

LED Strobe Light RGB 8 Zones

1. Display panel and button definition



MENU: Select function

UP: Increase parameters

DOWN: parameter decrement

ENTER: confirm and save

2. 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, the confirm button to save the current functions and parameters (with power-off memory after saving).

Menu function table:

A001	➔	A512	Modify the address code (A001~A512) up or down, and save with the confirm key. The default is A001.
CH03	➔	CH24	Switch between CH03, CH09, CH24 three channels up or down, confirm key to save, default CH09.
FF00	➔	FF99	Gradient, modify the gradual speed up or down (FF00~FF99), confirm to save, the default is FF10.
EE00	➔	EE99	Pulse change, modify the pulse change speed up or down (EE00~EE99), confirm to save, default EE10.
P000	➔	P241	There are 242 kinds of built-in effects (P000~P241), switch the built-in effects up or down, save by the confirm key, and jump to P000 by default.
S000	➔	S255	Modify the operating speed of the built-in effect (S000~S255) up or down, and save with the confirm key. The default is S010.
Soud	➔	Soud	Voice control mode.
R255	➔	R000	Modify the brightness of the red lamp bead up or down (R000~R255), and save with the confirm key. The default is R255.
G255	➔	G000	Modify the brightness of the green lamp bead up or down (G000~G255), confirm to save, and the default is G255.
B255	➔	B000	Up or down to modify the brightness of the blue lamp bead (B000~B255), confirm to save, and the default is B255.
T000			Display temperature. For example, T045 means that the current lamp temperature is 45°C; if 10K thermistor is not installed, T000 is displayed.

3. Master-slave control

Two or more of the same lamps are connected by DMX three-core signal line, the lamps are set to any address code of A001~A512, any one is set as the master, and the other lamps are the slaves. The display screens of all slaves do not flicker; when the master gradient, pulse, jump, voice control, and self-propelled effects are used, all the slaves synchronize gradient, pulse, jump, voice control, and self-propelled effects.

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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 must be the master and slave when the DMX512 console is turned off.

4. Factory setting

When any address code is A001~A512, press the menu button for 3 seconds to enter the factory setting. The factory settings are mainly the functions of the output power of each lamp, the fan setting mode, setting the temperature protection point, and sending the parameters. Any mode set by the factory, press the menu button for 3 seconds to exit.

Factory setting table:

R255	→	R032	Modify the red lamp bead current (R032-R255) up or down, confirm to save, and the default is R240.
G255	→	G032	Modify the green lamp bead current up or down (G032-G255), confirm to save, default G240.
B255	→	B032	Modify the blue lamp bead current (B032-B255) up or down, confirm to save, and the default is B240.
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	→	T105	T105 set the temperature protection point, modify the parameter up or down (40°C~105°C), press the enter key to save, the default is T060.
Send	→	Send	Send the factory setting parameters of this machine up or down to all other lamps connected in parallel with the three-core signal line; confirm the sending of the parameters and press the menu button for 3 seconds to exit. If the parameters are denied, press the confirm button to cancel the sending.

5. DMX512 console

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

CH03

Channel	Value	Description
1	000-25 5	Red lamp bead linear dimming
2	000-25 5	Green lamp bead linear dimming
3	000-25 5	Blue lamp bead linear dimming

CH09

Channel	Value	Description
1	000-25	Total dimming

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	5	
2	000-25 5	Red lamp bead linear dimming
3	000-25 5	Green lamp bead linear dimming
4	000-25 5	Blue lamp bead linear dimming
5	000-25 5	Strobe
6	000-25 5	Mode (see: 6. Mode Effect 1)
7	000-25 5	Mode (see: 6. Mode Effect 2)
8	000-25 5	Mode (see: 6. Mode Effect 3)
9	000-25 5	Speed

CH24

Channel	Value	Description
1	000-25 5	The first group red lamp bead linear dimming
2	000-25 5	The first group green lamp bead linear dimming
3	000-25 5	The first group blue lamp bead linear dimming
...
22	000-25 5	The 8th segment red lamp bead linear dimming
23	000-25 5	The 8th segment green lamp bead linear dimming
24	000-25 5	The 8th segment blue lamp bead linear dimming

6. Mode effect

Mode effect 1: (Reminder: Mode code is 2~82, you can push and pull RGB to change the background color)

Channel	Value	Description
0-2	0	none
3-5	1	Jump
6-8	2	A section of red lamp beads races clockwise.
9-11	3	A section of green lamp beads races clockwise.
12-14	4	A section of blue lamp beads races clockwise.
15-17	5	A section of red, green lamp beads races clockwise.
18-20	6	A section of red, blue lamp beads races clockwise.
21-23	7	A section of green, blue lamp beads races clockwise.

