

## F6 Series 6 Head Animation Laser Light User Manual



Thank you for using the 6 heads animation laser projector. For the sake of safety and better operation of this projector, please read this manual carefully before use and operation, lest incur any personal injury or damage to the projector

**•Package list:**

When you unpack the case, please take time to examine the items as follows:

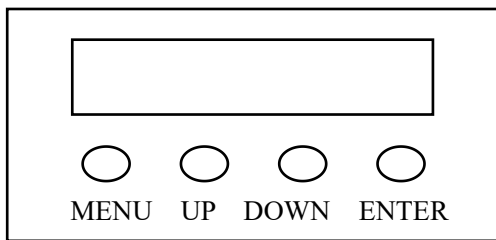
- RGB animation laser projector 1 pc
- Power cord 1 pc
- User manual 1 pc

**Warning!!!Do not look straight at the light source when the light is on**

**• technical parameters:**

Rated Voltage: AC100V~230V 50~60Hz±10%  
 Power consumption: 300W max  
 Laser modulation: analog modulation  
 Laser wavelength: R638nm, G520nm, B450nm  
 Laser power: RGB2000mw\*6PCS  
 Laser color: RGB  
 Scan system: ± 20K \*6pcs  
 Control mode: DMX512, music, automatic, master&salve  
 Working environment: indoor  
 working temperature: -10°C~45°C

**• menu setting:**



**Display instruction:**

menu		auto	Dmx-512	little-endian	Color setting	DMX step	version, speed
Function							
Up	Number increase	Axxx, change number to select the speed	dxxx, Change Number to set Address	Setx, 0: positive, 1: negative	Cxx, 0: TTL enhanced, 1 : TTL RGB,analog color	S. xxx, 0: dmx follow good , the bigger the number is, dmx will be more smooth.	Vx:V the number means version number. The third means function. The fourth means speed
Down	Number decrease						
confirm		After a few seconds of confirmation,the current value of the setting will be stored If the function is changed, the second dot will flash, and the second dot will stay on when					

	<p>you press ok. After a few seconds, the state is saved and the second dot goes off. If the parameter is changed, the third dot will flash. After pressing the ok key, the third dot will stay on. After a few seconds, the state is saved and the third dot goes off.</p>					
function	automatic	Setting dmx address	The scan heads of 6 sets are arranged directionally, 0: address code small end arrangement, 1: address code big end arrangement	Different graphs have corresponding values. Specific reference actual effect, it is good to use default value commonly	The default is 0, and the performance is more focused on brightness. If you pay more attention to color expression, please choose 2, of course, the overall color brightness will be a little lower.	This is just for identification. Parameters are fixed and not adjustable. The third part: A means walk with it, d means walk without it. Fourth note: 3 represents 30K and above, respectively 1 represents 10-15k, and 2 represents 20k-25k

### ● channel mode:

Total is 6 heads, below is channel of each head, total is 108CH:

(if address code is 1: so the first channel of first head is 1. the first channel at the second head is 19. the first channel of third head is 37, the first channel of fourth head is 55, the first channel of fifth head is 73, the first channel of sixth head is 91.

Ch1 allColor	0 - 255	0 - 100%	Total dimming
Ch2 Red	0 - 255 Red	0 - 100%	
Ch3 Green	0 - 255 Green	0 - 100%	
Ch4 Blue	0 - 255 Blue	0 - 100%	
Ch5 Pan Coarse	0 - 255 Pan MSB	X moving	To center the graph, the channel value should be set to 128 by default. If the channel value is 0, the image is on the side. If it is outside the display range, it is closed.
Ch6 Pan Fine	0 - 255 Pan LSB	X fine tuning	
Ch7 Tilt Coarse	0 - 255 Tilt MSB	Y moving	
Ch8 Tilt Fine	0 - 255 Tilt LSB	Y fine tuning	
Ch9 Off / Dot / Gobo	Gobo 0 - 255	Every 3 value select one pattern	
Ch10 Zoom	0 - 127 Gobo size	Pattern size	0 the biggest, 127 the smallest
	128-191	From small to big	191 is the slowest
	192-255	From big to small	192 is the slowest
Ch11 Strobe	0-4 Strobe off Strobe effect	No strobe	

	5 - 255 Strobe speed	strobe	
Ch12 rotate	0 - 127 Gobo rotate	rotation	
	128-191	Clockwise rotation	191 is the slowest
	192-255	Anticlockwise rotation	192 is the slowest
Ch13: Color	0-3	Fix color	
	4-6	Light off	
	7-9	white	
	10-127	Color select	
	128-255	Corresponding color palette table 64 color (solid color)	
Ch14: Drawing	0-127	Gradually in	
	128-255	Gradually out	
Ch15: DrawColor, need to use with "Drawing" channel will work well.	0-3	Solid color	
	4-6	Light off	
	7-9	white	
	10-127	Color select	
	128-255	Corresponding color palette table 64 color (solid color)	
CH16: X wave	0	No wave	
	1-63	Small wave	
	64-127	Big wave	
	128-191	Small wave/speed	Auto wave effect
	192-255	Big wave/speed	Auto wave effect
CH17: Y wave	0	No wave	
	1-63	Small wave	
	64-127	Big wave	
	128-191	Small wave/speed	Auto wave effect
	192-255	big wave/speed	Auto wave effect
CH18 dot mode	0-9	Highlight brightness. Calculate: channel value %10	In here can be adjust period of CH16, CH17
	0-129	Show the number of points, evenly distributed. Line display point.	Calculation: channel value /10
	130-255	Show the number	

		of points, evenly distributed. Bolt show points	
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- **Maintenance**

It is very important to keep this RGB animation laser light clean, therefore please clean Dust-proof glass monthly to keep the lights away from dust, dirt or fog juice.