

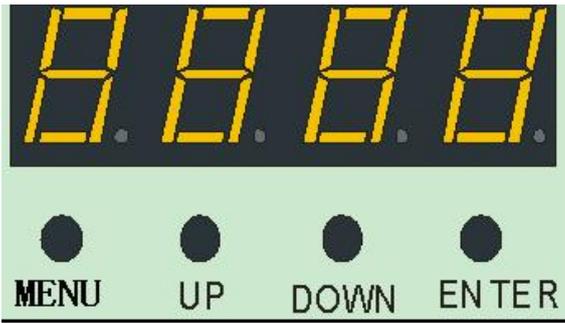


## **600W Outdoor Strobe Light**

### **User Manual**



## I. Display panel and key definition



Menu up-down confirmation

Menu key: Selection function

Upper key: parameter recursion

Down key: parameter decrement

Confirm key: identify and save

## II. Menu functions

Press menu key after power on, menu function table appears in turn; modify function parameter up or down key, confirm key to save current function and parameter (have power down memory after saving).

### Menu Function Sheet:

A001	➔	A512	Change the address code (A001~A 512) up or down to confirm that the key is saved.
CH03	➔	CH72	Switch up or down CH03、 CH07、 CH72 three channels to confirm that the key is saved.
M000	➔	M126	Built-in effect 127(M000~M126), up or down switch built-in effect, confirm key save.
S000	➔	S255	Change the built-in effect running speed (S000~S255) up or down to confirm that the key is saved.
Soud	➔	Soud	Sound control mode.
R255	➔	R000	Change the red bead brightness (R000~R255) up or down to confirm the key to save.
G255	➔	G000	modify the green light bead brightness (G000~G255) up or down, confirm key to save.
B255	➔	B000	up or down modify blue lamp bead brightness (B000~B255), confirm key save.
T000			Show temperature, if T045 indicates current lamp temperature is 45 °C ; no 10 thermistor installed, display T000.

## III. Factories

A001~A512 any address code, press the menu key for 5 seconds to enter the factory settings. The factory setting is mainly the function of output power per circuit of lamp, fan setting mode, setting temperature protection point, sending parameter, factory setting any mode press menu key for 5 seconds to exit.

### Factories:

R 255	➔	R032	R red bead current setting, modify red bead current (R032-R 255) up or down, confirm key to save.
G 255	➔	G032	G green bead current setting, modify green bead current (G 032-G255) up or down, confirm key to save.
B 255	➔	B032	B blue lamp bead current setting, modify blue lamp bead current (B 032-B255) up or down, confirm

			key to save.
FAN0	➔	FAN1	Fan setting: FAN0 the lamp bead to start the fan, FAN1 reach the set temperature protection point to start the fan, confirm the key to save.
T040	➔	T-105	Set temperature protection point, modify parameters up or down (40°C~105°C), press confirm key to save.
S end	➔	S end	Send the factory setting parameters up or down to all other three-core signal lines connected in parallel; confirm the sending parameters by pressing the menu key for 5 seconds to exit, deny the parameters by pressing the confirmation key to cancel the sending.

#### IV. Master-slave control

Two or more of the same lamps are connected with DMX three-core signal lines, the lamps are set to A001~A512 any address code, any one is set as the main engine, the other lamps are slave machines, all slave display screens do not flicker; when using the main engine gradient, pulse change, jump, sound control, self-walking effect, all slave synchronous gradient, pulse change, jump, sound control, self-walking effect.

Special note :1, a group of lamps can only set up one host, if there are more than one host, all lamps will flash and out of sync.

2. all lamps must be in the DMX512 console when the master-slave machine to function.

#### V. DMX512 console

When the address code of all lamps is set up, all lamps are connected to the DMX512 console in parallel with three-core signal lines, and the address code will stop flashing, indicating that the DMX512 console signal has been sent to the lamp. Control related functions with DMX512 console according to channel instructions.

##### CH03 channel description:

Chan nels	Channel value	Basic functions
1	000-255	R red lamp bead linear dimming
2	000-255	G green bead linear dimming
3	000-255	B blue light bead linear dimming

##### CH07 channel description:

Chan nels	Channel value	Basic functions
1	000-255	Total dimming
2	000-255	Frequency flash
3	000-255	Modes (see :6)
4	000-255	Speed
5	000-255	R red lamp bead linear dimming
6	000-255	G green bead linear dimming
7	000-255	B blue light bead linear dimming

### CH72 channel description:

Channels	Channel value	Basic functions
1	000-255	R paragraph 1 Red bead linear dimming
2	000-255	G paragraph 1 Green bead linear dimming
3	000-255	B paragraph 1 Blue bead linear dimming
4	000-255	R paragraph 2 Red bead linear dimming
5	000-255	G paragraph 2 Green bead linear dimming
6	000-255	B paragraph 2 Blue bead linear dimming
...	...	.....
70	000-255	R paragraph 24 Red bead linear dimming
71	000-255	G paragraph 24 Green bead linear dimming
72	000-255	B paragraph 24 Blue bead linear dimming

Mode effect (hint: mode code 11~122, push-pull RGB change background color.)

