## 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 | $\Rightarrow$ | A512 | Modify the address code (A001~A512) upward or downward, and press OK to save. <br> The default is A001. |
| :--- | :--- | :--- | :--- |
| CH04 | $\Rightarrow$ | CH72 | Switch CH04, CH08, CH26, CH72 channels up or down, and press OK to save. The <br> default is CH08. |
| M000 | $\Rightarrow$ | M126 | Modify the built-in effect upward or downward, and click OK to save. The default is <br> M000. |
| S000 | $\Rightarrow$ | S255 | Modify the running speed of the built-in effect (S000~S255) up or down, and press <br> OK to save. The default is S000. |
| R255 | $\Rightarrow$ | R000 | Modify the brightness of the red lamp bead (R000~R255) up or down, and press OK <br> to save. The default value is R255. |
| G255 | $\Rightarrow$ | G000 | Modify the green lamp bead brightness (G000~G255) upward or downward, and <br> press OK to save. The default is G255. |
| B255 | $\Rightarrow$ | B000 | Modify the blue light bead brightness (B000~B255) up or down, and press OK to <br> save. The default is B255. |
| W255 | $\Rightarrow$ | W000 | Modify the white lamp bead brightness (W000~W255) upward or downward, and <br> press OK to save. The default value is W255. |
| T000 |  | Display temperature, for example, T045 indicates that the current lamp <br> temperature is 45 ${ }^{\circ} \mathrm{C} ; ~ I f ~ 10 K ~ t h e r m i s t o r ~ i s ~ n o t ~ i n s t a l l e d, ~ T 000 ~ i s ~ d i s p l a y e d . ~$ |  |

## 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 $\mathbf{3}$ seconds to exit any mode set in the factory.

Factory Setting Mode Table:

| R255 | $\Rightarrow$ | R032 | Modify the red lamp bead current (R032-R255) up or down, press OK to save, and R220 is the default. |
| :---: | :---: | :---: | :---: |
| G255 | $\Rightarrow$ | G032 | Modify the green lamp bead current (G032-G255) up or down, and press OK to save. The default is G220. |
| B255 | $\Rightarrow$ | B032 | Modify the blue lamp bead current (B032-B255) up or down, and press OK to save. The default is B220. |
| W255 | $\Rightarrow$ | W032 | Modify the white lamp bead current (W032~W255) upward or downward, and press OK to save. The default is W220. |
| FANO | $\Rightarrow$ | 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 | - | T070 | Modify the temperature parameters up or down ( $40^{\circ} \mathrm{C} \sim 70^{\circ} \mathrm{C}$ ), and press the Enter key to save. |
| Send | $\Rightarrow$ | 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 <br> age <br> way | Channe <br> I value |  |
| :---: | :--- | :--- |
| 1 | $000-25$ <br> 5 | Linear dimming of red lamp beads. |
| 2 | $000-25$ <br> 5 | Green lamp bead linear dimming. |
| 3 | $000-25$ <br> 5 | Linear dimming of blue lamp beads. |
| 4 | $000-25$ <br> 5 | Linear dimming of white lamp beads. |

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


| CH26Channel Description: |  |  |
| :---: | :---: | :---: |
| pass age way | Channe I value | basic function |
| 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 <br> 5 | Linear dimming of red lamp beads. |
| 6 | 000-25 <br> 5 | Green lamp bead linear dimming. |
| 7 | 000-25 $5$ | Linear dimming of blue lamp beads. |
| 8 | 000-25 <br> 5 | Linear dimming of white lamp beads. |
| 9 | 000-25 <br> 5 | 1st lamp bead dimming |
| 10 | 000-25 <br> 5 | The second lamp bead dimming |
| 11 | $000-25$ $5$ | 3rd lamp bead dimming |
| 12 | 000-25 <br> 5 | The fourth lamp bead dimming |
| 13 | 000-25 | The 5th lamp bead dimming |

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|  | 5 |  |
| :--- | :--- | :--- |
| 14 | $000-25$ <br> 5 | The 6th lamp bead dimming |
| 15 | $000-25$ | 7th lamp bead dimming |
| 16 | $000-25$ <br> 5 | 8th lamp bead dimming |
| 17 | $000-25$ <br> 5 | 9th lamp bead dimming <br> 18$000-25$ <br> 5 |
| 19 | $000-25$ <br> 5 | The 10th lamp bead dimming |
| 20 | $000-25$ <br> 5 | The 12th lamp bead dimming |
| 22 | $000-25$ <br> 5 | The 13th lamp bead dimming bead dimming |
| 23 | $000-25$ <br> 5 | The 14th lamp bead dimming <br> 25 <br> $000-25$ <br> 5 |
| $000-25$ <br> 5 | The 16th lamp bead dimming |  |
| The 17th lamp bead dimming lamp bead dimming |  |  |

CH72Channel Description:

| pass age way | Channe <br> I value | basic function |
| :---: | :---: | :---: |
| 1 | $\begin{aligned} & 000-25 \\ & 5 \end{aligned}$ | The first red lamp bead is linear dimming. |
| 2 | $\begin{aligned} & \text { 000-25 } \\ & 5 \end{aligned}$ | The first green lamp bead has linear dimming. |
| 3 | $\begin{aligned} & 000-25 \\ & 5 \end{aligned}$ | The first blue lamp bead is linear dimming. |
| 4 | $\begin{aligned} & \text { 000-25 } \\ & 5 \end{aligned}$ | The first white lamp bead has linear dimming. |
|  | $\cdots$ | $\cdots$ |
| 69 | $\begin{aligned} & 000-25 \\ & 5 \end{aligned}$ | The 18th red lamp bead has linear dimming. |
| 70 | $\begin{aligned} & 000-25 \\ & 5 \end{aligned}$ | The 18th green lamp bead has linear dimming. |
| 71 | 000-25 | The 18th blue lamp bead has linear dimming. |

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| $\mathbf{5 2}$ | $\mathbf{5}$ |  |
| :--- | :--- | :--- |
| $\mathbf{5}$ |  |  | T (he 18th white lamp bead has linear dimming.

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

| Channe <br> I value | Mode code | effect |
| :---: | :---: | :---: |
| 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. |

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| 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. |
| $\begin{gathered} 100-10 \\ 1 \end{gathered}$ | 50 | Comprehensive 43-49 effect cycle. |
| $\begin{gathered} 102-10 \\ 3 \end{gathered}$ | 51 | A red light ran back and forth. |
| $\begin{gathered} 104-10 \\ 5 \\ \hline \end{gathered}$ | 52 | A green light ran back and forth. |
| $\begin{gathered} 106-10 \\ 7 \end{gathered}$ | 53 | A blue light ran back and forth. |
| $\begin{gathered} 108-10 \\ 9 \end{gathered}$ | 54 | A white light ran back and forth. |
| $\begin{gathered} 110-11 \\ 1 \end{gathered}$ | 55 | A red and green dye lamp ran back and forth. |
| $\begin{gathered} 112-11 \\ 3 \end{gathered}$ | 56 | A red and blue dye lamp ran back and forth. |
| $\begin{gathered} 114-11 \\ 5 \end{gathered}$ | 57 | A green and blue light ran back and forth. |
| $\begin{gathered} 116-11 \\ 7 \end{gathered}$ | 58 | Comprehensive 51-57 effect circulation. |
| $\begin{gathered} 118-11 \\ 9 \\ \hline \end{gathered}$ | 59 | Two red lights run back and forth. |
| $\begin{gathered} 120-12 \\ 1 \end{gathered}$ | 60 | Two green lights run back and forth. |
| $\begin{gathered} 122-12 \\ 3 \end{gathered}$ | 61 | Two blue lights run back and forth. |
| $\begin{gathered} 124-12 \\ 5 \end{gathered}$ | 62 | Two white lights run back and forth. |
| $\begin{gathered} 126-12 \\ 7 \end{gathered}$ | 63 | Two red and green colored lights run back and forth. |
| $\begin{gathered} 128-12 \\ 9 \end{gathered}$ | 64 | Two red and blue colored lights run back and forth. |
| $\begin{gathered} 130-13 \\ 1 \end{gathered}$ | 65 | Two green and blue colored lights run back and forth. |
| $\begin{gathered} 132-13 \\ 3 \end{gathered}$ | 66 | Comprehensive 59-65 effect circulation. |
| $\begin{gathered} 134-13 \\ 5 \end{gathered}$ | 67 | Run back and forth with a red light at each end. |
| 136-13 | 68 | Run back and forth with a green light at each end. |

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

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

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

## TECHNICAL PARAMETERS:

Voltage: AC100~240V 50/60HZ

## Power: 80W

Lamp beads: $\mathbf{1 8}$ 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: $-30^{\circ} \mathrm{C} \sim 50{ }^{\circ} \mathrm{C}$
Stroboscopic frequency: 1~30HZ
Appearance: metal, black
Connection mode: DMX512 input/output/power input/output.
IP grade: IP20

