RGB Animation and Animation Twinkling laser Light

User's Manual



General instructions

Unpacking:

Thank you for purchasing this product. Please read user guide for safety and operations information before using the product. Keep this manual for future reference. This product can create perfect laser programs and effects since it has passed a series of strictly tests before delivery. Please check the attachments listed on the page after opening the carton. Immediately upon receiving a fixture, carefully unpack the box. Check the box contents to ensure that all parts are present and that they are in good condition. If any part appears damaged from shipping, or if the box shows signs of mishandling, notify the shipper immediately. In addition, retain the box and all the packing material for inspection. In any event, save the carton and all packing material because, in case that you have to return the fixture to the factory, you will have to do so in its original box, with its original packing.

What is included:

1. Light:

1PCS

2. Power Cable:

1PCS

3. User Guide:

1PCS

Safty Notice:

Please read the following notes carefully because they include important safety information about the installation, usage and maintenance of this product. It is important to read all these notes before starting to work with this product.



There are no user serviceable parts inside the light. Any reference to servicing this unit you may find from now on in this User Manual will only apply to properly C we certified technicians. Do not open the housing or attempt any repairs unless you are one of them.



Please refer to all applicable local codes and regulations for proper installation of the light.



Keep this manual for future consultation. If you sell the light to another user, make sure that they also receive this manual.



Avoid direct eye exposure to the light source while the fixture is on. Always disconnect the light from its power source before servicing. Always connect the light to a grounded circuit to avoid the risk of electrocution.



This product is for indoor use only! Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other fluids, or metallic objects.



Make sure there are no flammable materials close to the fixture(s) while operating.



Please prevent this light away from electrical shock



When hanging this fixture, always secure it to a fastening device using a safety cable (not provided).

Power 110V 240V Ground Always make sure that you are connecting the light to the proper voltage, as per the specifications in this manual or on the product's sticker. Never connect the light to a dimmer pack. Make sure that the power cable is not cracked, crimper or damaged. Never disconnect the fixture by pulling or tugging on the power cable.



The maximum ambient temperature (Ta) is 104 F (40 C). Do not operate the fixture at a higher temperature. In case of a serious operating problem, stop using this product immediately!



Use cleaning tissue to remove the dust absorbed on the external lenses periodically to optimize light output.



Do not remove or break the warranty label, otherwise it void the warranty.



Always replace with the exact same type fuse, replacement with anything other than the specified fuse can cause fire or electric shock and damage your unit, and will void your manufactures warranty.



There are no serviceable parts in the light. Please have all servicing and adjustments made by a qualified service engineer.

Technical Specification

1. Voltage: AC110V-130V/200V-250V, 50HZ-60HZ/ Fuse: 2A/250V

2. Rated Power: 30W

3. Scanner: 10kpss High-speed optical scanner, big angle scanning

Laser:

Green: 70mW 532nm
Red: 200mW 650nm
Blue: 150mW 450nm
Mixed white laser 400mW

5. Working Modes: Sound Active, AUTO-Beam, AUTO-Animation, DMX512 (12 CH), Master/Slave, PC Control

- 6. Graphics & Effects: This laser is a perfect combination of animation and animation twinkling effect together. It has been built in mass MCU memory to install over 100 kinds of animations and 256 kinds of beam effects. Single animation graphics and animation twinkling graphics can be displayed in turn in AUTO, Sound Active and DMX. For the functions, it shows pattern rotately, frequently flashing, rotating, movement, billowing, zoom(+/-), drawing, speed and color, step motor speed control, etc.
- 7. Interface: 3 pins XLR jack for DMX or Maser-Slave linking, DB25/M ILDA computer interface for PC control
- 8. Item Size: mm
- 9. Net weight: 3.6kg
- 10. Gross weight: 4.3Kg

