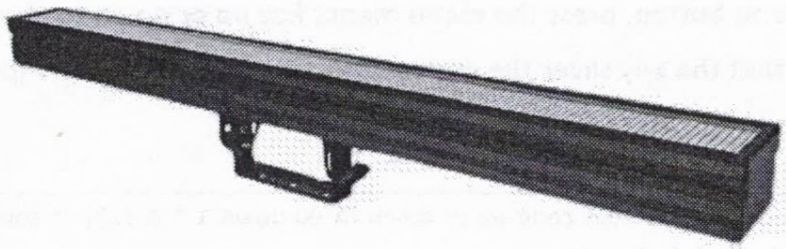
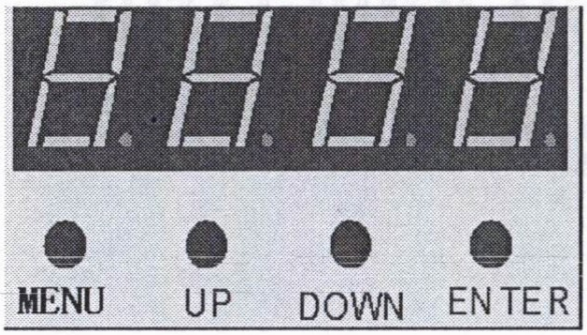
LED RGB 16-segment long-strip strobe light



Make, use, say, Ming, the book

I. Display panel and key button definition



Menu, Up, down, confirm

Food menu key: Select the function
Up key:, parameter arguments
Down key:, parameter
Confirm key: Determine and save

2. Menu function

After starting the menu button, press the menu menu; key up or down to modify the function parameters and confirm that the key saves the current function and parameters (power memory after saving).

menu function table:

A001	➡	A512	Modify the address code up or down (A 00 down 1 ~ A 512) to confirm that the key is saved with the default A002.
CH03	➡	CH53	Switch the four channels of CH03, CH08, CH48, and CH53 up or down, and confirm that the key is saved, with the default of CH08.
M000	➡	M126	There are 127 built-in effects (M000~M126), switch the built-in effects up or down, confirm that the key is saved, the default M000.
C000	➡	C007	Each C 000 to C 006 value changes to one color, and the C 007 automatically selects the previous C 000 to C 006 seven colors.
S000	➡	S255	Modify the built-in effect running speed (S000-S 255) and confirm that the key is saved, with the default S 000.
R255	➡	R000	Modify the red bead brightness (R 000-R255) to confirm that the key is saved with the default R 255.
G255	➡	G000	Modify the green bead brightness (G000~ G255) and confirm the key is saved, default G255.
B255	➡	B000	Modify the blue bead brightness up or down (B 000-B255) and confirm that the key is saved with the default B 255.
T000			Display temperature, such as T045 indicates that the current lamp temperature is 45℃; 10K thermistor is not installed, display T000.

Iii. Factory Settings

At any address code from A 001 to A 512, press the menu key for 5 seconds to enter the factory settings.Factory setting is mainly the function of lamp output power per road, fan setting mode, setting

temperature protection point and sending parameters. The factory sets any mode to exit according to the menu key for 5 seconds.

Factory Setup Table:

R 255	➡	R032	Modify the red bead current up or down (R032-R 255) and confirm that the key is saved, with the default R220.
G 255	➡	G032	Modify the green bead current up or down (G 032-G255) and confirm that the key is saved, with the default G220.
B 255	➡	B032	Modify the blue bead current up or down (B 032-B255) and confirm that the key is saved, with the default B220.
FAN0	➡	FAN1	Fan setting: FAN0 lamp bead bright to start the fan, FAN1 temperature exceeds 40 degrees to start the fan, confirm the key to save.
T040	➡	T 070	Set the temperature protection point, modify the parameters up or down (40℃ ~70℃), and press OK to save, with the default T065.
S end	➡	S end	Send the parameters set by local factory up or down to all other lamps connected by three-core signal lines (other lamp display flashing indicates success); confirm that the transmission parameters exit by the menu key for 5 seconds, and cancel the confirmation key.

IV. The DMX512 Console

After energon, all lamps address codes are set, all lamps are connected to the DMX512 console in parallel with three-core signal line, and the address code will stop flashing, indicating that the DMX512 console signal has been sent to the lamp, and the relevant functions are controlled by the DMX512 console according to each channel description.

CH03 channel description:

channel	The channel value	basic function
1	000-255	Red lamp beads for linear dimming
2	000-255	Green lamp beads for linear dimming
3	000-255	Blue light beads for linear dimming

CH08 channel description:

channel	The channel value	basic function
1	000-255	Total dimming
2	000-255	stroboflash
3	000-255	Mode 1 (see for details: 6. Mode effect 1.)
4	000-255	pigment
5	000-255	velocity
6	000-255	Red lamp beads for linear dimming
7	000-255	Green lamp beads for linear dimming
8	000-255	Blue light beads for linear dimming

Description of the Ch48-channel:

channel	The channel	basic function

	value	
1	000-255	Paragraph 1 Red light beads for linearly dimming
2	000-255	Paragraph 1 Green light beads for linear dimming
3	000-255	Paragraph 1 of blue light beads for linear dimming
...	...	.....
46	000-255	Paragraph 16 Red light beads for linearly dimming
47	000-255	Paragraph 16 Green light beads for linear dimming
48	000-255	Paragraph 16 Blue light beads for linear dimming

Description of the CH53 channel:

channel	The channel value	basic function
1	000-255	Total dimming
2	000-255	stroboflash
3	000-255	Mode 1 (see for details: 6. Mode effect 1.)
4	000-255	pigment
5	000-255	velocity
6	000-255	Paragraph 1 Red light beads for linearly dimming
7	000-255	Paragraph 1 Green light beads for linear dimming
8	000-255	Paragraph 1 of blue light beads for linear dimming
...	...	.....
51	000-255	Paragraph 16 Red light beads for linearly dimming
52	000-255	Paragraph 16 Green light beads for linear dimming
53	000-255	Paragraph 16 Blue light beads for linear dimming

V. Main and slave machine control

Two or more identical lamps are connected with DMX three-core signal line, lamps set to A001~A512 any address code, set as the host, other lamps for the slave, all slave display does not flash; with the host gradient, pulse, jump, sound control, self-walk effect, all slave synchronous gradient, pulse, jump, sound control and self-walk effect.

Special attention: 1. A group of lamps can only set up one host. If there are multiple hosts, all the lamps will flash and out of time.

2. All lamps must be operated by the master when the DMX512 console is closed.

VI. Mode effect (mode code 4~87, can push the color bar to modify the color, can push the RGB to change the background color)

The channel value	Mode code name	effect
0-1	0	all-or-none
2-3	1	gradual change
4-5	2	Pulse change
6-7	3	saltus step
8-9	4	A monochrome light runs from left to right.

10-11	5	A monochrome light runs from right to left.
12-13	6	A monochrome light ran back and forth.
14-15	7	Each section of the two monochrome lights runs in the middle.
16-17	8	A monochrome light runs from the middle to both ends.
18-19	9	Two intervals between seven monochrome lights from left to right horse racing.
20-21	10	Two intervals between seven monochrome lights from right to left horse racing.
22-23	11	Two intervals of seven monochrome lights running back and forth.
24-25	12	Two monochrome lights from left to right.
26-27	13	Two sections of monochrome lights from right to left horse racing.
28-29	14	Two monochrome lights were racing back and forth.
30-31	15	Two monochrome lights run in the middle.
32-33	16	Two monochrome lights are run from the middle to both ends.
34-35	17	Two two segments separated seven monochrome lights from left to right.
36-37	18	Two two segments separated seven monochrome lights from right to left.
38-39	19	Two two segments interval of seven monochrome lights back and forth.
40-41	20	Three monochrome lights are run from left to right.
42-43	21	Three monochrome lights from right to left.
44-45	22	Three three monochrome lights ran back and forth.
46-47	23	Three monochrome lights run in the middle.
48-49	24	Three monochrome lights are run from the middle to two ends.
50-51	25	Four monochrome lights from left to right.
52-53	26	Four sections of monochrome lights from right to left horse racing.
54-55	27	Four-section monochrome lights are racing back and forth.
56-57	28	Four-segment monochrome lights at each end are run in the middle.
58-59	29	Four-segment monochrome lights are run from the middle to both ends.
60-61	30	A section of the monochrome light is refreshed from left to right.
62-63	31	A monochrome light is refreshed from right to left.
64-65	32	A monochrome light refreshes back and forth.
66-67	33	Each section of the monochrome light is refreshed in the middle.
68-69	34	A monochrome light refresh from the middle to both ends.
70-71	35	Each section of the monochrome light is refreshed back and forth.
72-73	36	The monochrome lamp extends back and forth from the middle to both ends.
74-75	37	Two-segment monochrome lights are refreshed from left to right.
76-77	38	Two-segment monochrome lights are refreshed from right to left.
78-79	39	Two-segment monochrome lights are refreshed back and forth.
80-81	40	Two monochrome lights at each end are refreshed in the middle.
82-83	41	Two monochrome lights from the middle to both ends.
84-85	42	Two separate monochrome lights are refreshed back and forth.
86-87	43	The monochrome lamp extends back and forth from the middle to both ends.
88-89	44	Three-section monochrome lights are refreshed from left to right.
90-91	45	Three-section monochrome lights are refreshed from right to left.
92-93	46	Four-segment monochrome lights are refreshed from left to right.
94-95	47	Four-segment monochrome lights are refreshed from right to left.
96-97	48	Four-segment monochrome lights are refreshed back and forth.
98-99	49	Two ends of the four monochrome lights on, the middle of the four monochrome lights flash.
100-101	50	The middle of the four sections of monochrome lights on, the two ends of the four sections of monochrome lights flash.

102-103	51	A section of a monochromatic light pendulum on each side.
104-105	52	Two-section monochromatic light pendulum on each side.
106-107	53	Three-section monochromatic light pendulum on both sides.
108-109	54	Three monochromatic light pendulum on each side, and the three have a tail.
110-111	55	A five-segment monochromatic light tail pendulum on each side.
112-113	56	A segment of the monochromatic lamp accumulates from left to right.
114-115	57	A segment of the monochrome lamp accumulates from right to left.
116-117	58	Each section of monochrome lights accumulates in the middle.
118-119	59	Middle accumulation of monochrome lights at each end.
120-121	60	One monochromatic lamp on each side accumulates from left to right.
122-123	61	One monochromatic lamp on each side accumulates from right to left.
124-125	62	Two segments of monochromatic lights accumulate from left to right.
126-127	63	Two segments of monochromatic lights are stacked from right to left.
128-129	64	Two two monochrome lights accumulate toward the middle.
130-131	65	Two accumulation of monochrome lights at two ends.
132-133	66	Two monochromatic lights on each side accumulate from left to right.
134-135	67	Two monochromatic lights on each side accumulate from right to left.
136-137	68	Four segments of monochromatic lights accumulate from left to right.
138-139	69	Four segments of monochromatic lights accumulate from right to left.
140-141	70	The increasing monochrome lamp runs from left to right, after reaching eight segments, and then decreasing from right to left.
142-143	71	Interstaggered increasing monochrome lights run from left to right and then decrease from right to left.
144-145	72	The five-segment monochrome light tail runs from left to right.
146-147	73	The five-segment monochrome light tail runs from right to left.
148-149	74	A five-segment monochrome light tail at each end runs in the middle.
150-151	75	A five-segment monochrome light tail runs from the middle to each side.
152-153	76	A five-segment monochrome light runs back and forth.
154-155	77	Eight intervals run back and forth at intervals.
156-157	78	Eight intervals run back and forth at intervals.
158-159	79	Four intervals between two segments run back and forth.
160-161	80	Four intervals between two segments run back and forth.
162-163	81	Two intervals of four segments are run back and forth.
164-165	82	Two intervals of four segments are run back and forth.
166-167	83	Three separate monochromatic lights are scattered from left to right.
168-169	84	Three sections of monochromatic lights are scattered from right to left.
170-171	85	Four segments of monochrome lights are scattered from right to left.
172-173	86	After unfolding from the middle to the sides, the brightness shrinks in the middle.
174-175	87	After both sides shrink to the middle, two more brightness unfold to both sides.
176-177	88	A section of red runs from left to right, while a section of green runs from right to left, pushing the RGB to change the background color.
178-179	89	A section of red runs from left to right, while a section of blue runs from right to left, pushing the RGB to change the background color.
180-181	90	A section of green runs from left to right, while a section of blue runs from right to left, pushing the RGB to change the background color.
182-183	91	Two red segments run from left to right, while two green segments run from right to left, pushing RGB to change the background color.

184-185	92	Two red segments run from left to right, while two blue segments run from right to left, pushing the RGB to change the background color.
186-187	93	Two green segments run from left to right, while two blue segments run from right to left, pushing the RGB to change the background color.
188-189	94	Three red sections run from left to right, while three green sections run from right to left, pushing RGB to change the background color.
190-191	95	Three red sections run from left to right, while three blue sections run from right to left, pushing the RGB to change the background color.
192-193	96	Three green sections run from left to right, while three blue sections run from right to left, pushing RGB to change the background color.
194-195	97	A five-segment red tail, running from left to right, while a five-segment green tail, running from right to left, pushes the RGB to change the ground color.
196-197	98	A five-segment red tail, running from left to right, while a five-segment blue tail, running from right to left, pushes the RGB to change the ground color.
198-199	99	A five-segment green tail that runs from left to right, while a five-segment blue tail that runs from right to left, pushes the RGB to change the ground color.
200-201	100	A seven-color section is refreshed from left to right, and finally contracted, which can push the RGB to change the background color.
202-203	101	A seven-color section will refresh from right to left, and finally shrink, which can push RGB to change the background color.
204-205	102	The seven-color two segments refresh from left to right, and finally shrink, which can push the RGB to change the background color.
206-207	103	The seven-color two segments refresh from right to left, and finally shrink, which can push RGB to change the background color.
208-209	104	Seven colors refresh back and forth, refresh on one color to another color, and finally shrink, you can push the RGB to change the background color.
210-211	105	The seven colors are refreshed back and forth on both sides, refresh on one color to another color, and finally shrink, which can push the RGB to change the background color.
212-213	106	Colorful colors flow from left to right, which can push RGB to change the background color.
214-215	107	Colorful colors flow from right to left, which can push RGB to change the background color.
216-217	108	Colorful tail flows from left to right, which can push RGB to change the background color.
218-219	109	The colorful tail flows from right to left, which can push the RGB to change the background color.
220-221	110	Colorful gradient flow from left to right.
222-223	111	The colorful gradients flow from right to left.
224-225	112	Colorful effect one
226-227	113	Colorful effect two
228-229	114	Colorful effect three
230-231	115	Colorful effect four
232-233	116	Colorful effect five
234-235	117	Colorful effect six
236-237	118	Colorful effect seven
238-239	119	Colorful effect eight
240-241	120	Colorful accumulation from left to right, which can push RGB to change the background color.
242-243	121	Colorful accumulation from right to left, which can push RGB to change the background color.
244-245	122	Colorful accumulation from left to right, and the accumulation will change the color, which can push RGB to change the background color.
246-247	123	Colorful accumulation from right to left, and the accumulation will change the color, which can

		push RGB to change the background color.
248-249	**124**	Brush red from left to right, and return with green from right to left, to push RGB to change the background color.
250-251	**125**	Brush red from left to right, and return with blue from right to left, to push RGB to change the background color.
252-253	**126**	Brush green from left to right, and blue from right to left on return, to push RGB to change the background color.
254-255	**127**	aggregative model

VII. Technical parameters:

Voltage: AC100~240V 50 / 60HZ

Power: 160W

Beads: 1,2965,0503-color LED beads

Control mode: DMX512, self-walk, master, sound control, with RDM function.

Channel: CH03, CH08, CH48, and CH53

Dimming: 32bit 0~100% linear dimming

Features: 16 sections of horse racing + staining + explosive flash

Operating temperature: -30 degrees ~50 degrees

Strobe frequency: 1~30HZ

Appearance: Metal, black

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

IP grade: IP20

Weight: 5.5KG