I. Display panel and key definition
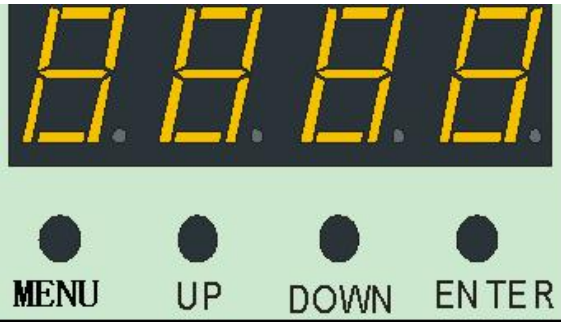

Menu key: Select Function
Up key: parameter recursion
Down key: parameter decrement
Enter key: confirm and save

II. Menu functions

Press the menu key after power on, the menu function table appears in turn; up or down key to modify the function parameters, enter key to save the current function and parameters (save with power down memory).

Menu Function Table:

A001	➡	A512	Up or down modify address code (A001~A512) , enter key to save.
CH03	➡	CH24	Up or down Channel settings, Enter key to save.
FF00	➡	FF99	Gradient, change gradient speed up or down (FF00~ FF99), make sure to save, default FF10.
EE00	➡	EE99	Pulse change, up or down to modify pulse change speed (EE00~ EE99), make sure to save, default EE10.
P000	➡	P241	Built-in effect 242, up or down switching effect, enter key to save.
S000	➡	S255	Modify the speed of built-in effects up or down (S000~ S255), enter key to save.
Soud	➡	Soud	Sound control mode.
R255	➡	R000	Up or down modify red light bead brightness (R000~R255), Enter key to save.
G255	➡	G000	Up or down modify green light bead brightness (G000~G255), Enter key to save.
B255	➡	B000	Up or down modify blue light bead brightness (B000~B255), Enter key to save.
T000			Display temperature, such as T045 indicates current luminaire temperature is 45 ℃ ; not installed 10 K thermistor, display T000.

III. Master-slave control

Two or more of the same lamps are connected with DMX three-core signal lines, all lamps are set to A001~A512 any address code, any A is set to host, and other lamps are slave; when the host is gradient, pulse, jump, sound control, self-walking effect, slave synchronous gradient, pulse change, jump, sound control, self-walking effect.

Special note :1. a group of lamps can only set up A host, if there are more than A host, all lamps will flash and not synchronized.

2. all lamps must be master-slave when the DMX512 console is closed.

IV. Factory setup

A001~A512 any address code, press the menu key for 3 seconds to enter the factory settings. Factory setting is mainly the function of lamp output power, fan setting mode, setting temperature protection point, sending parameters, factory setting any mode press menu key 3 seconds exit.

Factory Setup Table:

R255	➡	R032	Up or down modify the current of red lamp bead(R032-R255), Enter key to save.
G255	➡	G032	Up or down modify the current of green lamp bead(G032-G255), Enter key to save.
B255	➡	B032	Up or down modify the current of blue lamp bead(B032-B255), Enter key to save.
FAN0	➡	FAN1	Fan setting: Start the fan FAN0 light is on, FAN1 reach the set temperature protection point start the fan, Enter key to save.
T040	➡	T105	Set the temperature protection point, modify the parameters up or down (40℃~105℃), Enter key to save.
Send	➡	Send	Send up or down the local factory setting parameters to all other three-core signal lines connected in parallel lamps; confirm the sending parameters press menu key 5 seconds exit, deny the parameters press confirmation key to cancel the sending.

V. DMX512 console

After power on all lamps address code set, connect all lamps with three-core signal line in parallel to the DMX512 console, the address code will stop flashing, indicating that the DMX512 console signal has been sent to the lamp, according to the channel instructions with the DMX512 console control related functions.

