### **LED BATTEN 4 IN 1 RGB + WARM WHITE**

**Definition of display panel and keys** 



Menu key: Select function Up key: parameter addition

Down key: decrease the parameter Confirm key: confirm and save

#### **MENU FUNCTIONS**

After power on, press the menu key to display the menu menu in turn; Press the UP or DOWN key to modify the function parameters, and the OK key to save the current functions and parameters (with power down memory after saving).

### Menu:

A001	<b>→</b>	A512	Modify the address code (A001~A512) upward or downward, and press OK to save. The default is A001.
СН04	<b>→</b>	CH72	Switch CH04, CH08, CH26, CH72 channels up or down, and press OK to save. The default is CH08.
M000	<b>→</b>	M126	Modify the built-in effect upward or downward, and click OK to save. The default is M000.
<b>S000</b>	<b>→</b>	<b>S255</b>	Modify the running speed of the built-in effect (\$000~\$255) up or down, and press OK to save. The default is \$000.
R255	<b>→</b>	R000	Modify the brightness of the red lamp bead (R000~R255) up or down, and press OK to save. The default value is R255.
G255	<b>→</b>	G000	Modify the green lamp bead brightness (G000~G255) upward or downward, and press OK to save. The default is G255.
B255	<b>→</b>	B000	Modify the blue light bead brightness (B000~B255) up or down, and press OK to save. The default is B255.
W255	<b>→</b>	W000	Modify the white lamp bead brightness (W000~W255) upward or downward, and press OK to save. The default value is W255.
T000			Display temperature, for example, T045 indicates that the current lamp temperature is 45 $^\circ\!\mathrm{C}$ ; If 10K thermistor is not installed, T000 is displayed.

### **Factory Settings**

When any address code is A001~A512, press the menu key for 3 seconds to enter the factory setting. Factory setting mainly includes the functions of output power of each circuit of lamps, fan setting mode, setting temperature protection point, and sending parameters. Press the menu key for 3 seconds to exit any mode set in the factory.

**Factory Setting Mode Table:** 

R255	<b>→</b>	R032	Modify the red lamp bead current (R032-R255) up or down, press OK to save, and R220 is the default.
G255	<b>→</b>	G032	Modify the green lamp bead current (G032-G255) up or down, and press OK to save. The default is G220.
B255	<b>→</b>	B032	Modify the blue lamp bead current (B032-B255) up or down, and press OK to save. The default is B220.
W255	<b>→</b>	W032	Modify the white lamp bead current (W032~W255) upward or downward, and press OK to save. The default is W220.
FAN0	<b>→</b>	FAN1	Fan setting: start the fan when FAN0 is powered on, start the fan when FAN1 reaches the set temperature protection point, and press the OK key to save.
T040	<b>→</b>	Т070	Modify the temperature parameters up or down (40 $^{\circ}\text{C}70~^{\circ}\text{C}$ ), and press the Enter key to save.
Send	<b>→</b>	Send	Send the factory setting parameters of the machine up or down to the lamps connected in parallel with all other three core signal lines; To confirm the sending parameters, press the menu key for 3 seconds to exit, and to deny the parameters, press the OK key to cancel the sending.

#### **Master slave control**

Two or more identical lamps are connected with DMX three core signal lines. All lamps are set with any address code from A001 to A512, and any one is set as the host, while other lamps are slave; When the master is used to adjust the gradual change, pulse change, jump change and self-propelled effect, all slave machines are synchronized with the gradual change, pulse change, jump change and self-propelled effect. Special attention: 1. Only one host can be set for a group of lamps. If there are multiple hosts, all lamps will flash randomly and not synchronize.

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

#### **DMX512Console**

After power on, set the address codes of all lamps, and then connect all lamps to DMX512 console in parallel with three core signal lines, the address codes will stop flashing, indicating that DMX512 console signals have been sent to lamps, and DMX512 console is used to control relevant functions according to the instructions of each channel.

#### **CH04Channel Description**:

Pass	Channe	basic function
age	l value	
way		
1	000-25	Linear dimming of red lamp beads.
	5	
2	000-25	Green lamp bead linear dimming.
	5	
3	000-25	Linear dimming of blue lamp beads.
	5	
4	000-25	Linear dimming of white lamp beads.
	5	

#### **CH08Channel Description:**

pass	Channe	basic function
age	l value	
way		
1	000-25	Compared discouning
	5	General dimming
2	000-25	Stroboscopic
	5	
3	000-25	For specific effects, see: VI. Mode Effects.
	5	
4	000-25	speed
	5	
5	000-25	Linear dimming of red lamp beads.
	5	
6	000-25	Green lamp bead linear dimming.
	5	
7	000-25	Linear dimming of blue lamp beads.
	5	
8	000-25	Linear dimming of white lamp beads.
	5	

#### **CH26Channel Description**

СП	CH26Channel Description:				
pass age	Channe I value	basic function			
way					
1	000-25 5	General dimming			
2	000-25 5	Stroboscopic			
3	000-25 5	For specific effects, see: VI. Mode Effects.			
4	000-25 5	speed			
5	000-25 5	Linear dimming of red lamp beads.			
6	000-25 5	Green lamp bead linear dimming.			
7	000-25 5	Linear dimming of blue lamp beads.			
8	000-25 5	Linear dimming of white lamp beads.			
9	000-25 5	1st lamp bead dimming			
10	000-25 5	The second lamp bead dimming			
11	000-25 5	3rd lamp bead dimming			
12	000-25	The fourth lamp bead dimming			
13	000-25	The 5th lamp bead dimming			

	5	
14	000-25	The 6th lamp bead dimming
	5	
15	000-25	7th lamp bead dimming
	5	
16	000-25	8th lamp bead dimming
	5	
17	000-25	9th lamp bead dimming
	5	
18	000-25	The 10th lamp bead dimming
	5	
19	000-25	The 11th lamp bead dimming
	5	
20	000-25	The 12th lamp bead dimming
	5	
21	000-25	The 13th lamp bead dimming
	5	
22	000-25	The 14th lamp bead dimming
	5	
23	000-25	The 15th lamp bead dimming
	5	
24	000-25	16th lamp bead dimming
	5	
25	000-25	The 17th lamp bead dimming
	5	
26	000-25	The 18th lamp bead dimming
	5	

### **CH72Channel Description:**

CH72Channel Description:			
pass	Channe	basic function	
age	l value		
way			
1	000-25	The first red lamp bead is linear dimming.	
	5		
2	000-25	The first green lamp bead has linear dimming.	
	5		
3	000-25	The first blue lamp bead is linear dimming.	
	5		
4	000-25	The first white lamp bead has linear dimming.	
	5		
69	000-25	The 18th red lamp bead has linear dimming.	
69	5		
70	000-25	The 18th green lamp bead has linear dimming.	
70	5		
71	000-25	The 18th blue lamp bead has linear dimming.	

	5	
72	000-25	The 18th white lamp bead has linear dimming.
	5	

### Mode effect (Prompt: Mode code 11~114, push and pull RGB to change the background color.)

Channe	Mode	effect
I value	code	
0-1	0	No effect
2-3	1	R Red light.
4-5	2	G Green light.
6-7	3	B Blue light.
8-9	4	W White light.
10-11	5	RG red green dye lamp.
12-13	6	RB red blue dye lamp.
14-15	7	GB green blue dye lamp.
16-17	8	Comprehensive 1-7 effect circulation.
18-19	9	Gradient
20-21	10	Pulse change
22-23	11	A red light runs the horse.
24-25	12	A green light runs a horse.
26-27	13	A blue light runs the horse.
28-29	14	A white lamp runs a horse.
30-31	15	A red and green colored lamp is used to run horses.
32-33	16	A red and blue dye lamp runs a horse.
34-35	17	A green and blue colored lamp runs a horse.
36-37	18	Comprehensive 11-17 effect cycle.
38-39	19	A red light and a green light are running horses.
40-41	20	A green light and a blue light are running horses.
42-43	21	A blue light and a white light are running horses.
44-45	22	A white lamp and a red and green dye lamp run horses.
46-47	23	A red green dye lamp and a red blue dye lamp run horses.
48-49	24	A red and blue dye lamp and a green and blue dye lamp run horses.
50-51	25	A green and blue colored lamp and a red lamp run horses.
52-53	26	Comprehensive 19-25 effect cycle.
54-55	27	A red light, a green light and a blue light are running horses.
56-57	28	A green light, a blue light and a white light are running horses.
58-59	29	A blue lamp, a white lamp and a red and green dye lamp run horses.
60-61	30	A white lamp, a red and green dye lamp and a red and blue dye lamp run horses.
62-63	31	A red and green dye lamp, a red and blue dye lamp and a green and blue dye lamp
		run horses.
64-65	32	A red and blue dye lamp, a green and blue dye lamp and a red lamp run horses.
66-67	33	A green and blue dye lamp, a red lamp and a green lamp run horses.
68-69	34	Comprehensive 27-33 effect cycle.
70-71	35	A red light refreshes.
72-73	36	A green light refreshes.
74-75	37	A blue light refreshes.
76-77	38	A white light refreshes.

78-79	39	A red and green dye lamp refreshes.
80-81	40	A red and blue dye lamp refreshes.
82-83	41	A green and blue colored light refreshes.
84-85	42	Comprehensive 35-41 effect cycle.
86-87	43	Two red lights refresh.
88-89	44	Two green lights refresh.
90-91	45	Two blue lights refresh.
92-93	46	Two white lights refresh.
94-95	47	Two red and green dye lights refresh.
96-97	48	Two red and blue dye lights refresh.
98-99	49	Two green and blue lights refresh.
100-10	50	Comprehensive 43-49 effect cycle.
1		
102-10	51	A red light ran back and forth.
3		
104-10	52	A green light ran back and forth.
5		
106-10	53	A blue light ran back and forth.
7		
108-10	54	A white light ran back and forth.
9		
110-11	55	A red and green dye lamp ran back and forth.
1		
112-11	56	A red and blue dye lamp ran back and forth.
3		
114-11	57	A green and blue light ran back and forth.
5	50	Community 54 57 officed circulation
116-11 7	58	Comprehensive 51-57 effect circulation.
118-11	59	Two red lights run back and forth.
118-11	อซ	i wo rea nghts run back and lorth.
120-12	60	Two green lights run back and forth.
120-12	00	1 WO STEEL HIGHES THE BACK AND TOTAL.
122-12	61	Two blue lights run back and forth.
3	"	where ingress in a buon und its till
124-12	62	Two white lights run back and forth.
5		
126-12	63	Two red and green colored lights run back and forth.
7		
128-12	64	Two red and blue colored lights run back and forth.
9		
130-13	65	Two green and blue colored lights run back and forth.
1		
132-13	66	Comprehensive 59-65 effect circulation.
3		
134-13	67	Run back and forth with a red light at each end.
5		
136-13	68	Run back and forth with a green light at each end.

7		
138-13	69	Run back and forth with a blue light at each end.
9		
140-14	70	Run back and forth with a white light at each end.
1		
142-14	71	Run back and forth with a red and green dye lamp at each end.
3		
144-14	72	Run back and forth with a red and blue dye lamp at each end.
5		
146-14	73	Run back and forth with a green and blue dye lamp at each end.
7		
148-14	74	Comprehensive 67-73 effect cycle.
9		
150-15	75	Two red lights at each end run back and forth.
1		
152-15	76	Run back and forth with two green lights at each end.
3		
154-15	77	Run back and forth with two blue lights at each end.
5		
156-15	78	Two white lights at each end run back and forth.
7		
158-15	79	Run back and forth with two red and green colored lights at each end.
9		
160-16	80	Run back and forth with two red and blue dye lights at each end.
1		
162-16	81	Run back and forth with two green and blue colored lights at each end.
3 164-16	82	Comprehensive 75 94 effect evels
5	02	Comprehensive 75-81 effect cycle.
166-16	83	Red light meteor shower.
7	00	Rea light meteor shower.
168-16	84	Green light meteor shower.
9	<b>U</b> -1	
170-17	85	Blue light meteor shower.
1		
172-17	86	White light meteor shower.
3		
174-17	87	Red and green light meteor shower.
5		
176-17	88	Red and blue light meteor shower.
7		
178-17	89	Green and blue light meteor shower.
9		
180-18	90	Comprehensive 83-89 effect circulation.
1		
182-18	91	There is a shadow of a red light running horse.
3		
184-18	92	There is a shadow of a green light running horse.

5		
186-18	93	There is a shadow of a blue light running horse.
7		
188-18	94	A white light running horse has a shadow.
9		
190-19	95	A red and green dye lamp has a shadow of a horse running.
1		
192-19	96	A red and blue dye lamp has a shadow of a running horse.
3		
194-19	97	A green and blue colored lamp has a shadow of a running horse.
5		
196-19	98	Comprehensive 91-97 effect cycle.
7		
198-19	99	Two red light pendulums.
9		
200-20	100	Two green light pendulums.
1		
202-20	101	Two blue light pendulums.
3		
204-20	102	Two white light pendulums.
5		
206-20	103	Two red and green colored light pendulums.
7		
208-20	104	Two red and blue colored light pendulums.
9		
210-21	105	Two green and blue colored light pendulums.
1		
212-21	106	Comprehensive 99-105 effect cycle.
3		
214-21	107	A red light accumulates.
5		
216-21	108	A green light accumulates.
7		
218-21	109	A blue lamp is stacked.
9		
220-22	110	A white lamp accumulates.
1		
222-22	111	A red and green dye lamp accumulates.
3		
224-22	112	A red and blue dye lamp accumulates.
5		
226-22	113	A green and blue dye lamp accumulates.
7		
228-22	114	Comprehensive 107-113 effect cycle.
9		
230-23	115	Red wave.
1		
232-23	116	Green waves.
	<u> </u>	1

3		
234-23	117	Blue waves.
5		
236-23	118	White waves.
7		
238-23	119	Red and green tinted waves.
9		
240-24	120	Red and blue dyed waves.
1		
242-24	121	Green blue dyed waves.
3		
244-24	122	Comprehensive 115-121 effect cycle.
5		
246-24	123	Colorful flowing water.
7		
248-24	124	Colorful refresh, from the middle to both sides, one color at each side.
9		
250-25	125	Colorful color refreshes from the middle to both sides.
1		
252-25	126	Colorful refresh: refresh one color to another.
3		
254-25	127	Mode code 11-126 cycle.
5		

#### **TECHNICAL PARAMETERS:**

Voltage: AC100~240V 50/60HZ

Power: 80W

Lamp beads: 18 four in one LED lamp beads

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

Channels: CH04, CH08, CH26, CH72

Dimming: 32bit 0~100% linear dimming

Features: dyeing+flashing+wall washing lamp

Operating temperature: - 30 ℃~50 ℃

Stroboscopic frequency: 1~30HZ

Appearance: metal, black

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

IP grade: IP20