Features

- RGB full-color animation laser with high-speed optical scanner to create animated graphics, 128 beam show and graphics show
 patterns, and with the function of unique blanking, frequently flashing, rotating, moving, rotation, split, zoom, drawing, speed
 and color etc.
- 2. Includes six working modes as DMX512, Sound Active, AUTO-Animation, AUTO-Beam, Master/Slave and PC control(with DB25 ILDA computer interface) for different applications.
- 3. The unit has fourteen channels to control in DMX mode. The unit has BLACK OUT function. The uint will shut off if no DMX512 signal.
- 4. Compatible ILDA laser show software with ILDA interface. Use electronic switches to conversion full ILDA signal. The uint will shut off if no ILDA signal.
- 5. Design according to security and good performance, safer to human and environment. Master/Slave mode, DMX512 mode and PC Control mode, will shut off laser automatically without trigger signal.
- 6. Animation and Twinkling Animation can display in AUTO and Sound Active through removable lens.

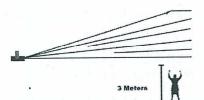
Laser Safty Warnings



DANGER LASER RADIATION AVOID EXPOSURE TO BEAM CLASS 3B LASER PRODUCT

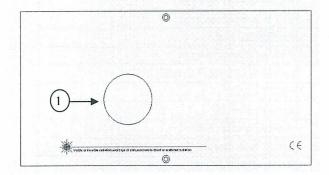






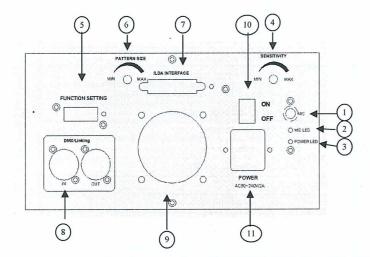
*Laser effects projected 3 meters (9.8 ft) above the audience are eye safe. A survey should be taken to assess the likelihood of any reflective surfaces (such as high windows, chrome bars etc) bouncing stray beams back down into the audience.

Front/Rear Panel



Front Panel Figure

1. Laser Aperture



Rear Panel Figure

- 1. Sound active microphone
- 2. Power indicator:Red
- 3. Sound active indicator:Blue
- 4. Audio sensitivity knob
- 5. Function of built-in program setting dipswitches
- 6. Pattern size knob
- 7. ILDA interface with DB25 jack
- 8. DMX or linking jack
- 9. Cooling fan
- 10. Power switch ON/OFF
- 11. Power jack

Function & Setting

Sound Active

The change of the laser pattern is controlled by sound, that is, the rhythm of the sound control the effect of the changing laser pattern.

AUTO

Auto cycles the built-in programs without being controlled externally. It has no laser OFF.

DMX Control

The system only accepts the DMX512 signal of international standard to control the system.

DMX Control Parameter Chart

| Channel | Fun | ction | Value | Description | | | | |
|---------|-------------------|-----------------|----------------------------------|---|--|--|--|--|
| | | , | 0~63 | Close, Laser OFF | | | | |
| | | | 64~79 | Sound Active Twinkling Animation | | | | |
| | | | 80~95 | Sound Active Beam Animation | | | | |
| CHI | | ode | 96~111 | Sound Active Single Animation | | | | |
| CHI | IVI | ode | 112~127 | Sound Active Twinkling and Beam Animation | | | | |
| 2 | | | 128~143 | Auto Twinkling Animation | | | | |
| 4 | | | 144~156 | Auto Beam Animation | | | | |
| | | <i>(</i> | 157~175 | Auto Single Animation | | | | |
| CILI | M | - J- | 176~191 | Auto Twinkling and Beam Animation | | | | |
| CH1 | M | ode | 192~255 | DMX Manually | | | | |
| CHA | Beam/T | winkling | 0~127 | Beam Animation | | | | |
| CH2 | Animation in turn | | 128~255 | Twinkling Animation | | | | |
| СНЗ | Pattern | big animation | 0~255 | 124 kinds of animation | | | | |
| CH3 | Select | small animation | $0\sim255$ 66 kinds of animation | | | | | |