Channel value	Model code	Effect
0-1	0	No effect
2-3	1	R red lights are all on.
4-5	2	G green lights are all on.
6-7	3	B blue lights are all on.
8-9	4	RG red and green dyeing lights are all on.
10-11	5	RB red and blue dyeing lights are all on.
12-13	6	GB green and blue dye lights are all on.
14-15	7	RGB red, green and blue dyeing lights are all on.
16-17	8	Integrated mode code 1-7 loop.
18-19	9	Gradient
20-21	10	Pulse
22-23	11	I font red light bead from right to left running horse.
24-25	12	I green light bead from right to left.
26-27	13	I font blue light bead from right to left running horse.
28-29	14	I font red and green dye lamp from right to left running horse.
30-31	15	I font red and blue dye lamp from right to left running horse.
32-33	16	I green blue dye lamp from right to left running horse.
34-35	17	I font blue dye lamp from right to left running horse.
36-37	18	Integrated mode code 11-17 loop.
38-39	19	I font red light bead from left to right running horse.
40-41	20	I green light bead from left to right running horse.
42-43	21	I font blue lamp bead from left to right running horse.
44-45	22	I font red green dye lamp from left to right running horse.
46-47	23	I font red and blue dye lamp from left to right running horse.
48-49	24	I font green blue dye lamp from left to right running horse.

50-51	25	I font blue dye lamp from left to right running horse.
52-53	26	Integrated mode code 19-25 cycle.
54-55	27	The red bead runs from right to left.
56-57	28	The green bead runs from right to left.
58-59	29	The blue lamp bead runs from right to left.
60-61	30	Red and green dyed lights run from right to left.
62-63	31	The red and blue dye lamp runs from right to left.
64-65	32	A I green blue dye lamp runs from right to left.
66-67	33	The blue dye lamp runs from right to left.
68-69	34	Integrated mode code 27-33 cycle.
70-71	35	Red lamp beads from top to bottom three long horizontal screen displacement.
72-73	36	Green lamp beads from top to bottom three long horizontal screen displacement.
74-75	37	Blue lamp beads from top to bottom three long horizontal screen displacement.
76-77	38	Red and green dyeing lamp from top to bottom three long horizontal screen displacement.
78-79	39	Red and blue dyeing lamp from top to bottom three long horizontal screen displacement.
80-81	40	Green and blue dyeing lamp from top to bottom three long horizontal screen displacement.
82-83	41	Red, green and blue dyeing lamp from top to bottom three long horizontal screen displacement.
84-85	42	Integrated mode code 35-41 cycle.
86-87	43	two I font red light beads running from right to left.
88-89	44	two I green light beads running from right to left.
90-91	45	two I type blue lamp beads running from right to left.
92-93	46	two I font red green dyed lights from right to left running horse.
94-95	47	two I font red and blue dyed lights from right to left running horses.
96-97	48	two I font green blue dye lights from right to left running horse.
98-99	49	two I font blue dye lamps running from right to left.
100-101	50	Comprehensive mode code 43-49 cycle.
102-103	51	I font red light beads refresh from left to right.
104-105	52	I font green light beads from left to right refresh.
106-107	53	I font blue lamp beads refresh from left to right.
108-109	54	I font red and green dyeing lights from left to right refresh.
110-111	55	I font red and blue dye lamp from left to right refresh.
112-113	56	I font green blue dye lamp from left to right refresh.
114-115	57	I font blue dye lamp from left to right refresh.
116-117	58	Comprehensive mode code 51-57 cycle.
118-119	59	A red bead runs from beginning to end.
120-121	60	A green lamp bead runs from beginning to end.
122-123	61	A blue lamp bead runs from beginning to end.
124-125	62	A red and green dye lamp runs from beginning to end.
126-127	63	A red and blue dye lamp runs from beginning to end.
128-129	64	A green and blue dye lamp runs from beginning to end.
130-131	65	A red, green and blue dye lamp runs from beginning to end.
132-133	66	Integrated mode code 59-65 cycle.
134-135	67	Three red beads run back and forth from beginning to end.
136-137	68	Three green beads run back and forth from beginning to end.
138-139	69	The blue lamp bead runs back and forth from beginning to end.
140-141	70	Three red and green dyeing lights from beginning to end running back and forth horse shadow.
142-143	71	Three red and blue dye lights from beginning to end running back and forth horse shadow.

144-145	72	Three green and blue dye lights running back and forth from beginning to end.
146-147	73	Three sections of red, green and blue dye lamp from beginning to end running back and forth horse shadow.
148-149	74	Integrated mode code 67-73 cycle.
150-151	75	A red lamp bead around the four sides of the running horse has a remnant shadow.
152-153	76	A green lamp bead around the four sides of the running horse has a remnant shadow.
154-155	77	A blue lamp bead around the four sides of the running horse has a remnant shadow.
156-157	78	A red-green dye lamp around the four sides of the running horse has a remnant shadow.
158-159	79	A red and blue dye lamp around the four sides of the running horse has a remnant shadow.
160-161	80	A green and blue dye lamp around the four sides of the running horse has a remnant shadow.
162-163	81	A red, green and blue dye lamp around the four sides of the running horse has a remnant shadow.
164-165	82	Integrated mode code 75-81 loop.
166-167	83	I red bead runs back and forth from left to right.
168-169	84	I green light beads run back and forth from left to right.
170-171	85	I blue light beads run back and forth from left to right.
172-173	86	I red and green dyeing lights run back and forth from left to right.
174-175	87	I red and blue dye lights run back and forth from left to right.
176-177	88	I green and blue dye lights run back and forth from left to right.
178-179	89	I font blue dye lamp runs back and forth from left to right.
180-181	90	Comprehensive mode code 83-89 cycle.
182-183	91	I font red light beads refresh back and forth from left to right.
184-185	92	I font green lamp beads from left to right back and forth refresh.
186-187	93	I font blue lamp beads refresh back and forth from left to right.
188-189	94	I font red and green dyeing lights from left to right back and forth refresh.
190-191	95	I font red and blue dye lamp from left to right back and forth refresh.
192-193	96	I font green blue dye lamp from left to right back and forth refresh.
194-195	97	I font blue dye lamp from left to right back and forth refresh.
196-197	98	Comprehensive mode code 91-97 cycle.
198-199	99	2 paragraph I font red light beads running back and forth from both ends.
200-201	100	2 I green bead running from both ends.
202-203	101	2 I font blue lamp beads running back and forth from both ends.
204-205	102	2 I red and green dyeing lights running back and forth from both ends.
206-207	103	2 I font red and blue dye lamp running back and forth from both ends.
208-209	104	2 I green blue dye lamp running back and forth from both ends.
210-211	105	2 I font blue dye lamp running back and forth from both ends.
212-213	106	Integrated mode code 99-105 cycle.
214-215	107	2 I font red bead from both ends to refresh.
216-217	108	2 paragraphs I font green lamp beads from both ends back and forth refresh.
218-219	109	2 I font blue lamp beads from both ends back and forth refresh.
220-221	110	2 I font red and green dyeing lights from both ends back and forth refresh.
222-223	111	2 I font red and blue dye lamp from both ends back and forth refresh.
224-225	112	2 I font green blue dye lamp from both ends back and forth refresh.
226-227	113	2 I font blue dye lamp from both ends back and forth refresh.
228-229	114	Comprehensive mode code 107-113 cycle.
230-231	115	Two red beads are stacked from both ends.
232-233	116	Two green lamp beads are stacked from both ends.

234-235	117	Two pieces of blue lamp beads accumulate from both ends.
236-237	118	Two sections of red and green dyeing lights are stacked from both ends.
238-239	119	Two sections of red and blue dyeing lights are stacked from both ends.
240-241	120	Two sections of green and blue dyeing lights are stacked from both ends.
242-243	121	Two sections of red, green and blue dyeing lights are stacked from both ends.
244-245	122	Integrated mode code 115-121 loop.
246-247	123	Four colors refresh.
248-249	124	Colorful eight lattice refresh.
250-251	125	Colorful four-grid waves refresh.
252-253	126	Colorful eight-grid waves refresh.
254-255	127	Comprehensive mode effect, push-pull RGB change the background color.

## VII. Technical parameters:

Voltage: AC100~240 V 50/60HZ

Power : 600 W

Beads :1344pcs 5050 tricolor LED beads

Control mode: DMX512, self-walking, master-slave, voice control, with RDM functions.

Channels: CH03、CH07、CH72

Dimming : 32 bit 0~100% linear dimming

Features : 24 runners + dyeing + flash over

Operating temperature :-30 degrees ~50 degrees

stroboscopic frequency :1~30 HZ

Appearance: Metal, Black

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

IP rating: IP20