

514-A023-03GA-8+8-segment strobe light manual

一、 Display panel and button definition



menu up down confirm

Menu key: select function

Up key: Increase parameters

Down key: parameter decrement

Confirm key: confirm and save

二、 Menu function

After powering on, press the menu button, and the menu function table will appear in sequence; the up or down button to modify the function parameters, and the confirm button to save the current functions and parameters (after saving, it will have power-off memory).

Menu function table:

A001	➡	A512	Modify the address code (A001~A512) up or down, and confirm to save.
CH03	➡	CH39	Switch between CH04, CH11, CH32, CH39 three channels up or down, and confirm to save.
M000	➡	M083	There are 84 built-in effects (M000~M083) in one of three in one. Switch the built-in effects up or down, and save with the confirm button.
S000	➡	S255	Modify the running speed of the three-in-one built-in effect (S000~S255) up or down, and save with the confirm key.
M000	➡	M040	There are 41 built-in effects of white light in the middle (M000~M040), switch the built-in effects up or down, and save with the confirm button.
S000	➡	S255	Modify the running speed of the built-in white light effect (S000~S255) up or down, and confirm to save.
Soud	➡	Soud	Voice control mode.
R255	➡	R000	Modify the brightness of the red lamp bead up or down (R000~R255), and confirm to save.
G255	➡	G000	Modify the brightness of the green lamp bead up or down (G000~G255), and confirm to save.
B255	➡	B000	Modify the brightness of the blue lamp bead up or down (B000~B255), and confirm to save.
W255	➡	B000	Modify the brightness of the middle white light lamp beads up or down (W000~W255), and confirm to save.
T000			Display temperature, for example, T045 indicates that the current lamp temperature is 45°C; if a 10K thermistor is not installed, T000 is displayed.

三、 Master and slave control

Two or more identical lamps are connected with DMX three-core signal line, the lamps are set to any address code A001~A512, any one is set as the master, and the other lamps are the slaves, all the slaves' displays do not flicker; use the master to fade , Pulse change, jump change, voice control, and

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self-propelled effects, all slaves will synchronize gradual change, pulse change, jump, voice control, and self-propelled effects.

Special attention: 1. Only one host can be set for a group of lamps. If there are more than one host, all lamps will flash randomly and out of sync.

2. All lamps and lanterns must be the master and slave when the DMX512 console is turned off.

四、Factory setting

When any address code is A001~A512, press the menu button for 5 seconds to enter the factory setting. Factory settings are mainly the functions of each output power of the lamp, fan setting mode, setting temperature protection point, and sending parameters. Any mode in the factory setting can be exited by pressing the menu button for 5 seconds.

Factory setting table:

R255	→	R032	Modify the red lamp bead current (R032-R255) up or down, and save it with the confirm key. The default is R200.
G255	→	G032	Modify the green lamp bead current (G032-G255) up or down, and save it with the confirm key. The default is G200.
B255	→	B032	Modify the blue lamp bead current (B032-B255) up or down, and save it with the confirm key. The default is B200.
W255	→	W032	Modify the blue lamp bead current (W032-W255) up or down, and save it with the confirm key. The default is W240.
FAN0	→	FAN1	Fan setting: FAN0 lamp bead lights up to start the fan, FAN1 reaches the set temperature protection point to start the fan, confirm to save.
T040	→	T070	Set the temperature protection point, modify the parameter up or down (40℃~70℃), press the confirm key to save, the default is 65.
Send	→	Send	Send the factory setting parameters of the machine up or down to all other lamps connected in parallel with the three-core signal line; confirm the sending parameters and press the menu button for 5 seconds Exit, deny the parameter and press the confirm key to cancel sending.

五、DMX512 console

After power on, all lamps and lanterns address codes are set up, connect all lamps and lanterns in parallel to the DMX512 console with a three-core signal line, the address codes will stop flashing, indicating that the DMX512 console signal has been sent to the lamps, and use DMX512 console control according to the description of each channel Related functions.

CH04 channel description:

aisle	Channel value	basic skills
1	000-255	Red lamp bead linear dimming
2	000-255	Green lamp bead linear dimming
3	000-255	Blue lamp bead linear dimming
4	000-255	White lamp bead linear dimming

CH11 Channel description:

aisle	Channel value	basic skills
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1	000-255	Total dimming
2	000-255	Three in one strobe
3	000-255	Three-in-one mode (see: VI. Mode effects)
4	000-255	Three-in-one mode speed
5	000-255	Red lamp bead linear dimming
6	000-255	Green lamp bead linear dimming
7	000-255	Blue lamp bead linear dimming
8	000-255	White light strobe
9	000-255	White light mode (see: VI. Mode effects)
10	000-255	White light mode speed
11	000-255	White light bead linear dimming




CH32 Channel description:

aisle	Channel value	basic skills
1	000-255	The first three-in-one red lamp bead linear dimming
2	000-255	The first three-in-one green lamp bead linear dimming
3	000-255	The first stage three-in-one blue lamp bead linear dimming
4	000-255	The second stage three-in-one red lamp bead linear dimming
5	000-255	The second stage three-in-one green lamp bead linear dimming
6	000-255	The second stage three-in-one blue lamp bead linear dimming
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22	000-255	The 8th segment three-in-one red lamp bead linear dimming
23	000-255	The 8th segment three-in-one green lamp bead linear dimming
24	000-255	The 8th segment three-in-one blue lamp bead linear dimming
25	000-255	The first stage white light lamp beads linear dimming
26	000-255	The second stage white light lamp beads linear dimming
27	000-255	3rd stage white light lamp bead linear dimming
28	000-255	The 4th stage white light lamp bead linear dimming
29	000-255	The 5th stage white light lamp bead linear dimming
30	000-255	The 6th stage white light lamp bead linear dimming
31	000-255	7th stage white light lamp bead linear dimming
32	000-255	The 8th segment white light bead linear dimming

CH39 Channel description:

aisle	Channel value	basic skills
1	000-255	Total dimming
2	000-255	Three in one strobe
3	000-255	Three-in-one mode (see: Six, three-in-one mode effects)
4	000-255	Three-in-one mode speed
5	000-255	The first three-in-one red lamp bead linear dimming
6	000-255	The first three-in-one green lamp bead linear dimming
7	000-255	The first stage three-in-one blue lamp bead linear dimming

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26	000-255	The 8th segment three-in-one red lamp bead linear dimming			
27	000-255	The 8th segment three-in-one green lamp bead linear dimming			
28	000-255	The 8th segment three-in-one blue lamp bead linear dimming			
29	000-255	White light strobe			
30	000-255	White light mode (see: VI. White light mode effect)			
31	000-255	White light mode speed			
32	000-255	The first stage white light lamp beads linear dimming			
33	000-255	The second stage white light lamp beads linear dimming			
34	000-255	3rd stage white light lamp bead linear dimming			
35	000-255	The 4th stage white light lamp bead linear dimming			
36	000-255	The 5th stage white light lamp bead linear dimming			
37	000-255	The 6th stage white light lamp bead linear dimming			
38	000-255	7th stage white light lamp bead linear dimming			
39	000-255	The 8th segment white light bead linear dimming			

六、Pattern effect

Three-in-one mode effect:

Channel value	Mode code	Effect
0-2	0	no effect
3-5	1	The red lamp beads are all on.
6-8	2	G green lamp beads are all on.
9-11	3	B blue lamp beads are all on.
12-14	4	RG red and green dye lights are all on.
15-17	5	RB red and blue dye lights are all on.
18-20	6	The GB green and blue dye lights are all on.
21-23	7	RGB red, green and blue dye lights are all on.
24-26	8	The integrated mode code is 1-7 cycles.
27-29	9	Gradient
30-32	10	Pulse change
33-35	11	A section of red lamp bead racing.
36-38	12	A section of green lamp bead racing.
39-41	13	A section of blue lamp bead racing.
42-44	14	A section of traffic lights races.
45-47	15	A section of red and blue dyed lights races.
48-50	16	A section of green and blue dyed lights races.
51-53	17	A section of red, green and blue dyed lights races.
54-56	18	The integrated mode code is 11-17 cycle.
57-59	19	Two sections of red lamp bead horse racing.
60-62	20	Two-stage green lamp bead horse racing.
63-65	21	Two-stage green lamp bead horse racing.

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66-68	22	The second section of the traffic lights races.
69-71	23	Two sections of red and blue dyed lights race horses.
72-74	24	Two sections of green and blue dyed lights race horses.
75-77	25	Two sections of red, green and blue dyed lights race horses.
78-80	26	The integrated model code is 19-25 cycle.
81-83	27	A section of red lamp bead refreshes.
84-86	28	A section of green lamp bead refreshes.
87-89	29	A section of blue lamp bead refreshes.
90-92	30	A section of red and green dyed lights refreshed.
93-95	31	A section of red and blue dyed lights refreshed.
96-98	32	A section of green and blue dyed lights refreshed.
99-101	33	A section of red, green and blue dyed lights refreshed.
102-104	34	Comprehensive model code 27-33 cycle.
105-107	35	A section of red lamp beads at the beginning and the end are refreshed back and forth.
108-110	36	A section of green lamp beads at the beginning and the end are refreshed back and forth.
111-113	37	A section of blue lamp beads at the beginning and the end are refreshed back and forth.
114-116	38	A section of red and green dyed lights at the head and the tail are refreshed back and forth.
117-119	39	A section of red and blue dyed lights at the head and tail are refreshed back and forth.
120-122	40	A section of green and blue dyed lights at the beginning and the end are refreshed back and forth.
123-125	41	A section of red, green and blue dyed lights at the head and tail are refreshed back and forth.
126-128	42	The integrated model code is 35-41 cycle.
129-131	43	Two segments of red lamp beads ran back and forth.
132-134	44	Two segments of green lamp beads ran back and forth.
135-137	45	Two segments of blue lamp beads ran back and forth.
138-140	46	Two sections of traffic lights ran back and forth.
141-143	47	Two sections of red and blue dyed lights ran back and forth.
144-146	48	Two sections of green and blue dyed lights ran back and forth.
147-149	49	Two sections of red, green and blue dyed lights ran back and forth.
150-152	50	The integrated model code is 43-49 cycle.
153-155	51	A section of red lamp beads and a section of green lamp beads run in a loop.
156-158	52	A section of green lamp beads and a section of blue lamp beads run in a loop.
159-161	53	A section of blue lamp beads and a section of red and green dyed lamps ran back in shape.
162-164	54	A section of red and green dyed lights and a section of red and blue dyed lights ran back in shape.
165-167	55	A section of red and blue dyed lights and a section of green and blue dyed lights ran back in shape.
168-170	56	A section of green and blue dyed lights and a section of red, green and blue dyed lights run back and forth.
171-173	57	A section of red, green and blue dyed lights and a section of red lamp beads ran in a loop.
174-176	58	The integrated model code is 51-57 cycle.
177-179	59	Two sections of red lamp beads run squarely.
180-182	60	Two sections of green lamp beads run in a square shape.
183-185	61	Two sections of blue lamp beads run squarely.
186-188	62	Two sections of red and green colored lights run in a square shape.
189-191	63	Two sections of red and blue dyed square running.
192-194	64	Two sections of green and blue dyed square running.

