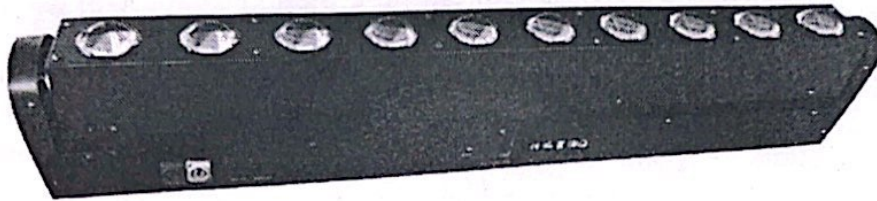


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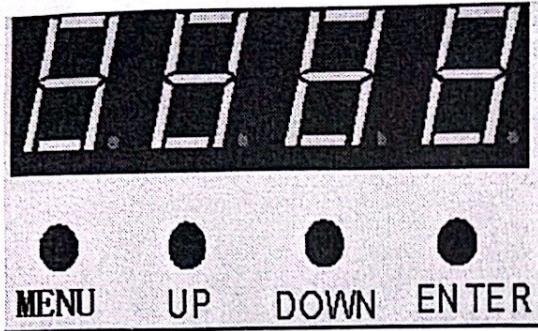
## **10 RGBW wall washing lamps**



### **an instruction manual**

Thank you for using the product produced by our company. For your safe and effective use of this product, please read this operation manual carefully and completely before you use this product. This manual contains: the performance of the product is very real, and important information about use. Please keep it properly for reference during use. Please strictly follow the relevant instructions during installation and use

## 1、 Display panel and key definition



Menu key: Select function

Up key: the parameter is incremented

Down key: parameter decrement

Confirm key: confirm and save

## 2、 Menu function

Press the menu key after power on, and the menu menu menu will appear in turn;

Press the up or down key to modify the function parameters, and the confirm key to save

the current function and parameters (with power down memory after saving).

### Menu menu:

A001	➡	A512	Set the address code, modify the address code (A001 ~ A512) up or down, and click OK to save.
CH14	➡	CH50	Switch ch14 and CH50 channels up or down, and click OK to save.
M000	➡	M126	There are 127 built-in effects. Modify the built-in effects up or down, and click OK to save.
S000	➡	S255	Modify the running speed of built-in effect up or down (s000 ~ s255), and press the OK key to save.
Soud	➡	Soud	Voice mode.
R255	➡	R000	Modify the red light bead brightness (r000 ~ r255) up or down, and press the OK key to save.
G255	➡	G000	Modify the green light bulb brightness (G000 ~ g255) up or down, and press the OK key to save.
B255	➡	B000	Modify the brightness of blue light beads (b000 ~ B255) up or down, and press the OK key to save.
W255	➡	W000	Modify the brightness of white light beads (w000 ~ W255) up or down, and press the OK key to save.
M000	➡	M255	Adjust the y-axis motor parameters (M000 ~ m255) up or down, and press the OK key to save.
T000			Display temperature, for example, t045 indicates that the current lamp temperature is 45 °C; If 10K thermistor is not installed, T000 is displayed.

### 3、 Master slave control

Two or more identical lamps are connected by DMX three core signal wires. All lamps are set to any address code A001 ~ A512, and any one is set as the master, while other lamps are slave; When the host is used to adjust the effects of gradient, pulse change, jump change, voice control, dimming and self-propelled, all slave machines synchronize the effects of gradient, pulse change, jump change, voice control, dimming and self-propelled.

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

2. All lamps can only work when the DMX512 console is turned off.

### 4、 Factory settings

In case of any address code from A001 to A512, press the menu key for 5 seconds to enter the factory setting. Factory setting mainly includes the functions of lamp output power, fan setting mode, setting temperature protection point and sending parameters. The factory sets any mode and exits by pressing the menu key for 5 seconds.

#### Factory setting mode table:

R255	→	R032	Modify the red light bead current (r032-r255) up or down, and press the OK key to save.
G255	→	G032	Modify the green bulb current (g032-g255) up or down, and press the OK key to save.
B255	→	B032	Modify the blue light bead current (b032-b255) up or down, and press the OK key to save.
W255	→	W032	Modify the white bulb current (w032-w255) up or down, and press the OK key to save.
M000	→	M255	Modify the running speed of y-axis motor (M000 ~ m255) up or down, and press the OK key to save.
FAN0	→	FAN1	Fan setting: start the fan when fan0 is powered on, start the fan when Fan1 reaches the set temperature protection point, and press OK to save.
T040	→	T070	Modify the temperature parameter (40 °C ~ 70 °C) up or down, and press the OK key to save.
Send	→	Send	Send the factory setting parameters of the machine up or down to all other lamps connected in parallel with three core signal wires; Confirm the sending parameters, press the menu key for 5 seconds to exit, deny the parameters, and press the confirm key to cancel the sending.