CH03 Channel Description:

Channel	Channel values	Basic function
1	000-255	Red beads with linear dimming
2	000-255	Green beads with linear dimming
3	000-255	Blue beads with linear dimming

CH09 Channel Description:

Channel	Channel values	Basic function
1	000-255	Dimmer
2	000-255	Red beads with linear dimming
3	000-255	Green beads with linear dimming
4	000-255	Blue beads with linear dimming
5	000-255	Shutter
6	000-255	Effect (See: vi. Effect of model I for details)
7	000-255	Effect (See: VI. Mode Effect II for details)
8	000-255	Effect (See: vi. Effect of model III for details)
9	000-255	Speed

CH24 Channel Description:

Channel	Channel values	Basic function
1	000-255	The first paragraph red light beads linear dimmed.
2	000-255	The first paragraph green light beads linear dimmed.
3	000-255	The first paragraph blue light beads linear dimmed.
… ⬇	… ⬇	… … ⬇

	22	000-255	The 8th paragraph red light beads linear dimmed.
	23	000-255	The 8th paragraph green light beads linear dimmed.
	24	000-255	The 8th paragraph blue light beads linear dimmed.

Ⅵ. Mode effect

Mode effect 1: (hint: mode code 2~82, can push and pull RGB to change the background color.

Channel values	Model code	Mode effect
0-2	0	No effect
3-5	1	Jump
6-8	2	A section of red lights beads running horse.
9-11	3	A section of green lights beads running horse.
12-14	4	A section of blue lights beads running horse.
15-17	5	A section of red and green dye lights beads running horse.
18-20	6	A section of red and blue dye lights beads running horse.
21-23	7	A section of green and blue dye lights beads running horse.
24-26	8	A section of red,green and blue dye lights beads running horse.
27-29	9	Integrated mode code 2-8cycles.
30-32	10	A section of red beads running the horse counterclockwise.
33-35	11	A section of green beads running the horse counterclockwise.
36-38	12	A section of blue beads running the horse counterclockwise.
39-41	13	A red and green dyed lamp ran the horse counterclockwise.
42-44	14	A red and blue dyed lamp ran the horse counterclockwise.
45-47	15	A green and blue dyed lamp ran the horse counterclockwise.
48-50	16	A red, green and blue dyed lamp runs counterclockwise.
51-53	17	Integrated mode code 10-16cycles.
54-56	18	Two red beads run the horse counterclockwise.
57-59	19	Two green beads run the horse counterclockwise.
60-62	20	Two blue beads run the horse counterclockwise.
63-65	21	Two red and green dyed lights run the horse counterclockwise.
66-68	22	Two red and blue dyed lights run the horse counterclockwise.
69-71	23	Two green and blue dyed lights run the horse counterclockwise.
72-74	24	Two red, green and blue dyed lights run the horse counterclockwise.
75-77	25	Integrated mode code 18-24 cycles.
78-80	26	Two section of red lights beads running horse.
81-83	27	Two section of green lights beads running horse.
84-86	28	Two section of blue lights beads running horse.
87-89	29	Two section of red and green dye lights beads running horse.
90-92	30	Two section of red and blue dye lights beads running horse.
93-95	31	Two section of green and blue dye lights beads running horse.
96-98	32	Two section of red,green and blue dye lights beads running horse.
99-101	33	Integrated mode code 26-32 cycles.
102-104	34	Two red beads are stacked.
105-107	35	Two segments of green beads are stacked.
108-110	36	Two segments of blue beads are stacked.
111-113	37	Two sections of red and green dyed lamps are stacked.
114-116	38	Two red and blue dye lamps are stacked.
117-119	39	Two green and blue dyed lamps are stacked.

120-122	40	Two red, green and blue dyed lamps piled up.
123-125	41	Integrated mode code 34-40 cycles.
126-128	42	A red bead has accumulated.
129-131	43	A strand of green beads had accumulated.
132-134	44	A strand of blue beads had piled up.
135-137	45	A red and green dyed lamp stack.
138-140	46	A red and blue dyed lamp stack.
141-143	47	A section of green and blue dye lights piled up.
144-146	48	A red, green and blue dyed lamp stack.
147-149	49	Integrated mode code 42-48 cycles.
150-152	50	A red bead and a green bead run the horse counterclockwise.
153-155	51	A green bead and a blue bead run the horse counterclockwise.
156-158	52	A blue bead and a red and green dye run the horse counterclockwise.
159-161	53	A red and green dye lamp and a red and blue dye lamp run counterclockwise.
162-164	54	A section of red and blue dye and a section of green and blue dye run the horse counterclockwise.
165-167	55	A green and blue dye and a red, green and blue dye run the horse counterclockwise.
168-170	56	A red, green and blue dyed lamp and a red bead run the horse counterclockwise.
171-173	57	Integrated mode code 50-56 cycles.
174-176	58	Two red beads refresh counterclockwise.
177-179	59	Two green beads refresh counterclockwise.
180-182	60	Two segments of blue beads refresh counterclockwise.
183-185	61	Two red and green dyed lights refresh counterclockwise.
186-188	62	Two red and blue dyed lights refresh counterclockwise.
189-191	63	Two green and blue dyed lights refresh counterclockwise.
192-194	64	Two red, green and blue dyed lights refresh counterclockwise.
195-197	65	Integrated mode code 58-64 cycles.
198-200	66	Two red beads refresh clockwise.
201-203	67	Two green beads refresh clockwise.
204-206	68	Two segments of blue beads refresh clockwise.
207-209	69	Two red and green dyed lights refresh clockwise.
210-212	70	The two red and blue dyed lamps refresh clockwise.
213-215	71	Two green and blue dyed lights refresh clockwise.
216-218	72	Two red, green and blue dyed lights refresh clockwise.
219-221	73	Integrated mode code 66-72 cycles.
222-224	74	Two red beads refresh counterclockwise back and forth.
225-227	75	Two green beads refresh counterclockwise.
228-230	76	Two segments of blue beads refresh counterclockwise and back.
231-233	77	Two red and green dyed lights refresh back and forth counterclockwise.
234-236	78	Two red and blue dyed lights refresh back and forth counterclockwise.
237-239	79	Two green and blue dyed lights refresh back and forth counterclockwise.
240-242	80	Two red, green and blue dyed lights refresh back and forth counterclockwise.
243-245	81	Integrated mode code 74-80 cycles.
246-248	82	Refresh all seven colors clockwise.
249-251	83	Colorful runs the horse clockwise.
252-254	84	Integrated mode code 2-83 cycles.
255	85	Sound control mode.

Mode effect 2: (hint: mode code 2~82, can push and pull RGB to change the background color.)

Channel values	Model code	Mode effect
0-2	0	No effect
3-5	1	Red beads are all on.
6-8	2	Green beads are all bright.
9-11	3	Blue beads are all bright.
12-14	4	The red and green dyeing lights are all bright.
15-17	5	The red and blue dyeing lights are all bright.
18-20	6	The green and blue dyeing lights are all bright.
21-23	7	The red,green and blue dyeing lights are all bright.
24-26	8	Integrated mode code 1-7 cycles.
27-29	9	Pulse variable
30-32	10	Jum[
33-35	11	A section of red beads running the horse counterclockwise.
36-38	12	A section of green beads running the horse counterclockwise.
39-41	13	A section of blue beads running the horse counterclockwise.
42-44	14	A red and green dyed lamp ran the horse counterclockwise.
45-47	15	A red and blue dyed lamp ran the horse counterclockwise.
48-50	16	A green and blue dyed lamp ran the horse counterclockwise.
51-53	17	A red, green and blue dyed lamp runs counterclockwise.
54-56	18	Integrated mode code 11-17 cycles.
57-59	19	A red light raced the horse clockwise.
60-62	20	A green light runs the horse clockwise.
63-65	21	A blue light runs the horse clockwise.
66-68	22	A red and green dye runs the horse clockwise.
69-71	23	A red and blue dye runs the horse clockwise.
72-74	24	A red and blue dye runs the horse clockwise.
75-77	25	A red, green and blue dye runs the horse clockwise.
78-80	26	Integrated mode code 19-25 cycles.
81-83	27	Two red lights raced the horse back and forth.
84-86	28	Two green lights run the horse back and forth.
87-89	29	Two blue lights raced the horse back and forth.
90-92	30	Two red and green dyed lamps run the horse back and forth.
93-95	31	Two red and blue dyed lamps raced the horse back and forth.
96-98	32	Two green and blue dyed lamps run the horse back and forth.
99-101	33	Two red, green and blue dyed lamps run the horse back and forth.
102-104	34	Integrated mode code 27-33 cycles.
105-107	35	The two red lights bumped back and forth.
108-110	36	Two green lights collide back and forth.
111-113	37	The two blue lights collide back and forth.
114-116	38	The two red and green dyed lamps touch back and forth.
117-119	39	The two red and blue dye lamps touch back and forth.
120-122	40	The two green and blue colored lamps touch each other back and forth.
123-125	41	The two red, green and blue dye lamps touch each other back and forth.
126-128	42	Integrated mode code 35-41 cycles.
129-131	43	A red light raced the horse to and fro.
132-134	44	A green light ran the horse back and forth.

135-137	45	A blue light ran the horse to and fro.
138-140	46	A red-green tinted lamp ran the horse to and fro.
141-143	47	A red and blue dyed lamp ran the horse back and forth.
144-146	48	A green-blue dyed lamp ran the horse back and forth.
147-149	49	A red, green and blue dye runs the horse to and fro.
150-152	50	Integrated mode code 43-49cycles.
153-155	51	A strip of red light piled up.
156-158	52	A green light piled up.
159-161	53	A line of blue lights piled up.
162-164	54	A red and green dyed lamp stack.
165-167	55	A red and blue dyed lamp stack.
168-170	56	A green and blue dyed lamp stack.
171-173	57	A red, green and blue dyed lamp stack.
174-176	58	Integrated mode code 51-57 cycles.
177-179	59	A red light and a green light run the horse back and forth.
180-182	60	A green light and a blue light run the horse back and forth.
183-185	61	A blue light and a red and green dye run the horse back and forth.
186-188	62	A red and green and a red and blue dyed lamp to and fro.
189-191	63	A red and blue dye lamp and a green and blue dye lamp to and fro.
192-194	64	A green-blue dye lamp and a red-green-blue dye lamp go back and forth.
195-197	65	A red, green and blue tinted light and a red light raced the horse back and forth.
198-200	66	Integrated mode code 59-65 cycles.
201-203	67	A red light refreshes from left to right.
204-206	68	A green light refreshes from left to right.
207-209	69	A blue light refreshes from left to right.
210-212	70	A red and green colored light refreshes from left to right.
213-215	71	A red and blue stain lights refresh from left to right.
216-218	72	A green and blue stain lights refresh from left to right.
219-221	73	A red, green and blue stain lights refresh from left to right.
222-224	74	Integrated mode code 67-73 cycles.
225-227	75	A red light refreshes from right to left.
228-230	76	A green light refreshes from right to left.
231-233	77	A blue light refreshes from right to left.
234-236	78	A red and green colored light refreshes from right to left.
237-239	79	A red and blue stain lights refresh from right to left.
240-242	80	A green and blue stain lights refresh from right to left.
243-245	81	A red, green and blue stain lights refresh from right to left.
246-248	82	Integrated mode code 75-81cycles.
249-251	83	Colorful runs the horse clockwise
252-254	84	Integrated mode code 2-83 cycles.
255	85	Sound control mode.

Mode effect 3: (hint: mode code 2~82, can push and pull RGB to change the background color.)

Channel values	Model code	Mode effect
0-2	0	No effect
3-5	1	Jump
6-8	2	Two red beads run clockwise.
9-11	3	Two green beads run in clockwise circles.
12-14	4	Two blue beads run in clockwise circles.
15-17	5	Two red and green dyed lights run clockwise.
18-20	6	The two red and blue dyed lamps run clockwise.
21-23	7	Two green and blue dyed lamps run clockwise.
24-26	8	Two red, green and blue dyed lights run clockwise.
27-29	9	Integrated mode code 2-8 cycles.
30-32	10	Two red beads run counterclockwise.
33-35	11	Two green beads run counterclockwise.
36-38	12	Two blue beads run counterclockwise.
39-41	13	Two red and green dyed lights go back and forth counterclockwise.
42-44	14	Two red and blue dyed lights go back and forth counterclockwise.
45-47	15	Two green and blue dyed lights go back and forth counterclockwise.
48-50	16	Two red, green and blue dyed lights go back and forth counterclockwise.
51-53	17	Integrated mode code 10-16 cycles.
54-56	18	Two red beads run in opposite directions.
57-59	19	Two green beads run in opposite directions.
60-62	20	Two segments of blue beads run in opposite directions.
63-65	21	Two red and green dyed lights run in opposite directions.
66-68	22	Two red and blue dyed lights run in opposite directions.
69-71	23	Two segments of green and blue dyed lamp run in reverse direction.
72-74	24	Two red, green and blue dyed lights run in opposite directions.
75-77	25	Integrated mode code 18-24 cycles.
78-80	26	Two red beads run in opposite directions.
81-83	27	Two green beads run in opposite directions.
84-86	28	Two segments of blue beads run in opposite directions.
87-89	29	Two red and green dyed lights run in opposite directions.
90-92	30	Two red and blue dyed lights run in opposite directions.
93-95	31	Two segments of green and blue dyed lamp run in reverse direction.
96-98	32	Two red, green and blue dyed lights run in opposite directions.
99-101	33	Integrated mode code 26-32cycles.
102-104	34	Two red beads are connected to run in a clockwise circle.
105-107	35	Two segments of green beads are connected to run in a clockwise circle.
108-110	36	Two segments of blue light beads are connected to run in a clockwise circle.
111-113	37	Two red and green dyed lights are connected to run in a clockwise circle.
114-116	38	Two red and blue dyed lights are connected to run in a clockwise circle.
117-119	39	Two segments of green and blue dye lamps are connected to run in a clockwise circle.
120-122	40	Two red, green and blue dyed lights are connected to run clockwise.
123-125	41	Integrated mode code 34-40 cycles.
126-128	42	Two red beads connected in a counterclockwise loop.
129-131	43	Two segments of green beads are connected to run in a counterclockwise loop.
132-134	44	Two segments of blue light beads are connected to run in a counterclockwise loop.
135-137	45	Two red and green dyed lights are connected to run in a counterclockwise circle.

