RGB STROBE

Display panel and key definition
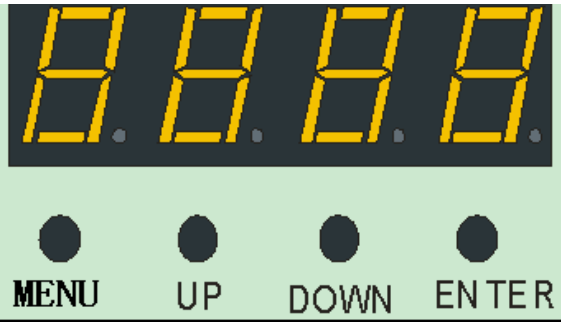
menu	towards	down	confirm

Menu key: Select function

Up key: the parameter is incremented

Down key: parameter decrement

Confirm key: confirm and save

Menu function

Press the menu key after power on, and the menu menu will appear in turn; Press the up or down key to modify the function parameters, and press the OK key to save the current function and parameters (with power down memory after saving)。

Menu ：

A001	➡	A512	Modify the address code (A001 ~ A512) up or down, and click OK to save.
CH03	➡	CH39	Switch up or down CH04, ch11, ch32 and ch39, and click OK to save.
M000	➡	M083	84 kinds of three in one built-in effects (M000 ~ m083), switch the built-in effects up or down, and click OK to save.
S000	➡	S255	Modify the running speed of the three in one built-in effect (s000 ~ s255) up or down, and press the OK key to save.
M000	➡	M040	There are 41 built-in effects of middle white light (M000 ~ M040). Switch the built-in effects up or down, and press the OK key to save.
S000	➡	S255	Modify the running speed of the built-in effect of the middle white light up or down (s000 ~ s255), and press the OK key to save.
sound	➡	Sound	Voice mode.
R255	➡	R000	Modify the red light bead brightness (r000 ~ r255) up or down, and press the OK key to save.
G255	➡	G000	Modify the green light bulb brightness (G000 ~ g255) up or down, and press the OK key to save.
B255	➡	B000	Modify the brightness of blue light beads (b000 ~ B255) up or down, and press the OK key to save.
W255	➡	B000	Modify the brightness of the middle white light bulb (w000 ~ W255) up or down, and click OK to save.
T000			Display temperature, for example, t045 indicates that the current lamp temperature is 45 ℃; If 10K thermistor is not installed, T000 is displayed.

Master slave control

Two or more identical lamps are connected by DMX three core signal wires, and the lamps are

set to any address code A001 ~ A512

One is the host, the other lamps are the slave, and all slave displays do not flash; When the host gradient, pulse change, jump change, voice control and self walking effects are used, all slaves synchronize the gradient, pulse change, jump change, voice control and self walking effects

. special attention: 1. Only one host can be set for a group of lamps. If there are multiple hosts, all lamps will flash out of sync.

2. All lamps can only work when the DMX512 console is turned off.

Factory settings

In case of any address code from A001 to A512, press the menu key for 5 seconds to enter the factory setting. Factory setting mainly includes the functions of lamp output power, fan setting mode, setting temperature protection point and sending parameters. The factory sets any mode and exits by pressing the menu key for 5 seconds.

Factory setting table：

R255	➡	R032	Modify the red light bead current (r032-r255) upward or downward, press the OK key to save, and the default is R200.
G255	➡	G032	Modify the green light bulb current (g032-g255) up or down, press OK to save, and the default is G200.
B255	➡	B032	Modify the blue light bead current (b032-b255) up or down, press the OK key to save, and the default is B200.
W255	➡	W032	Modify the blue light bead current (w032-w255) up or down, press the OK key to save, and the default is W240.
FAN0	➡	FAN1	Fan setting: when fan0 light is on, start the fan, when Fan1 reaches the set temperature protection point, start the fan, and press OK to save.
T040	➡	T070	Set the temperature protection point, modify the parameters up or down (40 ℃ ~ 70 ℃), press the OK key to save, and the default is 65.
Send	➡	Send	Send the factory setting parameters of the machine up or down to all other lamps connected in parallel with three core signal wires; Confirm the sending parameters and press the menu key for 5 seconds

DMX512 console

After power on, the address codes of all lamps are set. Connect all lamps to DMX512 console in parallel with three core signal wires, and the address code will stop flashing, indicating that DMX512 console signal has been sent to lamps. Use DMX512 console to control relevant functions according to the instructions of each channel.

CH04Channel description：

pass agew ay	Channel value	basic function
1	000-255	Red bead linear dimming
2	000-255	Green bulb linear dimming
3	000-255	Blue bead linear dimming
4	000-255	White bulb linear dimming

CH11Channel description：

pass agew ay	Channel value	basic function

514-a023-03ga-8 + 8 strobe lamp instruction

1	000-255	Total dimming
2	000-255	Three in one stroboscopic
3	000-255	Three in the first mock exam (see: six, mode effect)
4	000-255	Three in the first mock exam speed
5	000-255	Red bead linear dimming
6	000-255	Green bulb linear dimming
7	000-255	Blue bead linear dimming
8	000-255	White stroboscopic
9	000-255	White light mode (see VI. mode effect for details)
10	000-255	White light mode speed
11	000-255	White light bulb linear dimming

CH32Channel description：

passageway	Channel value	basic function
1	000-255	Section 1 three in one red light bead linear dimming
2	000-255	Section 1 three in one green light bead linear dimming
3	000-255	Section 1 three in one blue light bead linear dimming
4	000-255	Section 2 three in one red light bead linear dimming
5	000-255	Section 2 three in one green light bead linear dimming
6	000-255	Section 2 three in one blue light bead linear dimming
...	...	... ...
22	000-255	Section 8 three in one red light bead linear dimming
23	000-255	Section 8 three in one green light bead linear dimming
24	000-255	Segment 8 three in one blue light bead linear dimming
25	000-255	Section 1 white light bulb linear dimming
26	000-255	Linear dimming of section 2 white light bulb
27	000-255	Section 3 white light bulb linear dimming
28	000-255	Section 4 white light bulb linear dimming
29	000-255	Section 5 white light bulb linear dimming

30	000-255	Section 6 white light bulb linear dimming
31	000-255	Section 7 white light bulb linear dimming
32	000-255	Section 8 white light bulb linear dimming

CH39Channel description：

passageway	Channel value	basic function
1	000-255	Total dimming
2	000-255	Three in one stroboscopic
3	000-255	The first mock exam is the first mock exam. Three in one mode (see: six, three in one mode).
4	000-255	Three in the first mock exam speed
5	000-255	Section 1 three in one red light bead linear dimming
6	000-255	Section 1 three in one green light bead linear dimming
7	000-255	Section 1 three in one blue light bead linear dimming
...	...	... ...
26	000-255	Section 8 three in one red light bead linear dimming
27	000-255	Section 8 three in one green light bead linear dimming
28	000-255	Segment 8 three in one blue light bead linear dimming
29	000-255	White stroboscopic
30	000-255	White light mode (see VI. white light mode effect for details)
31	000-255	White light mode speed
32	000-255	Section 1 white light bulb linear dimming
33	000-255	Linear dimming of section 2 white light bulb
34	000-255	Section 3 white light bulb linear dimming
35	000-255	Section 4 white light bulb linear dimming

	5	
36	000-255	Section 5 white light bulb linear dimming
37	000-255	Section 6 white light bulb linear dimming
38	000-255	Section 7 white light bulb linear dimming
39	000-255	Section 8 white light bulb linear dimming

Mode effect

Three in the first mock exam:

Channel value	Mode code	effect
0-2	0	No effect
3-5	1	R all red light beads are on.
6-8	2	G green light beads are all on.
9-11	3	B the blue light beads are all on.
12-14	4	RG red and green dyeing lights are all on.
15-17	5	RB red and blue staining lights are all on.
18-20	6	GB green and blue staining lights are all on.
21-23	7	RGB red, green and blue staining lights are all on.
24-26	8	Comprehensive mode code 1-7 cycle.
27-29	9	Gradual change
30-32	10	Pulse change
33-35	11	A red light bead running horse.
36-38	12	A green light bead running horse.
39-41	13	A blue light bead running horse.
42-44	14	A section of red and green colored light running horse.
45-47	15	A section of red and blue colored light running horse.
48-50	16	A section of green and blue colored light running horse.
51-53	17	A section of red, green and blue colored light running horse.
54-56	18	Integrated mode code 11-17 cycle.
57-59	19	Two sections of red light beads running horse.
60-62	20	Two sections of green light beads running horse.
63-65	21	Two sections of blue light beads running horse.
66-68	22	The second section of red and green dyeing lamp runs a horse.
69-71	23	The second section of red and blue dyeing lamp runs a horse.
72-74	24	The second section of green and blue dyeing light runs a horse.
75-77	25	The second section of red, green and blue dyeing light runs a horse.
78-80	26	Integrated mode code 19-25 cycle.
81-83	27	A section of red light bead is refreshed.
84-86	28	A section of green light beads refresh.

87-89	29	A section of blue light bead is refreshed.
90-92	30	A section of red and green dyeing light refreshes.
93-95	31	A section of red and blue dye lamp is refreshed.
96-98	32	A section of green and blue staining light refreshes.
99-101	33	A section of red, green and blue staining light refreshes.
102-104	34	Integrated mode code 27-33 cycle.
105-107	35	A section of red light beads at the head and tail refresh back and forth.
108-110	36	A section of green light beads at the head and tail refresh back and forth.
111-113	37	A section of blue light beads at the head and tail refresh back and forth.
114-116	38	The red and green staining lights at the head and tail are refreshed back and forth.
117-119	39	The red and blue staining lights at the head and tail are refreshed back and forth.
120-122	40	The green and blue staining lights at the head and tail are refreshed back and forth.
123-125	41	The red, green and blue staining lights at the head and tail are refreshed back and forth.
126-128	42	Comprehensive mode code 35-41 cycle.
129-131	43	Two red light beads run back and forth.
132-134	44	Two green light beads run back and forth.
135-137	45	Two blue light beads run back and forth.
138-140	46	Run back and forth with two red and green colored lights.
141-143	47	Run back and forth with two red and blue colored lights.
144-146	48	Run back and forth with two green and blue lights.
147-149	49	Run back and forth with two red, green and blue lights.
150-152	50	Integrated mode code 43-49 cycle.
153-155	51	A red light bead and a green light bead run back.
156-158	52	A green light bead and a blue light bead run back.
159-161	53	A section of blue light beads and a section of red and green colored lights run back.
162-164	54	A red and green colored light and a red and blue colored light run back.
165-16	55	A section of red and blue staining light and a section of green and blue

7			**staining light return to the shape.**
168-170	56		**A green and blue colored light and a red, green and blue colored light run back.**
171-173	57		**A section of red, green and blue colored lights and a section of red light beads run back.**
174-176	58		**Integrated mode code 51-57 cycle.**
177-179	59		**Two square runs with red light beads.**
180-182	60		**Two green light bead square runs.**
183-185	61		**Two square runs with blue light beads.**
186-188	62		**Two sections of red and green colored light square run.**
189-191	63		**Two sections of red and blue stained light square run.**
192-194	64		**Two green and blue colored light square runs.**
195-197	65		**Two sections of red, green and blue colored light square run.**
198-200	66		**Integrated mode code 59-65 cycle.**
201-203	67		**There is a remnant of a red light bead running horse.**
204-206	68		**A green light bead has a remnant of a running horse.**
207-209	69		**There is a remnant of a running horse with blue light beads.**
210-212	70		**A section of red and green colored light has remnants of a running horse.**
213-215	71		**A section of red and blue colored light has a remnant of a running horse.**
216-218	72		**A section of green and blue colored light has remnants of a running horse.**
219-221	73		**A section of red, green and blue colored light has remnants of a running horse.**
222-224	74		**Integrated mode code 105-111 cycle.**
225-227	75		**A section of red light beads piled up.**
228-230	76		**Green light beads piled up.**
231-233	77		**A section of blue light beads piled up.**
234-236	78		**A section of red and green dye lamps piled up.**
237-23	79		**A section of red and blue staining lamp is stacked.**

9		
240-242	80	A section of green and blue staining lights piled up.
243-245	81	A section of red, green and blue staining lights piled up.
246-248	82	Comprehensive mode code 113-119 cycle.
249-251	87	Colorful accumulation.
252-254	88	Colorful flow.
255	89	Mode code mode code 11 ~ 81, you can push and pull RGB to change the background color.

White light mode effect:

Channel value	Mode code	effect
0-5	1	No effect
6-11	2	First white light
12-17	3	Second white light
18-23	4	Third section white light
24-29	5	Fourth section white light
30-35	6	Section V white light
36-41	7	Section 6 white light
42-47	8	Seventh paragraph white light
48-53	9	Paragraph 8 white light
54-59	19	A white light runs from left to right.
60-65	20	A white light runs from right to left.
66-71	23	Two white lights run from left to right.
72-77	24	The second section of white light runs from right to left.
78-83	27	Three white lights run from left to right.
84-89	28	Three white lights run from right to left.
90-95	30	A white light ran back and forth.
96-101	33	Two white lights run back and forth.
102-107	34	Three white lights run back and forth.
108-113	37	A white light tail collided from left to right.
114-119	39	A white light tail fell from right to left.
120-125	40	A white light tail fell from left to right.
126-131	43	A white light tail fell from right to left.

132-137	45	A white light tail runs back and forth.
138-143	47	A white light refreshes from left to right.
144-149	49	A white light refreshes from right to left.
150-155	51	A section of white light at both ends refreshes to the middle.
156-161	53	The middle white light refreshes to both ends
162-167	55	Run back and forth in white light at both ends.
168-173	57	A section of white light accumulates from left to right.
174-179	59	A section of white light accumulates from right to left.
180-185	61	White light waves from left to right.
186-191	63	White light waves from right to left.
192-197	65	A section of white light at both ends converges in the middle.
198-203	67	Separate a section of white light wave from the middle to both ends.
204-209	69	A white light runs back and forth at four intervals.
210-215	71	Four section connection white light runs back and forth.
216-221	73	A white light creeps from left to right.
222-227	75	A white light creeps from right to left.
228-233	77	A gradual white light moves from left to right, and finally flashes back.
234-239	79	Two white light pendulums.
240-245	81	After a period of white light accumulation, another period disappears.
246-251	87	The two ends of the white light collide and grow larger.
252-255	88	Comprehensive mode.

Technical parameter：

Voltage: AC100 ~ 240V 50 / 60Hz

Power: 38V / 280W

Lamp beads: 864 5050 three color LED lamp beads + 96 white LEDs

514-a023-03ga-8 + 8 strobe lamp instruction

Control mode: DMX512, self-propelled, master-slave, voice control, with RDM function.

Ch4, ch11, ch32, CH39

Dimming: 32bit 0 ~ 100% linear dimming

Features: 8 + 8 section horse running + dyeing + Flash

Operating temperature: - 30 ℃ ~ 50 ℃

Stroboscopic frequency: 1 ~ 30Hz

Appearance: metal, black

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

IP class: IP20