| | l | г | 0~1 | Close, Laser OFF | | | |
|-------|-----------|---------------|---------|----------------------------------|--|--|--|
| | | - | 2~69 | R-G-B-RG-RB-GB-RGB | | | |
| | | | | | | | |
| | | - | 70~79 | R-G-B in inflection point | | | |
| | | - | 80~89 | RG-RB-GB-RGB | | | |
| | | _ | 90~99 | R-G-B-RG-RB-GB-RGB | | | |
| | | big | 100~109 | R-G-B-RG-RB-RGB Streamly | | | |
| | | animation | 110~119 | R-G-B in break point | | | |
| | Color | | 120~129 | RG-RB-GB-RGB | | | |
| CH4 | Selection | l L | 130~139 | R-G-B-RG=RB-RGB | | | |
| | Belection | | 140~179 | R-G-B Auto change | | | |
| | | | 180~219 | RG-RB-GB-RGB Auto change | | | |
| | | | 220~255 | R-G-B-RG-RB-GB-RGB Auto change | | | |
| | | | 0~1 | Close, Laser OFF | | | |
| | | | 2~95 | R-G-B-RG-RB-RGB | | | |
| | | Twinkling | 96~179 | R-G-B Auto change | | | |
| | | | 180~229 | RG-RB-GB-RGB Auto change | | | |
| | | | 230~255 | R-G-B-RG-RB-GB-RGB Auto change | | | |
| | | - | 0~127 | Manual to left/right moving | | | |
| • | | - | 128~160 | Auto to left moving | | | |
| | | - | 161~192 | Auto to right moving | | | |
| CH5 | Mov | ing-X | 193~224 | Auto to left/right moving | | | |
| | | - | 225~239 | Rolling | | | |
| | | - | 240~255 | Moving on rhombus | | | |
| | - | | 0~127 | Manual to up/down moving | | | |
| | | - | | Auto to down moving | | | |
| | | - | 128~160 | | | | |
| CH6 | Mov | ing-Y | 161~192 | Auto to up moving | | | |
| | | - | 193~224 | Auto up/down moving | | | |
| | | - | 225~239 | Sine wave moving | | | |
| | | | 240~255 | Square moving | | | |
| CH7 | l xD | immer | 0~-150 | Dimmer manaul | | | |
| | | | 151~255 | Dimmer Auto | | | |
| СН8 | Y D | immer | 0~150 | Dimmer manaul | | | |
| CHO | | | 151~255 | Dimmer Auto | | | |
| | , | . [| 0~179 | Manually rotation | | | |
| CH9 | Rot | tation | 180~224 | Auto clockwise rotation | | | |
| | | | 225~255 | Auto counter clockwise rotation | | | |
| | | | 0~-10 | no motion | | | |
| • | | Γ | 11~115 | Manual zoom(+/-) | | | |
| CH10 | Zoo | m(+/-) | 115~170 | Auto zoom(+) | | | |
| | | | 171~210 | Auto zoom(-) | | | |
| | | | 211~255 | Auto zoom(-/+) | | | |
| | | | 0~10 | no motion | | | |
| CH11 | Sine wave | e fluctuation | 11~127 | Y fluctuation | | | |
| | | | 128~255 | X fluctuation | | | |
| | 2 | | 0~-1 | No dot | | | |
| | Disn | lay Dot | 2~-64 | Manually dot | | | |
| CH12 | | | 65~255 | Auto dot | | | |
| CITIZ | + | | 0~10 | No spin | | | |
| | Cm: 1: | rection for | 11~99 | Counter clockwise direction Spin | | | |
| CH13 | | g animation | 100~199 | clockwise direction Spin | | | |
| | | | 200~255 | Auto spin | | | |
| | | | 200 233 | riaco opini | | | |
| | 1 | | | | | | |

Function setting

If it is set to ILDA mode (use PC software to control laser light), just need to connect ILDA signal to DB25 jack. If set to Built-in program, then ILDA signal cannot be connected, seting dipswitches directly is ok. ILDA mode (PC control) and Built-in program mode can be identified and transisted automatically.

| DMC | DMX Chart $1=ON 0=OFF \times = C$ | | | | | | | | | OR OFF |
|-----|-----------------------------------|---|---|---|---|---|---|---|----|----------------------------------|
| | Dipswitch | | | | | | | | | Mode |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| 1 | 0 | × | × | × | × | × | × | 1 | 1 | AUTO TWINKLING ANIMATION |
| 0 | 1 | × | × | × | × | × | × | 1 | 1 | AUTO BEAM ANIMATION |
| 1 | 1 | × | × | × | × | × | × | 1 | 1 | AUTO SINGLE ANIMATION |
| 0 | 0 | × | × | × | × | × | × | 1 | 1 | AUTO ALL |
| 1 | 0 | × | × | × | × | × | × | 0 | 1 | SOUND ACTIVE TWINKLING ANIMATION |
| 0 | 1 | × | × | × | × | × | × | 0 | 1 | SOUND ACTIVE BEAM ANIMATION |
| 1 | 1 | × | × | × | × | × | × | 0 | 1 | SOUND ACTIVE SINGLE ANIMATION |
| 0 | 0 | × | × | × | × | × | × | 0 | 1 | SOUND ACTIVE ALL |
| | Dipswitch | | | | | | | | 0 | DMX/SLAVE |

DMX address calculation

For DMX mode, DMX address from #1 to 9# dipswitches must be set, the address is set from 1 to 511. Each dipswitch represents a binary value.

| Dipswitch | Value | Dipswitch | Value |
|-----------|-------|-----------|-----------------|
| #1 | 1 | . #6 | 32 |
| #2 | 2 | #7 | 64 |
| #3 | 4 | #8 | 128 |
| #.4 | 8 | #9 | 256 |
| # 5 | 16 | #10 | DMX, Set to "1" |

One unit has 12 channels for DMX control, so each unit must be assigns 12 channels at least.

We may assign 16 channels for one unit, then DMX address = 16*N + 1, N=0, 1, 2, 3

Example

One loop address=1, two loop address=17, three loop address=33, four loop address=49

| Loop | Address | Binary | Dipswitches |
|------|---------|-----------|--|
| 1 | 1 | 100000000 | #1 (#1 switch is ON, the others are OFF) |
| 3 | 17 | 100010000 | # 1+#5 (# 1 and #5 switches are ON) |
| 3 | 33 | 100001000 | # 1+#6 (# 1 and #6 switches are ON) |
| 4 | 49 | 100011000 | # 1+#5+#6 (# 1,5,6 switches are ON) |

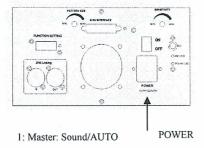
The dipswitches setting for DMX address see the "DMX Address Quick Reference Chart ".

Operation

Stand-Alone Operation (Sound Active, AUTO mode)

The mode allows a single unit to react to the beat of the music in the master mode.

- 1. Install the units in a suitable position (laying or appending).
- 2. Set dipswitch to select Sound Active or AUTO mode.
- 3. Turn on the unit power, the unit begins reset, then the unit begins working.
- 4. The unit will react to the low frequencies of music via the internal microphone. Adjust the audio sensitivity knob on the back of the unit to make the unit more or less sensitive in sound active. The panel has LED indicating for sound active.



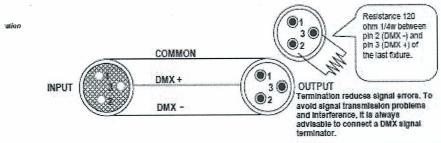
Master-Slave Operation

This mode will allow you to link up to 32 units together without controller.

- 1. Install the units in a suitable position (laying or appending).
- 2. Choose a unit to function as Master mode, set dipswitch to select Sound Active or AUTO mode. The others must be set to Slave mode, set dipswitch to select Slave mode.
- 3. Use standard XLR microphone cable chain your units together via the XLR connector on the rear of the units. For longer cable runs we suggest a terminator at the last fixture.

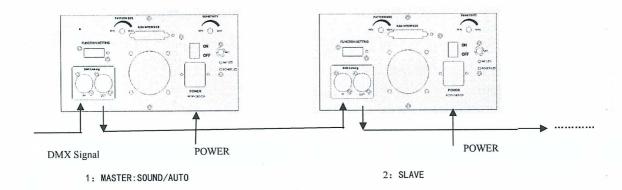
CABLE CONNECTORS

Cabling must have a male XLR connector on one end and a female XLR connector on the other end.



CAUTION On not allow contact between the common and the fodure's chassis ground. Grounding the common can cause a ground loop, and your fixture may perform erradically. Test cables with an ohm meter to verify correct potanty and to make sure the pins are not grounded or shorted to the shield or each other.

- 4. Turn on the all units' power, the units begins reset, then the unit begins working. The slave units will react the same as the master unit.
- 5. The units will react to the low frequencies of music via the internal microphone. Adjust the audio sensitivity knob on the back of the master unit to make the unit more or less sensitive in sound active. The panel has LED indicating for sound active.

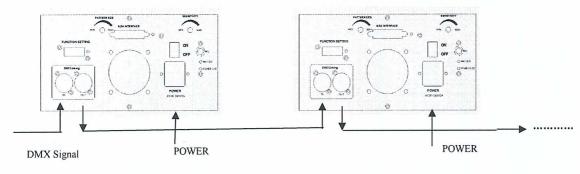


Universal DMX Operation (DMX mode)

This mode allows you to use universal DMX-512 console to operate.

- 1. Install the units in a suitable position (laying or appending).
- 2. Use standard XLR microphone cable chain your units together via the XLR connector on the rear of the units. For longer cable runs we suggest a terminator at the last fixture.

- 3. Assign a DMX address to each the unit using dipswitches, see the "DMX Address Quick Reference Char".
- 4. Turn on the all units' power, the units begins reset, then the unit begins working.
- 5. Use DMX console to control your units.



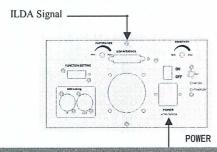
1: DMX MODE

2: DMX MODE

PC Control Operation

This mode allows you to use PC software(for example: Pangolin, Phenix, Mamba) to operate.

If no IDLA signal to DB25 jack in ILDA mode, the laser and scaner will is closed for protection. The scan speed of software coltrol must be less than 15KPPS, otherwise, the patterns possible have distortion, or the scaner is protected possibly by built-in circuitry.



Troubleshooting

- 1. If the power supply indicator doesn't light up and the laser doesn't work, please check the power supply and the input voltage.
- 2. In Stand-Alone operation, if the power supply indicator is light up and sound active indicator isn't light up, but the laser is shut off doesn't work.
- A. Because sound is too small make for laser shut off in sound active, please increase the music volume or increase audio sensitivity with sensitivity knob, please check as below.
- B. Please check if unit has been set up in slave mode, then set up in master mode.
- 3. In Master-Slave operation, slave unit don't function, please check as below.
- A. Make sure to there's only one master in the chain, and the others are set in slave mode.
- B. Make sure to control the unit without DMX console controlling.
- C. Make sure to take a good quality power cable and connection.
- 4. In DMX mode operation, the laser is OFF and the DMX signal indicator is unlighted, please check as below.
- A. Make sure to set up the DMX mode.
- B. Make sure to have a good connection.
- 5. In DMX operation, the unit can't be controlled by the DMX console, but the DMX signal indicator is flashing, please make sure the DMX console and unit have the same channel.
- 6. If the unit is fail, please turn off the unit, then turn on again after 5 minutes.

After trying the above solution you still have a problem, please contact your dealer or our company for service.

Warranty Warnings:

- 1. Damages caused by the disregard of this user manual are not subject to Warranty. The dealer will not accept liability for any resulting defects or problems.
- 2. Please consider that unauthorized modifications on the device are forbidden due to safety reasons. Please note that damages caused by manual modifications on the device or unauthorized operation by unqualified persons are not subject to warranty.
- 3. If this device will be operated in any way different to the one described in this manual, it may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns electric shock, etc.

DMX Address Chart

This chart lists the DMX dipswitch setting for DMX address 1 through 511. Follow the instructions below to configure fixture dipswitches with you desired DMX address.

DMX Address Quick Reference Chart

DipSwitch Position

| DMX | :DIP | SWLT | CH S | ET | #9 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
|----------------|------|------|------|----|-------------|----|----|----|-----|-----|-----|-----------|-----|-----|-----|-----|-----|----------|-----|---------------|------|
| | 0 | =OFF | | | #8 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| 1=0N | | | | | #7 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 |
| | X=OF | For | ON | | #6 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 . |
| #1 #2 #3 #4 #5 | | | | | | | | | | | | | | | | | | | 1 | | |
| 0 | 0 | 0 | 0 | 0 | *********** | | 32 | 64 | 96 | 128 | 160 | 192 | 224 | 256 | 288 | 320 | 352 | 384 | 416 | 448 | 480 |
| 1 | 0 | 0 | 0 | 0 | | 1 | 33 | 65 | 97 | 129 | 161 | 193 | 225 | 257 | 289 | 321 | 353 | 385 | 417 | 449 | 481 |
| 0 | 1 | 0 | 0 | 0 | | 2 | 34 | 66 | 98 | 130 | 162 | 194 | 226 | 258 | 290 | 322 | 354 | 386 | 418 | 450 | 482 |
| 1 | 1 | 0 | 0 | 0 | | 3 | 35 | 67 | 99 | 131 | 163 | 195 | 227 | 259 | 291 | 323 | 355 | 387 | 419 | 451 | 483 |
| 0 | 0 | 1 | 0 | 0 | | 4 | 36 | 68 | 100 | 132 | 164 | 196 | 228 | 260 | 292 | 324 | 356 | 388 | 420 | 452 | 484 |
| 1 | .0 | 1 | 0 | 0 | | 5 | 37 | 69 | 101 | 133 | 165 | 197 | 229 | 261 | 293 | 325 | 357 | 389 | 421 | 453 | 485 |
| 0 | 1 | 1 | 0 | 0 | | 6 | 38 | 70 | 102 | 134 | 166 | 198 | 230 | 262 | 294 | 326 | 358 | 390 | 422 | 454 | 486 |
| 1 | 1 | 1 | 0 | 0 | | 7 | 39 | 71 | 103 | 135 | 167 | 199 | 231 | 263 | 295 | 327 | 359 | 391 | 423 | 455 | 487 |
| 0 | 0 | 0 | 1 | 0 | | 8 | 40 | 72 | 104 | 136 | 168 | 200 | 232 | 264 | 296 | 328 | 360 | 392 | 424 | 456 | 488 |
| 1 | 0 | 0 | 1 | 0 | | 9 | 41 | 73 | 105 | 137 | 169 | 201 | 233 | 265 | 297 | 329 | 361 | 393 | 425 | 457 | 489 |
| O | 1 | 0 | 1 | 0 | | 10 | 42 | 74 | 106 | 138 | 170 | 202 | 234 | 266 | 298 | 330 | 362 | 394 | 426 | 458 | 490 |
| 1 | 1 | 0 | 1 | 0 | | 11 | 43 | 75 | 107 | 139 | 171 | 203 | 235 | 267 | 299 | 331 | 363 | 395 | 427 | 459 | 491 |
| 0. | 0 | 1 | 1 | 0 | | 12 | 44 | 76 | 108 | 140 | 172 | 204 | 236 | 268 | 300 | 332 | 364 | 396 | 428 | 460 | 492 |
| 1 | 0 | 1 | 1 | 0 | | 13 | 45 | 77 | 109 | 141 | 173 | 205 | 237 | 269 | 301 | 333 | 365 | 397 | 429 | 461 | 493 |
| 0 | 1 | 1 | 1 | Ō | | 14 | 46 | 78 | 110 | 142 | 174 | 206 | 238 | 270 | 302 | 334 | 366 | 398 | 430 | 462 | 494 |
| 1 | 1 | 1 | 1 | 0 | | 15 | 47 | 79 | 111 | 143 | 175 | 207 | 239 | 271 | 303 | 335 | 367 | 399 | 431 | 463 | 495 |
| 0 | 0 | 0 | 0 | 1 | | 16 | 48 | 80 | 112 | 144 | 176 | 208 | 240 | 272 | 304 | 336 | 368 | 400 | 432 | 464 | 496 |
| 1 | 0 | 0 | 0 | 1 | | 17 | 49 | 81 | 113 | 145 | 177 | 209 | 241 | 273 | 305 | 337 | 369 | 401 | 433 | 465 | 497 |
| 0 | 1 | 0 | 0 | 1 | | 18 | 50 | 82 | 114 | 146 | 178 | 210 | 242 | 274 | 306 | 338 | 370 | 402 | 434 | 466 | 498 |
| 1 | 1 | 0 | 0 | 1 | | 19 | 51 | 83 | 115 | 147 | 179 | 211 | 243 | 275 | 307 | 339 | 371 | 403 | 435 | 467 | 499 |
| 0 | 0 | 1 | 0 | 1 | | 20 | 52 | 84 | 116 | 148 | 180 | 212 | 244 | 276 | 308 | 340 | 372 | 404 | 436 | 468 | 500 |
| 1 | 0 | 1 | 0 | 1 | | 21 | 53 | 85 | 117 | 149 | 181 | 213 | 245 | 277 | 309 | 341 | 373 | 405 | 437 | 469 | 50,1 |
| 0 | 1 | 1 | 0 | 1 | | 22 | 54 | 86 | 118 | 150 | 182 | 214 | 246 | 278 | 310 | 342 | 374 | 406 | | 470 | 502 |
| 1 | 1 | 1 | 0 | 1 | | 23 | 55 | 87 | 119 | 151 | 183 | 215 | 247 | 279 | 311 | 343 | 375 | 407 | 439 | 471 | 503 |
| 0 | 0 | 0 | 1 | 1 | | 24 | 56 | 88 | 120 | 152 | 184 | 216 | 248 | 280 | | 344 | 376 | 408 | 440 | 472 | 504 |
| 1 | 0 | 0 | 1 | 1 | | 25 | 57 | 89 | 121 | 153 | 185 | 20070-512 | 249 | 281 | 313 | 345 | 377 | 409 | 441 | 473 | |
| 0 | 1 | 0 | 1 | 1 | | 26 | 58 | 90 | 122 | 154 | 186 | 218 | 250 | 282 | | 346 | 378 | | | 474 | |
| 1 | 1 | 0 | 1 | 1 | | 27 | 59 | 91 | 123 | 155 | 187 | 219 | 251 | 283 | 88 | 347 | 379 | 411 | 443 | 20000000 | |
| 0 | 0 | 1 | 1 | 1 | | 28 | 60 | 92 | 124 | 156 | 188 | 220 | 252 | 284 | 316 | 348 | 380 | 10000000 | 10 | 200000000 | - |
| 1 | 0 | 1 | 1 | 1 | | 29 | 61 | 93 | 125 | 157 | 189 | 221 | 253 | 285 | 317 | 349 | 381 | 413 | | 0.000 A 0.000 | |
| 0 | 1 | i | 1 | 1 | | 30 | 62 | 94 | 126 | 158 | 190 | 222 | 254 | 286 | 318 | | 382 | | | Province Co. | 9 |
| 1 | 1 | 1 | 1 | 1 | | 31 | 63 | 95 | 127 | 159 | 191 | 223 | 255 | 287 | 319 | 351 | 383 | 415 | 447 | 479 | 511 |

DipSwitch Position