Laser Show System
User Guide

User Manual

Like above picture,
MODE: Press one time change one mode
UP、DOWN: when in PRG and IL mode short press to change the working file, long press to change the whole folder, when in sound mode, it'll change the acoustic sensitivity.

matters needing attention

1: The optimum temperature range of laser lamp is 20 ~ 35 ℃.

2: Do not direct the laser at human eyes to avoid injury.

3: Please do not use beyond AC110V ~ 240V voltage, and ensure reliable grounding

4: Please do not switch frequently, so as not to affect the normal service life of the laser lamp.

5: Do not touch the lens of the laser projection window with your hand, so as not to affect the use effect.

6: In case of failure, please ask professional personnel for maintenance. Do not disassemble the lamp without authorization.

7: According to the use environment, clean the lens regularly to ensure the light efficiency

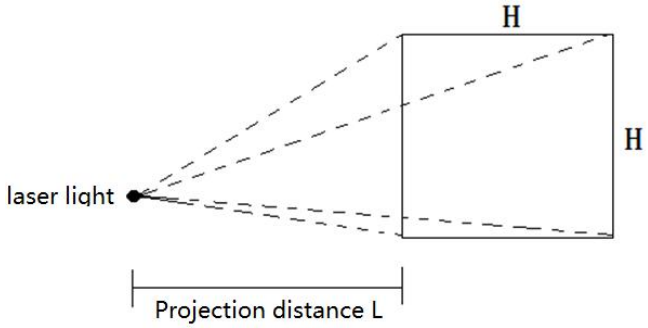
Please note: artificial damage or tear warranty label, are not within the scope of warranty! Please refer to the warranty details

Power consumption table of laser lamp:

Output power / W	Total power（W）	
	Min	Max
RGB/6W	40	70
RGB/10W	60	110
RGB/12W	70	130
RGB/15W	80	140
RGB/20W	95	220
RGB/30W	310	520
RGB/40W	370	580
RGB/50W	410	670
RGB/60W	480	720

Laser range and coverage:

The projection range is a square size of H* H, as shown in the figure



The length of H = projection distance * 0.93

0.93 is the scanning coefficient of plus or minus 25 degrees. If the scanning parameter is plus or minus 20 degrees, the coefficient needs to be changed to 0.73

Operating instructions: display screen and corresponding functions

Operation must see: the button can be pressed or rotated left and right.
When the screen is black: press the button or rotate the button once to light up the screen to view the current state, and then press once to enter the setting state. After setting, press once to turn off the blue cursor, and then double-click the button to save

display	parameter	function	You have to read it
Dmx Address	0~512	DMX512 MODE	Press the button once, the place to be set will become a blue cursor. Rotate the button to change the parameters. When the required parameters are reached, press once to turn off the blue cursor. After double clicking twice to save, it will exit automatically
Show mode	ILD	Play a single animation	
	Sound	Sound mode	
	Auto	Auto mode	
	PRG	Play the animation in order	
Program	Program1		
	Program2		
	Program3		
SIZE	10~100	Drawing size settings	
Phasic set	X+ Y+	Default X and Y directions)	
	X- Y+	X phase inversion	
	X- Y-	X phase inversion both X and Y phase inversion	
	X+ Y-	Y phase inversion	
Speed set	15~40	25 for 10W and 30 for 20W	
DMX STATE	Show Mode	When there is no signal, play according to the set mode	
	Black out	Turn off the light and stand by when there is no signal	
SLAVE MODE	Slave	Follow host	
	Maste	Host mode	
X Phasic	This setting changes both the local and external ILDA input		
	Positive	X Normal phase	
	Reverse	X Inverse phase	
Y Phasic	Positive	Y Normal phase	
	Reverse	Y Inverse phase	
Laser Lock	On	Turn off the light when doing dot	
	Off	Do not close the light when you do the dot The lamp above 20W has this function	
Soundsense	0-100	Voice sensitivity setting	
SD soun	On/ off	Whether to turn on voice control in animation mode	
Language 语言	English	English display	
	中文	Chinese display	
R	0~100	Red brightness	
G	0~100	Green brightness	
B	0~100	Blue brightness	
LOAD FLASH	on~ 0ff	Non terminal function (not available)	
Color	RGB/W	Full color play and monochrome play	
Pointment luminance	0~10	Scan delay dwell wait	
CH Mode	18CH/29CH	18CH/29CH	

DMX512 18CH

Channel	Function	Value	Description
CH1	Dimming	0~255	From dark to light
CH2	MODE	0~49	Auto）The effect inside the lamp plays automatically
		50~99	Sound）The effect inside the lamp is played by sound
		100~149	Sequence of animation programs
		150~199	Single animation effect playing
		200~255	Manual mode （Program change via CH3）
CH3	Change program	0~255	Change program
CH4	Stroboscopic	0~10	Turn off strobe
		11~255	Auto strobe, speed from slow to fast
CH5	Color	0~16	white
		17~33	Red
		34~50	Green
		51~67	Blue
		68~84	Yellow
		85~101	Purple
		102~118	Cyan
		119~135	White, red, green, blue color section
		136~152	Blue, yellow, purple, cyan color section
		153~169	W, R, G, B, Y, P, C 7 color section
		170~186	White, red, green, blue 4 color flow
		187~203	Blue, yellow, purple, cyan 4 color flow
		204~220	Blue, yellow, purple, cyan 4 color flow
		221~237	color subsection by inflexion
		238~255	Sound active color change
CH6	Display Mode	0~63	Normal display
		64~127	Light dot display
		128~191	Segment display
		192~255	Dot display
CH7	X move	0~125	Adjust position by manual
		126~185	Move circle from left to right automatically
		186~225	Jump circle from right to left automatically
		226~245	Auto jumping
		246~255	Audio jumping
CH8	Y move	0~125	Adjust position by manual
		126~185	Move circle from up to down automatically
		186~225	Jump circle from down to up automatically
		226~245	Auto jumping
		246~255	Audio jumping
CH9	Zoom(+/-)	0~10	No change
		11~87	Adjust size by manual
		88~150	Zoom +
		151~200	Zoom -
		201~255	Zoom (+/-) circle

CH10	Rolling X	0	No change
		1~128	Manual rotation
		129~255	Auto rotation
CH11	Rolling Y	0	No change
		1~128	Manual rotation
		129~255	Auto rotation
CH12	Rolling Center	0	No change
		1~128	Manual rotation
		129~192	Auto clockwise rotation
		193~255	Auto counterclockwise rotation
CH13	Drawing	0~10	No change
		10~74	Manual drawing
		75~104	Auto drawing +
		105~144	Auto drawing -
		145~184	Auto drawing circle
		185~224	End to end drawing circle +
		225~255	End to end drawing circle -
CH14	X wave	0~9	No wave
		10~69	Small wave
		70~129	Medium wave
		130~189	Big wave
		190~255	Biggest wave
CH15	Y wave	0~9	No wave
		10~69	Small wave
		70~129	Medium wave
		130~189	Big wave
		190~255	Biggest wave
CH16	Red Dimmer	0~255	From darkest to brightest
CH17	Green Dimmer	0~255	From darkest to brightest
CH18	Blue Dimmer	0~255	From darkest to brightest

DMX512 29CH

Channel	Function	Value	Description
CH1	Dimming	0~255	From darkest to brightest
CH2	MODE	0~49	Auto) The effect inside the lamp plays automatically
		50~99	Sound) The effect inside the lamp is played by sound
		100~149	Sequence of animation programs
		150~199	Single animation effect playing
		200~255	Manual mode (Program change via CH3)
CH3	Change program	0~255	Change program
CH4	Stroboscopic	0~10	Turn off strobe
		11~255	Auto strobe, speed from slow to fast
CH5	Red Dimmer	0~255	From darkest to brightest
CH6	Green Dimmer	0~255	From darkest to brightest
CH7	Blue Dimmer	0~255	From darkest to brightest

CH8	Color	0~16	white
		17~33	Red
		34~50	Green
		51~67	Blue
		68~84	Yellow
		85~101	Purple
		102~118	Cyan
		119~135	White, red, green, blue color section
		136~152	Blue, yellow, purple, cyan color section
		153~169	W, R, G, B, Y, P, C 7 color section
		170~186	White, red, green, blue 4 color flow
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		204~220	Blue, yellow, purple, cyan 4 color flow
		221~237	color subsection by inflexion
		238~255	Sound active color change
CH9	Graphics out of bounds effect	0~49	Cut after the graph is out of bounds
		50~99	After the graph is out of bounds, the out of bounds part is displayed on the opposite side
		100~149	After the graph goes beyond the boundary, it bounces back
		150~255	After the graph goes beyond the boundary, it is compressed into lines at the boundary
CH10	X position	0~255	Auto zoom manually adjust x position (valid only when CH19 < 2)
CH11	X Fine tuning	0~255	Manual adjustment of X trim (effective only when CH19 < 2)
CH12	Y position	0~255	Manually adjust y position (valid only when ch20 < 2)
CH13	Y Fine tuning	0~255	Manually adjust y trim (valid only when ch20 < 2)
CH14	Zoom(+/-)	0~255	Manually adjust the size of graphics (valid only when ch21 < 11)
CH15	X angle	0~255	Manually adjust the X angle (valid only when ch22 = 0)
CH16	Y angle	0~255	Manually adjust the Y angle (valid only when ch23 = 0)
CH17	Z angle	0~255	Manually adjust Z angle (valid only when ch24 < 2)
CH18	Gradually drawing	0~255	Manual adjustment of gradients
CH19	X Position macro motion X auto move	0~1	Manual movement (ch10 valid)
		1~100	Automatically move from right to left, the faster the value
		101~200	Automatically move from left to right, the faster the value
		201~245	Left and right automatic cycle beating, the faster the value
		246~255	Left and right cycle beating triggered by voice control
CH20	Y Position macro motion Y auto move	0~1	Manual movement (CH12 valid)
		2~100	Automatically move from bottom to top, the faster the value
		101~200	Automatically move from top to bottom, the faster the value
		201~245	Up and down automatic cycle beating, the faster the value
		246~255	Up and down cycle jumping triggered by voice control
CH21	Figure size macro motion	0~10	Manual zoom (ch14 valid)
		11~80	Auto zoom in, the faster the value

	（Auto zoom）	81~160	Auto shrink, the faster the value
		281~255	Auto cycle scaling, the larger the value, the faster
CH22	X angle macro motion	0	X manual flip (CH15 valid)
		1~255	Auto flip from slow to fast
CH23	Y angle macro motion	0	Y manual flip (ch16 valid)
		1~255	Auto flip from slow to fast
CH24	Z angle macro motion	0~2	Manual rotation (ch17 active)
		3~128	Counter clockwise automatic rotation, speed up gradually
		129~130	No rotation
		131~255	Clockwise automatic rotation, speed up gradually
CH25	Progressive macro motion	0~74	Manual adjustment of gradients
		75~104	Auto fade (add)
		105~144	Auto fade (subtract)
		145~184	Auto loop graduals
		185~224	End to end circular gradual drawing (increase)
		225~255	End to end loop progressive drawing (subtraction)
CH26	X wave macro motion	0~10	There are no waves
		11~69	Small wave, speed gradually accelerated
		70~129	Half wave
		130~189	Big wave
		190~255	Super wave
CH27	Y wave macro motion	0~10	There are no waves
		11~69	Small wave, speed gradually accelerated
		70~129	Half wave
		130~189	Big wave
		190~255	Super wave
CH28	Wave size adjustment	0~255	Waves from big to small
CH29	Display effect	0~63	Default value
		64~127	Add highlights
		128~191	Line segment display
		192~255	Point display