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195-197	65	Two sections of red, green and blue dyed square running.
198-200	66	The integrated model code is 59-65 cycle.
201-203	67	A section of the red lamp bead has an afterimage of the horse racing.
204-206	68	A section of the green lamp bead has an afterimage of the horse racing.
207-209	69	There is an afterimage of a section of blue lamp bead horse racing.
210-212	70	There is an afterimage of a section of the traffic lights.
213-215	71	A section of red and blue dyed horse racing has afterimages.
216-218	72	A section of green and blue dyed horse racing has afterimages.
219-221	73	A section of red, green, and blue dyed horse racing has afterimages.
222-224	74	The integrated model code is 105-111 cycle.
225-227	75	A section of red lamp beads piled up.
228-230	76	Segment green lamp beads are piled up.
231-233	77	A section of blue lamp beads piled up.
234-236	78	A section of traffic lights piled up.
237-239	79	A section of red and blue dyed lights piled up.
240-242	80	A section of green and blue dyed lights piled up.
243-245	81	A section of red, green and blue dyed lights piled up.
246-248	82	The integrated model code is 113-119 cycle.
249-251	87	Colorful piled up.
252-254	88	Colorful flow.
255	89	Mode code The mode code is 11~81, you can push and pull RGB to change the background color.

White light mode effect:

Channel value	Mode code	Effect
0-5	1	no effect
6-11	2	The first segment of white light
12-17	3	The second segment of white light
18-23	4	The third segment of white light
24-29	5	The fourth segment of white light
30-35	6	The fifth segment of white light
36-41	7	The sixth section of white light
42-47	8	Seventh segment of white light
48-53	9	Eighth segment of white light
54-59	19	A section of white light races from left to right.
60-65	20	A section of white light races from right to left.
66-71	23	Two segments of white light raced from left to right.
72-77	24	Two segments of white light raced from right to left.
78-83	27	Three segments of white light raced from left to right.
84-89	28	Three segments of white light raced from right to left.
90-95	30	A section of white light raced back and forth.
96-101	33	Two sections of white light raced back and forth.
102-107	34	Three sections of white light raced back and forth.

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108-113	37	A white tail collided from left to right.
114-119	39	A white tail fell from right to left.
120-125	40	A white tail fell from left to right.
126-131	43	A white tail fell from right to left.
132-137	45	A white tail runs back and forth.
138-143	47	A segment of white light refreshes from left to right.
144-149	49	A segment of white light refreshes from right to left.
150-155	51	A section of white light at each end refreshes towards the middle.
156-161	53	The white light in the middle refreshes to both ends
162-167	55	A section of white light at each end ran back and forth.
168-173	57	A segment of white light piled up from left to right.
174-179	59	A segment of white light piles up from right to left.
180-185	61	Waves of white light go from left to right.
186-191	63	Waves of white light go from right to left.
192-197	65	Waves of white light at each end merge in the middle.
198-203	67	Separate a section of white light waves from the middle to the two ends.
204-209	69	A white light runs back and forth at four intervals.
210-215	71	The four-stage connection white light runs back and forth.
216-221	73	A segment of white light squirmed from left to right.
222-227	75	A piece of white light squirmed from right to left.
228-233	77	A gradual white light moves from left to right, and finally returns after shining.
234-239	79	Two pendulums with white light.
240-245	81	After a period of white light accumulates, it disappears one by one.
246-251	87	The white light collided at both ends and became bigger.
252-255	88	Comprehensive mode.

七、 Technical parameter:

Voltage: AC100~240V 50/60HZ

Power: 38V / 1000W

Lamp beads: 864pcs 5050 tri-color LED lamp beads+96pcs white LED

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

Channels: CH04, CH11, CH32, CH39

Dimming: 32bit 0~100% linear dimming

Features: 8+8 sections of horse racing + dyeing + flashing

Working temperature: -30 degrees to 50 degrees

Strobe frequency: 1~30HZ

Appearance: metal, black

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

IP rating: IP20

Size:

weight: