

9CH	Pattern disc	0-7: White light; 8-15: Pattern 1; 16-23: Pattern 2; 24-31: Pattern 3; 32 - 39: Pattern 4; 40 - 47: Pattern 5; 48 - 55: Pattern 6; 56 - 63: Pattern 7; 64 - 73: Pattern 7 Shake from slow to fast; 74 - 82: Pattern 6 Shake from slow to fast; 83 - 91: Pattern 5 Shake from slow to fast; 92 - 100: Pattern 4 Shake from slow to fast; 101 - 109: Pattern 3 Shake from slow to fast; 110-118: Pattern 2 Shake from slow to fast; 119 - 127: Pattern 1 Shake from slow to fast; 128 - 255: Clockwise pattern automatic switching from fast to slow;
10CH	Prism	0-7: Close prism; 8 - 127: Open prism; 128 - 255: Prism rotation from slow to fast;
11CH	Macro function	0 - 49: Channel 1 to channel 10 are valid; 50-200: Auto; 201 - 255: Lamp body voice control;
12CH	reset	0 - 49: No function; 50 - 200: Lamp body reset,effective for5S

LED Stage Lighting Equipment User Manual

100W small steel gun shaking head lamp



Please read the instruction carefully before use

Functional specifications

No.	Display	Function Description
1	Addr	A001—a512 address code
2	Chnd	12CH channel selection
3	Slnd	Operation mode selection (DMX self-propelled voice control)
4	Pan	Yes, no motor x forward and reverse setting
5	Tilt	Yes, no motor Y forward and reverse setting
6	Sene	Voice control sensitivity adjustment (0-100)
7	LED	On, off screen always on setting
8	DISP	Yes, no display positive and negative setting
9	TEMP	XXX Display temperature
10	Ver	V100 Software version number
11	Faet	YES, NO Restore factory settings

12 CH

No.	Function	Description
1CH	X-axis	
2CH	X-axis fine adjustment	
3CH	Y-axis	
4CH	Y-axis fine adjustment	
5CH	X\Y axis speed	Speed from fast to slow
6CH	pattern white light	Pattern dimming from dark to light
7CH	Pattern strobe	0: No function; 1 – 255: Synchronous stroboscopic speed from slow to fast (1hz~25hz);
8CH	Color disc	0-15: White light; 16 - 31: Colour 1; 32-47: Colour2; 48 - 63: Colour3; 64 - 79: Colour4; 80 - 95: Colour5; 96 - 111: Colour 6; 112-127: Colour?; 128 - 255: Clockwise color automatic switching from fast to slow;