138-140	46	Two red and blue dyed lights are connected to run in a counterclockwise circle.
141-143	47	Two segments of green and blue dye are connected to run in a counterclockwise turn.
144-146	48	Two segments of green and blue dye are connected to run in a counterclockwise turn.
147-149	49	Integrated mode code 42-48 cycles.
150-152	50	Four red beads running back and forth.
153-155	51	Four green beads running back and forth.
156-158	52	Four blue beads running back and forth.
159-161	53	Four red and green dyed lights run back and forth.
162-164	54	Four red and blue dyed lights run back and forth.
165-167	55	Four green and blue dyed lights run back and forth.
168-170	56	Four dyed lights in red, green and blue run back and forth.
171-173	57	Integrated mode code 50-56 cycles.
174-176	58	Four red beads running back and forth.
177-179	59	Four green beads running back and forth.
180-182	60	Four blue beads running back and forth.
183-185	61	Four red and green dyed lights run back and forth.
186-188	62	Four red and blue dyed lights run back and forth.
189-191	63	Four green and blue dyed lights run back and forth.
192-194	64	Four dyed lights in red, green and blue run back and forth.
195-197	65	Integrated mode code 58-64 cycles.
198-200	66	A red bead runs clockwise in the middle.
201-203	67	A green bead runs clockwise in the middle.
204-206	68	A blue bead runs clockwise in the middle.
207-209	69	A red and green dye runs clockwise in the middle.
210-212	70	A red and blue dye runs clockwise in the middle.
213-215	71	A green-and-blue dye runs clockwise in the middle.
216-218	72	A red, green and blue dye runs clockwise in the middle.
219-221	73	Integrated mode code 66-72 cycles.
222-224	74	A section of red beads in the middle of the counterclockwise rotation.
225-227	75	A green bead is running counterclockwise in the middle.
228-230	76	A section of blue light beads in the middle counterclockwise rotation.
231-233	77	A section of red and green dye lights in the middle of the counterclockwise rotation.
234-236	78	A section of red and blue dye runs counterclockwise in the middle.
237-239	79	A section of green and blue dye runs counterclockwise in the middle.
240-242	80	A red, green and blue dyed lamp runs in a counterclockwise circle in the middle.
243-245	81	Integrated mode code 74-80 cycles.
246-248	82	Seven color selection, divided into two different colors in the opposite direction of the circle run.
249-251	83	Colorful runs the horse clockwise
252-254	84	Integrated mode code 2-83 cycles.
255	85	Sound control mode.

VII. Technical parameters

Voltage: AC100~240 V 50/60HZ

Power: 240W

Lamp bead:　960 5050 tri-color LED beads

Control mode:DMX512,self-walking, master-slave, voice control, RDM.

Channels: Channels Selection CH03,CH09,CH24.

Dimming :32 bit 0~100% linear dimming

Features: 8 racer + dye + flash

Working temperature :-30 degrees ~50 degrees

Stroboscopic frequency :1~30 HZ

Appearance: Metal, Black

Connection mode: DMX512 input and output / power input and output.

IP grade: IP20

Size: Weight: