scaling S100 - S030 to set the pattern size, the factory setting is S100, generally it is not necessary to set it
- **liSt** - - - Animated auto mode
- **ildA** - - - Single animation pattern fixed playback
- **Aud1** - - - Voice control mode has built-in voice control to play dynamic effect programs, and the voice control list play Aud1 is a regular voice control program, (Aud2-Aud4 is reserved for the expansion of the manufacturer's material library). This voice control mode is corresponding to the auto mode. For example, if the auto mode is Aut2, the voice control mode will be automatically converted to Aud2
- **A001-A100** - - - Voice control sensitivity mode (**Adjust the sensitivity in the mode of voice control Aud1-Aud4**), press UP or DOWN to adjust the voice control sensitivity, the larger the value, the higher the sensitivity

5CH Simple Line Pattern DMX Mode (address code: J001)

CH1	Mode Selection	0-128: Line Pattern Switch 129-255: Sound mode
CH2	Line Pattern Selection	1-255: Single line pattern selection
CH3	Playback Speed	1-255: Play speed from slow to fast
CH4	Force tinting	1-255: Change a color every points
CH5	Color change	0-7: Primary color, 8-15: White, 16-23: Red, 24-31: Yellow, 32-39 Green, 40-47: Indigo, 48-55: Blue, 56-63: Purple.

		64-95: Red, green and blue change color of the whole picture. 96-127: Yellow, indigo and purple change color of the whole picture.
		128-159: Colorful color change of the whole picture 160-191: Colorful color change 192-223: Revolving Horses 224-255: Reverse walk

32CH Professional Line & Animation Pattern DMX Mode(address code: d001)

CH1	Total Switch	0-129: No light 130-255: Open the light
CH2	Gallery selection	0-127: Beam Gallery Switch, 128-255: Animation Gallery Switch
CH3	Pattern selection	Choose the Patterns
CH4	Out of bounds mode and pattern size	0-49: The pattern goes out of bounds and disappears, the part beyond the bounds disappears. The larger the value, the smaller the pattern.
		50-99: The pattern goes out of bounds and turns back, the pattern beyond the border starts to go back. The larger the value, the smaller the pattern.
		100-149: The pattern is out of bounds and folded. The larger the value, the smaller the pattern.
		150-199: The larger the value in the out-of-bounds crossing section, the smaller the pattern.
		200-255: Out-of-bounds blanking, the larger the value in the out-segment, the larger the pattern
CH5	Pattern scaling	0-127: static size
		128-159: Dynamic zoom in 160-191: Dynamic zoom out
		192-255: Dynamic Flip Zoom
CH6	Pattern rotation	0-127: Static rotation
		128-192: Dynamic Reversal 193-255: Dynamic forward rotation
CH7	Move horizontally	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 Wave 160-191: Dynamic Left Push Wave 192-223: Dynamic move up 224-255: Dynamic move down
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: White, 16-23: Red, 24-31: Yellow, 32-39: Green, 40-47: Indigo, 48-55: Blue, 65-63: Purple 64-95: Red, green and blue color change of the whole picture 96-127: Yellow, indigo and purple color change of the whole picture 128-159: Colorful color change of the whole picture 160-191: Colorful color change 192-223: Revolving Horses 224-255: Reverse walk
CH13	Node highlighting	0-63: Node is getting brighter and brighter 64-127: Display broken pen 128-159: Display retrace String 224-255: keep
CH14	Node expansion	0-255: expansion points (when CH15<=127) Graphics erase point by point
CH15	Gradient	0-255: Delay after fully expanded (when CH15>=128) 0-63: Forward manual expansion (the expansion amount is determined by CH14) 0-127 must be used with CH14 64-127: Reverse manual expansion (the amount of expansion 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
CH17	Degree of distortion	0-255: Adjust the degree of distortion of various distortion effects (adjust the second
CH18	The Second pattern switch	1-255 switch of the second pattern Note: CH18-CH32 are only applicable to CH2 value 0-127: Beam Gallery Switch, then CH3 choose the first pattern. CH21 Choose the second pattern (CH18-CH32 function are just available for the second pattern).
CH19	Out of bounds mode and pattern size	0-49: The pattern goes out of bounds and disappears. The part beyond the bounds disappears. The larger the value, the smaller the pattern.
		50-99: The pattern goes out of bounds and turns back, and the pattern beyond the border starts to go back. The larger the value, the smaller the pattern.
		100-149: The pattern is out of bounds and folded. The larger the value, the smaller the pattern.
		150-199: The larger the value in the out-of-bounds crossing section, the smaller the pattern.
		200-255: Out-of-bounds blanking, the larger the value in the out-segment, the larger the pattern
CH20	No function	No function
CH21	The second Pattern selection	Choose the Second Pattern
CH22	Pattern scaling	0-127: static size
		128-159: Dynamic zoom in 160-191: Dynamic zoom out
		192-255: Dynamic Flip Zoom
CH23	Pattern rotation	0-127: Static rotation
		128-192: Dynamic Reversal
		193-255: Dynamic Forward Rotation
Ch24	Move horizontally	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 Wave 160-191: Dynamic Left Push Wave
		192-224: Dynamic move up 225-255: Dynamic move down
CH26	Horizontal flip	0-127: Static flip
		128-159: Dynamic Push Up Distortion 160-191: Dynamic Push Down Distortion
		192-223: Dynamic Forward Flip 224-255: Dynamic Backward Flip
CH27	Flip vertically	0-127: Static flip
		128-159: Dynamic Right Push Distortion 160-191: Dynamic Left Push Distortion
		192-255 Dynamic Flip 224-255: Dynamic Flip Zoom
CH28	Force tinting	0: primary color
		1-255: Change a color every points
CH29	Color change	0-7: Primary color, 8-15: White, 16-23: Red, 24-31: Yellow, 32-39: Green, 40-47: Indigo, 48-55: Blue, 65-63: Purple 64-95: Red, green and blue color change of the whole picture 96-127: Yellow, indigo and purple color change of the whole picture 128-159: Colorful color change of the whole picture 160-191: Colorful color change 192-223: Revolving Horses 224-255: Reverse walk
CH30	Node highlighting	0-63: Nodes are getting brighter and brighter 64-127: Display broken pen 128-255: Display retrace line, (in dual-image mode, do the guide map of the pattern array at this time, for example, the first map is a small circle , the second picture is 3 points, this channel is pushed to this position, the small circle will be arrayed on the 3 points, according to the motion trajectory of these three points) 161-255: according to the array diagram The background color changes the color, the color controlled by 28CH and 29CH
CH31	Node expansion	0-255: expansion points (when CH32<=127)

		0-255: Delay after fully expanded (when CH32>=128) Single push this channel behaves as graphic point-by-point erase
CH32	Gradient	0-63: Forward manual expansion (the expansion amount is determined by CH31) 64-127: Reverse manual expansion (the amount of expansion is determined by CH31) 0-127 must be used with CH31
		128-159: Dynamic gradient effect A 160-191: Dynamic gradient effect B

- **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.