### 5、 DMX512 console

After power on, set the address codes of all lamps, and then connect all lamps to DMX512 console in parallel with three core signal wires. The address code will stop flashing, indicating that DMX512 console signal has been sent to lamps. Use DMX512 console to control relevant functions according to the instructions of each channel.

#### Ch14 channel description:

passageway	Channel value	basic function
1	000-255	Y-axis motor
2	000-255	Y-axis motor speed
3	000-255	Total dimming
4	000-255	Stroboscopic
5	000-255	Red light bead linear dimming.

6	000-255	Green light bead linear dimming.
7	000-255	Blue light bead linear dimming.
8	000-255	White light bead linear dimming.
9	000-255	Effect color selection
10	000-255	Mode, see: VI. mode effect for specific effect.
11	000-255	speed
12	000-255	Background color
13	000-255	Background color brightness adjustment
14	000-255	Reset: the whole machine is reset when the parameter value is 150-255. The parameter value of the console must be pulled below 10 and then pushed to 150-255. The parameter value is useless when it is 000-149 and cannot be reset.

### CH50 channel description:

passa geyway	Channel value	basic function
1	000-255	Y-axis motor
2	000-255	Y-axis motor speed
3	000-255	Total dimming
4	000-255	Stroboscopic
5	000-255	Linear dimming of the first red light bead.
6	000-255	Linear dimming of the first green light bead.
7	000-255	Linear dimming of the first blue light bead.
8	000-255	Linear dimming of the first white light bead.
...	...	...
41	000-255	The 10th red light bead is linearly dimming.
42	000-255	The 10th green light bead has linear dimming.
43	000-255	The 10th blue light bead is linearly dimming.
44	000-255	The 10th white light bead is linearly dimming.
45	000-255	Effect color selection
46	000-255	Mode, see: VI. mode effect for specific effect.
47	000-255	speed
48	000-255	Background color
49	000-255	Background color brightness adjustment
50	000-255	Reset: the whole machine is reset when the parameter value is 150-255. The parameter value of the console must be pulled below 10 and then pushed to 150-255. The parameter value is useless when it is 000-149 and cannot be reset.

6、 Mode effect (prompt: mode code 9 ~ 120, you can push and pull RGBW to change the background color.)

Channel	Mode	effect
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value	code	
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 and green dye lamp.
12-13	6	RB red and blue staining lamp.
14-15	7	GB green and blue staining lamp.
16-17	8	Comprehensive 1-7 effect cycle.
18-19	9	R runs with a red light.
20-21	10	G a green light running water.
22-23	11	B running with a blue light.
24-25	12	W a white light running water.
26-27	13	RG runs with a red and green dye lamp.
28-29	14	RB runs with a red and blue dye lamp.
30-31	15	GB runs with a green and blue dyeing light.
32-33	16	Comprehensive 9-15 effect cycle.
34-35	17	R two red lights running.
36-37	18	G two green lights running.
38-39	19	B two blue lights running.
40-41	20	W two white lights running.
42-43	21	RG two red and green colored lights running.
44-45	22	RB two red and blue staining lights running.
46-47	23	GB two green and blue staining lights running.
48-49	24	Comprehensive 17-23 effect cycle.
50-51	25	R three red lights running.
52-53	26	G three green lights running.
54-55	27	B three blue lights running.
56-57	28	W three white lights running.
58-59	29	RG three red and green colored lights running.
60-61	30	RB three red and blue staining lights running.
62-63	31	GB three green and blue dyeing lights running.
64-65	32	Comprehensive 25-31 effect cycle.
66-67	33	R a red light refreshes.
68-69	34	G a green light refreshes.
70-71	35	B a blue light refreshes.
72-73	36	W a white light refreshes.
74-75	37	RG a red and green dye lamp refresh.
76-77	38	RB a red and blue staining lamp is refreshed.
78-79	39	GB a green and blue staining light is refreshed.
80-81	40	Comprehensive 33-39 effect cycle.
82-83	41	R two red lights refresh.
84-85	42	G two green lights refresh.
86-87	43	B two blue lights refresh.
88-89	44	W two white lights refresh.

90-91	45	RG two red and green staining lights refresh.
92-93	46	RB two red and blue staining lights refresh.
94-95	47	GB two green and blue staining lights refresh.
96-97	48	Comprehensive 41-47 effect cycle.
98-99	49	R runs back and forth with a red light.
100-101	50	G runs back and forth with a green light.
102-103	51	B run back and forth with a blue light.
104-105	52	W ran back and forth with a white light.
106-107	53	RG runs back and forth with a red and green colored light.
108-109	54	RB ran back and forth with a red and blue colored light.
110-111	55	GB runs back and forth with a green and blue colored light.
112-113	56	Comprehensive 49-55 effect cycle.
114-115	57	R run back and forth with two red lights.
116-117	58	G run back and forth with two green lights.
118-119	59	B run back and forth with two blue lights.
120-121	60	W run back and forth with two white lights.
122-123	61	RG runs back and forth with two red and green colored lights.
124-125	62	RB ran back and forth with two red and blue colored lights.
126-127	63	GB runs back and forth with two green and blue colored lights.
128-129	64	Comprehensive 57-63 effect cycle.
130-131	65	R runs back and forth with a red light at both ends.
132-133	66	G run back and forth with a green light at each end.
134-135	67	B run back and forth with a blue light at each end.
136-137	68	W runs back and forth with a white light at each end.
138-139	69	RG runs back and forth with a red and green colored light at both ends.
140-141	70	RB runs back and forth with a red and blue staining lamp at both ends.
142-143	71	GB runs back and forth with a green and blue staining light at both ends.
144-145	72	Comprehensive 65-71 effect cycle.
146-147	73	R runs back and forth with two red lights at both ends.
148-149	74	G run back and forth with two green lights at both ends.
150-151	75	B run back and forth with two blue lights at each end.
152-153	76	W run back and forth with two white lights at both ends.
154-155	77	Two red and green colored lights at each end of RG run back and forth.
156-157	78	RB runs back and forth with two red and blue staining lights at both ends.
158-159	79	GB runs back and forth with two green and blue colored lights at both ends.
160-161	80	Comprehensive 72-79 effect cycle.
162-163	81	R a red light refreshes back and forth.
164-165	82	G a green light refreshes back and forth.
166-167	83	B a blue light refreshes back and forth.
168-169	84	W a white light refreshes back and forth.
170-171	85	RG a red and green dye lamp refreshes back and forth.
172-173	86	RB a red and blue staining light refreshes back and forth.
174-175	87	GB a green and blue staining light refreshes back and forth.
176-177	88	Comprehensive 81-87 effect cycle.
178-179	89	R a red light, running water has a residual shadow.
180-181	90	G a green light running water has a residual shadow.

182-183	91	B a blue light has a remnant in the running water.
184-185	92	W a white light running water has a shadow.
186-187	93	RG a red and green dye lamp, running water has a residual shadow.
188-189	94	RB a red and blue dye lamp, running water has a residual shadow.
190-191	95	GB a green and blue stained light, running water has a residual shadow.
192-193	96	Comprehensive 89-95 effect cycle.
194-195	97	R two red light pendulums.
196-197	98	G two green light pendulums.
198-199	99	B two blue light pendulums.
200-201	100	W two white light pendulums.
202-203	101	RG two red and green colored light pendulums.
204-205	102	RB two red and blue colored light pendulums.
206-207	103	GB two green and blue colored light pendulums.
208-209	104	Comprehensive 97-103 effect cycle.
210-211	105	R a red light is stacked.
212-213	106	G a green light is stacked.
214-215	107	B a blue light is stacked.
216-217	108	W a white lamp is stacked.
218-219	109	RG a red and green dye lamp.
220-221	110	RB a red and blue staining lamp.
222-223	111	GB a green and blue dye lamp.
224-225	112	Comprehensive 105-111 effect cycle.
226-227	113	R a red light is stacked back and forth.
228-229	114	G a green light is stacked back and forth.
230-231	115	B a blue light piled up and down.
232-233	116	W a white light piled up and down.
234-235	117	RG a red and green dye lamp stacked back and forth.
236-237	118	RB a red and blue dye lamp stacked back and forth.
238-239	119	GB a green and blue dye lamp is stacked back and forth.
240-241	120	Comprehensive 113-119 effect cycle.
242-243	121	Colorful effect 1.
244-245	122	Colorful effect II.
246-247	123	Colorful effect 3.
248-249	124	Red waves.
250-251	125	Green waves.
252-253	126	Blue waves.
254-255	127	Mode code 9-126 cycle; After the mode codes 124, 125 and 126, the colorful waves are finished.

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## 7、 Technical parameters:

Voltage: AC100 ~ 240V 50 / 60Hz

Power: 10 \* 40W (400W)

Lamp beads: 10 four in one LED lamp beads

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

Channel: ch14, CH50

Dimming: 32bit 0 ~ 100% linear dimming

Features: y shaking head + beam + Flash

Operating temperature: - 30 °C ~ 50 °C

Stroboscopic frequency: 1 ~ 30Hz

Appearance: metal, black

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

IP class: IP20

Size: weight: