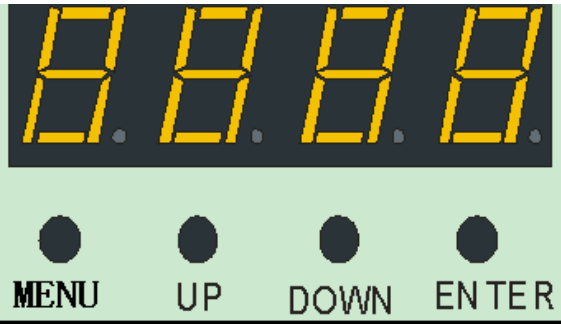


821-a083-24 RGB + 12 W strobe lamp instruction

350MM STROBE

Display panel and key definition



menu Up 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 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. A001 is the default.
CH04	⇒	CH168	Switch up or down CH04, ch13, ch84 and ch93. Press OK to save. Ch13 is the default.
M000	⇒	M126	Modify upward or downward, 128 three in one built-in effects (M000 ~ m127), OK to save.
S000	⇒	S255	Modify the running speed of the three in one built-in effect (s000 ~ s255) up or down, and confirm to save.
E000	⇒	E0064	Modify 65 kinds of built-in white light (e000 ~ e0064) up or down. Switch the built-in effect up and down and confirm to save.
S000	⇒	S255	Modify the running speed of the built-in white light (4-in-1) effect (s000 ~ s255) up or down, and confirm to save.
X000	⇒	X127	Modify upward or downward, 128 four in one built-in effects (x000 ~ x127), OK to save
Soud	⇒	Soud	Audio Mode
R255	⇒	R000	Modify the red light bead brightness (r000 ~ r255) up or down, and press the OK key to save. The default is r255.
G255	⇒	G000	Modify the green light bulb brightness (G000 ~ g255) up or down, press OK to save, and the default is g255.
B255	⇒	B000	Modify the brightness of blue light beads (b000 ~ B255) up or down, and press the OK key to save. The default is B255.
W255	⇒	W000	Modify the brightness of white light beads (w000 ~ W255) up or down, and press OK to save. The default is W255.
T000			Display temperature, for example, t045 indicates that the current lamp temperature is 45 °C; If 10K thermistor is not installed, T000 is displayed.

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Master slave control

Two or more identical lamps are connected by DMX three core signal wires. The lamps are set to any address code from A001 to A512, any one is set as the host, other lamps are slaves, 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 3 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. Factory setting any mode and pressing menu key to exit in 3 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 r225.
G255	→	G032	Modify the green light bulb current (g032-g255) up or down, press OK to save, and the default is g225.
B255	→	B032	Modify the blue light bead current (b032-b255) up or down, press the OK key to save, and the default is b225.
W255	→	W032	Modify the white light bead current (w032-w255) up or down, press OK to save, and the default is w225.
FAN0	→	FAN1	F fan setting: when fan0 light is on, start the fan, 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 °C ~ 70 °C), press the OK key to save, and the default is t065.
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 3 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.

CH4Channel description:

pass age way	Channe l value	basic function
1	000-25 5	Red light bead linear dimming.
2	000-25 5	Green light bead linear dimming.
3	000-25	Blue light bead linear dimming.

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4	000-25	White light bead linear dimming.




CH13Channel description:

pass age way	Channel value	basic function
1	000-25 5	Total dimming
2	000-25 5	Stroboscopic
3	000-25 5	RGB auxiliary light effect mode selection
4	000-25 5	RGB secondary light effect mode speed
5	000-25 5	W main light effect mode selection
6	000-25 5	W / RGBW main light effect speed (see VI for RGBW effect)
7	000-25 5	RGBW main light effect mode selection
8	000-25 5	Red light bead linear dimming.
9	000-25 5	Green light bead linear dimming.
10	000-25 5	Blue light bead linear dimming.
11	000-25 5	White light bead linear dimming.
12	000-25 5	Background color selection
13	000-25 5	Background tone light

CH84Channel description:

pass age way	Channel value	basic function
1	000-25 5	Section 01 white light bead linear dimming.
2	000-25 5	Section 02 white light bead linear dimming.
3	000-25 5	Section 03 white light bead linear dimming.
4	000-25	Section 04 white light bead linear dimming.

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5	000-25 5	Section 05: linear dimming of white light beads.
6	000-25 5	Section 06 white bulb linear dimming.
7	000-25 5	Section 07 white light bead linear dimming.
8	000-25 5	Section 08 white light bead linear dimming.
9	000-25 5	Section 09 white light bead linear dimming.
10	000-25 5	Section 10 white light bead linear dimming.
11	000-25 5	Section 11 white bulb linear dimming.
12	000-25 5	Section 12 white bulb linear dimming.
13	000-25 5	Segment 01 red light bead linear dimming.
14	000-25 5	Segment 01 green light bead linear dimming.
15	000-25 5	Segment 01: linear dimming of blue light beads.
16	000-25 5	Section 02 red light bead linear dimming.
17	000-25 5	Segment 02 green bulb linear dimming.
18	000-25 5	Segment 02: linear dimming of blue light beads.
19	000-25 5	Section 03 red light bead linear dimming.
20	000-25 5	Segment 03 green light bead linear dimming.
21	000-25 5	Segment 03 linear dimming of blue light beads.
...   
82	000-25 5	Section 24 red light bead linear dimming.
83	000-25 5	Segment 24 green light bead linear dimming.
84	000-25 5	Segment 24: linear dimming of blue light beads.

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CH93Channel description:

pass age way	Channe l value	basic function
1	000-25 5	Total dimming
2	000-25 5	Stroboscopic
3	000-25 5	RGB auxiliary light effect mode selection
4	000-25 5	RGB secondary light effect mode speed
5	000-25 5	W main light effect mode selection
6	000-25 5	W / RGBW main light effect speed (see VI for RGBW effect)
7	000-25 5	RGBW main light effect mode selection
8	000-25 5	Section 01 white light bead linear dimming.
9	000-25 5	Section 02 white light bead linear dimming.
10	000-25 5	Section 03 white light bead linear dimming.
11	000-25 5	Section 04 white light bead linear dimming.
12	000-25 5	Section 05: linear dimming of white light beads.
13	000-25 5	Section 06 white bulb linear dimming.
14	000-25 5	Section 07 white light bead linear dimming.
15	000-25 5	Section 08 white light bead linear dimming.
16	000-25 5	Section 09 white light bead linear dimming.
17	000-25 5	Section 10 white light bead linear dimming.
18	000-25 5	Section 11 white bulb linear dimming.
19	000-25 5	Section 12 white bulb linear dimming.
20	000-25 5	Segment 01 red light bead linear dimming.
21	000-25 5	Segment 01 green light bead linear dimming.

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22	000-25 5	Segment 01: linear dimming of blue light beads.
23	000-25 5	Section 02 red light bead linear dimming.
24	000-25 5	Segment 02 green bulb linear dimming.
25	000-25 5	Segment 02: linear dimming of blue light beads.
89	000-25 5	Section 24 red light bead linear dimming.
90	000-25 5	Segment 24 green light bead linear dimming.
91	000-25 5	Segment 24: linear dimming of blue light beads.
92	000-25 5	Background color selection
93	000-25 5	Background tone light

六、Mode effect (prompt: mode code 11 ~ 114, you can push and pull RGB to change the background color.)

	Channel value	Mode code	RGB secondary light effect
RGB	0-1	0	No effect
	2-3	1	Pulse change.
	4-5	2	Gradient.
	6-7	3	Jump.
	8-9	4	One stage running horse in the same direction.
	10-11	5	One stage running horse in the same direction. (7 colors)
	12-13	6	Run back and forth in the same direction.
	14-15	7	Run back and forth in the same direction. (7 colors)
	16-17	8	Single stage reverse running.
	18-19	9	Single stage reverse running. (7 colors)
	20-21	10	Run back and forth in a single reverse.
	22-23	11	Run back and forth in a single reverse. (7 colors)
	24-25	12	Collision horse.
RGB	26-27	13	Collision horse. (7 colors)
	28-29	14	Jump two-stage horse running.
	30-31	15	Jump two-stage horse running. (7 colors)
	32-33	16	Run back and forth at both ends.
	34-35	17	Run back and forth at both ends. (7 colors)
	36-37	18	Jump two-stage reverse horse running.

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	38-39	19	Jump two-stage reverse horse running. (7 colors)
	40-41	20	A collision race at both ends.
	42-43	21	A collision race at both ends. (7 colors)
	44-45	22	Two stage running horse in the same direction.
	46-47	23	Two stage running horse in the same direction. (7 colors)
	48-49	24	Run back and forth in the same direction.
	50-51	25	Run back and forth in the same direction. (7 colors)
	52-53	26	Double reverse running.
	54-55	27	Double reverse running. (7 colors)
	56-57	28	Double back and forth.
	58-59	29	Double back and forth. (7 colors)
	60-61	30	Two sections at each end collide to run a horse.
	62-63	31	Two sections at each end collide to run a horse. (7 colors)
	64-65	32	Multi stage running in the same direction.
	66-67	33	Multi stage running in the same direction. (7 colors)
	68-69	34	Run back and forth at both ends.
	70-71	35	Run back and forth at both ends. (7 colors)
	72-73	36	Multi segment reverse running.
	74-75	37	Multi segment reverse running. (7 colors)
	76-77	38	Run back and forth in reverse.
	78-79	39	Run back and forth in reverse. (7 colors)
	80-81	40	Three runs in the same direction.
	82-83	41	Three runs in the same direction. (7 colors)
	84-85	42	Run back and forth in three sections.
	86-87	43	Run back and forth in three sections. (7 colors)
	88-89	44	Three reverse runs.
	90-91	45	Three reverse runs. (7 colors)
	92-93	46	Three reverse runs.
	94-95	47	Three reverse runs. (7 colors)
	96-97	48	Single segment extension in the same direction.
	98-99	49	Single segment extension in the same direction. (7 colors)
	100-101	50	Single section expansion in the same direction.
	102-103	51	Single section expansion in the same direction. (7 colors)
	104-105	52	Single segment reverse extension.
	106-107	53	Single segment reverse extension. (7 colors)
	108-109	54	Single section reverse expansion.
	110-111	55	Single section reverse expansion. (7 colors)
	112-113	56	A stretch collision at both ends.
	114-115	57	A stretch collision at both ends. (7 colors)
	116-117	58	A telescopic collision at both ends.
	118-119	59	A telescopic collision at both ends. (7 colors)
	120-121	60	Single section stacking in the same direction.
RGB	122-123	61	Single section stacking in the same direction. (7 colors)
	124-125	62	Single stage reverse stacking.
	126-127	63	Single stage reverse stacking. (7 colors)
	128-129	64	One section at each end collides and accumulates in the same direction.
	130-131	65	One section at each end collides and accumulates in the same direction. (7

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			colors)
	132-133	66	One section at each end is stacked in reverse.
	134-135	67	One section at each end is stacked in reverse. (7 colors)
	136-137	68	Single section stacking in the same direction.
	138-139	69	Single section stacking in the same direction. (7 colors)
	140-141	70	Single stage reverse stacking.
	142-143	71	Single stage reverse stacking. (7 colors)
	144-145	72	Three sections expand in the same direction.
	146-147	73	Three sections expand in the same direction. (7 colors)
	148-149	74	Double section reverse expansion.
	150-151	75	Double section reverse expansion. (7 colors)
	152-153	76	Single stage tail running in the same direction.
	154-155	77	Single stage tail running in the same direction. (7 colors)
	156-157	78	Single stage reverse tailing.
	158-159	79	Single stage reverse tailing. (7 colors)
	160-161	80	A trailing collision at both ends.
	162-163	81	A trailing collision at both ends. (color)
	164-165	82	Two stage reverse tail running.
	166-167	83	Two stage reverse tail running. (7 colors)
	168-169	84	Single interval reverse running.
	170-171	85	Single interval reverse running. (7 colors)
	172-173	86	Run in reverse at two intervals.
	174-175	87	Run in reverse at two intervals. (7 colors)
	176-177	88	Photo retraction.
	178-179	89	Photo retraction. (7 colors)
	180-181	90	Gradient scaling.
	182-183	91	Gradient scaling. (7 colors)
	184-185	92	Double section same direction pendulum.
	186-187	93	Double section same direction pendulum. (7 colors)
	188-189	94	Single segment same direction afterimage pendulum.
	190-191	95	Single segment same direction afterimage pendulum. (7 colors)
	192-193	96	Single section trailing pendulum in the same direction.
	194-195	97	Single section trailing pendulum in the same direction. (7 colors)
	196-197	98	Double inverted pendulum.
	198-199	99	Double inverted pendulum. (7 colors)
	200-201	100	Single segment afterimage reverse pendulum.
	202-203	101	Single segment afterimage reverse pendulum. (7 colors)
	204-205	102	Single trailing reverse pendulum.
	206-207	103	Single trailing reverse pendulum. (7 colors)
	208-209	104	A running horse of different colors (red and green) at both ends.
	210-211	105	A running horse of different colors (red and blue) at both ends.
	212-213	106	A running horse of different colors (blue and green) at both ends.
	214-215	107	A tail running horse of different colors (red and green) at both ends.
RGB	216-217	108	A tail running horse of different colors (red and blue) at both ends.
	218-219	109	A tail running horse of different colors (blue and green) at both ends.
	220-221	110	Single segment flush horse running.
	222-223	111	Single segment same direction running horse reverse refresh.

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224-225	112	Single segment reverse refresh running horse.
226-227	113	7 color single section stacking, one color for each section.
228-229	114	7 color single segment accumulation, one color for each segment.
230-231	115	Single stage discoloration accumulation.
232-233	116	Reverse running at three intervals.
234-235	117	7 Color reverse horse running.
236-237	118	7 Color reverse trailing horse
238-239	119	7 color tail running in the same direction.
240-241	120	Red, green and blue stained waves.
242-243	121	Green and blue dye waves back and forth.
244-245	122	Dye the waves from both ends to the middle.
246-247	123	Red, green and blue tail dyed waves.
248-249	124	Red, green and blue tail in the same direction and dye the waves back and forth.
250-251	125	Red, green and blue stain the waves back and forth.
252-253	126	The red, green and blue ends are dyed to the middle.
254-255	127	Mode code 1-126 cycle.

Channel value	Mode code	W main light effect
0-3	0	No effect
4-7	1	Single stage horse running.
8-11	2	Single run back and forth.
12-15	3	A running horse at each end.
16-19	4	Two runs in the same direction
20-23	5	Run back and forth in reverse.
24-27	6	Two stage horse running.
28-31	7	Double back and forth.
32-35	8	Run to the middle at both ends.
36-39	9	Two sections of 8 white lights run in the same direction.
40-43	10	Two sections of 8 white lights run back and forth in the same direction.
44-47	11	Three runs in the same direction.
48-51	12	Run back and forth in the same direction.
52-55	13	Run to the middle in three sections at both ends.
56-59	14	Two sections of 12 white lights run in the same direction.
60-63	15	Two sections of 12 white lights run back and forth in the same direction.
64-67	16	Single segment extension.
68-71	17	Single section expansion.
72-75	18	One section at each end extends to the middle.
76-79	19	One section at each end extends to the middle.
80-83	20	Two stretch.
84-87	21	Two section expansion.
88-91	22	Three stretch.
92-95	23	Three section expansion.
96-99	24	The middle section extends to both sides (different time)
100-10	25	Interval expansion.

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3		
104-10 7	26	12 sections of running water.
108-11 1	27	Single section stacking.
112-11 5	28	One section at each end is stacked in the middle.
116-11 9	29	Two sections are stacked in the same direction.
120-12 3	30	Two section stacking.
124-12 7	31	Three interval expansion.
128-13 1	32	Run back and forth.
132-13 5	33	A single tailed horse.
136-13 9	34	One at each end, tailing to the middle.
140-14 3	35	Two tailed runs.
144-14 7	36	Single tailed back and forth.
148-15 1	37	Two tailed back and forth.
152-15 5	38	Run back and forth with a tail at each end.
156-15 9	39	Single peak running horse.
160-16 3	40	One peak at each end and run to the middle.
164-16 7	41	Wave crest horse running.
168-17 1	42	A single peak runs back and forth.
172-17 5	43	The crest ran back and forth.
176-17 9	44	Run back and forth to a peak at both ends.
180-18 3	45	A backward tailrace.
184-18 7	46	A backward tailrace at both ends.
188-19 1	47	A backward drag back and forth.
192-19 5	48	Two backward tailing back and forth.
196-19	49	Run back and forth at both ends.

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200-20 3	50	Single meteor.
204-20 7	51	Interval running.
208-21 1	52	Two sections of 8 white light running horses.
212-21 5	53	24 white light running horses.
216-21 9	54	24 shook their heads.
220-22 3	55	Take a picture from the middle to both ends.
224-22 7	56	From the middle to both ends, it gradually weakens and shrinks.
228-23 1	57	Stretching from the middle to both ends.
232-23 5	58	12 white light pendulums.
236-23 9	59	12 white light trailing pendulums.
240-24 3	60	Meteor pendulum.
244-24 7	61	Single segment multiple telescopic horse running.
248-25 1	62	A stretch horse at both ends.
252-25 5	63	Mode code 1-62 cycle.

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Technical parameter:

- **Voltage: AC100 ~ 240V 50 / 60Hz**
- **Power: 150W**
- **Lamp beads: 96 5050 three color LED lamp beads + 48 white LEDs**
- **Control mode: DMX512, self-propelled, master-slave, with RDM function.**
- **Channels: CH04, ch13, ch84, ch93**
- **Dimming: 32bit 0 ~ 100% linear dimming**
- **Features: 24 + 12 section horse running + dyeing + Flash**
- **Operating temperature: - 30 °C ~ 60 °C**
- **Stroboscopic frequency: 1 ~ 30Hz**
- **Appearance: metal, black**
- **Connection mode: DMX512 input / output / power input / output.**
- **IP class: IP20**