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24-26	8	A section of red, green and blue dyed lights races clockwise.
27-29	9	The integrated mode code is 2-8 cycle.
30-32	10	A section of red lamp beads races counterclockwise.
33-35	11	A section of green lamp beads races counterclockwise.
36-38	12	A section of blue lamp beads races counterclockwise.
39-41	13	A section of red, green lamp beads races counterclockwise.
42-44	14	A section of red, blue lamp beads races counterclockwise.
45-47	15	A section of green, blue lamp beads races counterclockwise.
48-50	16	A section of red, green and blue dyed lights races counterclockwise.
51-53	17	The integrated model code is 10-16 cycle.
54-56	18	Two segments of red lamp beads race counterclockwise.
57-59	19	Two segments of green lamp beads race counterclockwise.
60-62	20	Two segments of blue lamp beads race counterclockwise.
63-65	21	Two segments of red, green lamp beads race counterclockwise.
66-68	22	Two segments of red, blue lamp beads race counterclockwise.
69-71	23	Two segments of green, blue lamp beads race counterclockwise.
72-74	24	Two segments of red, green, blue lamp beads race counterclockwise.
75-77	25	The integrated model code is 18-24 cycle.
78-80	26	The two red lamp beads race clockwise.
81-83	27	The two green lamp beads race clockwise.
84-86	28	The two blue lamp beads race clockwise.
87-89	29	Two segments of red, green lamp beads race clockwise.
90-92	30	Two segments of red, blue lamp beads race clockwise.
93-95	31	Two segments of green, blue lamp beads race clockwise.
96-98	32	Two segments of red, green, blue lamp beads race clockwise.
99-101	33	The integrated model code is 26-32 cycle.
102-104	34	Two segments of red lamp beads are stacked.
105-107	35	Two segments of green lamp beads are stacked
108-110	36	Two segments of blue lamp beads are stacked
111-113	37	Two segments of red, green lamp beads are stacked
114-116	38	Two segments of red, blue lamp beads are stacked
117-119	39	Two segments of green, blue lamp beads are stacked
120-122	40	Two segments of red, green, blue lamp beads are stacked
123-125	41	The integrated model code is 34-40 cycle.
126-128	42	A section of red lamp beads are stacked
129-131	43	A section of green lamp beads are stacked
132-134	44	A section of blue lamp beads are stacked
135-137	45	A section of red, green lamp beads are stacked
138-140	46	A section of red, blue lamp beads are stacked
141-143	47	A section of green, blue lamp beads are stacked
144-146	48	A section of red, green, blue lamp beads are stacked.
147-149	49	The integrated mode code is 42-48 cycle.
150-152	50	A section of red lamp beads and a section of green lamp beads are running counterclockwise.
153-155	51	A section of blue lamp beads and a section of blue lamp beads are running counterclockwise.
156-158	52	A section of blue lamp beads and a section of red, green lamp beads are running

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		counterclockwise.
159-161	53	A section of red and green dyed lights and a section of red and blue dyed lights raced counterclockwise.
162-164	54	A section of red and blue dyed lights and a section of green and blue dyed lights run counterclockwise.
165-167	55	A section of green and blue dyed lights and a section of red, green and blue dyed lights run counterclockwise.
168-170	56	A section of red, green and blue dyed lamps and a section of red lamp beads raced counterclockwise.
171-173	57	The integrated model code is 50-56 cycles.
174-176	58	The two red lamp beads refresh counterclockwise.
177-179	59	Two green lamp beads refresh counterclockwise
180-182	60	Two segments of blue lamp beads refresh counterclockwise.
183-185	61	The two red and green dyeing lights refresh counterclockwise.
186-188	62	The two red and blue dyed lights refresh counterclockwise.
189-191	63	The two green and blue dyed lights refresh counterclockwise.
192-194	64	The two red, green and blue dyeing lights refresh counterclockwise.
195-197	65	The integrated model code is 58-64 cycle.
198-200	66	The two red lamp beads refresh clockwise.
201-203	67	The two green lamp beads refresh clockwise.
204-206	68	The two blue lamp beads refresh clockwise.
207-209	69	The two red and green dyeing lights refresh clockwise.
210-212	70	The two red and blue dyed lights refresh clockwise.
213-215	71	The two green and blue dyeing lights refresh clockwise.
216-218	72	The two red, green and blue dyeing lights refresh clockwise.
219-221	73	The integrated model code is 66-72 cycle.
222-224	74	The two red lamp beads refresh back and forth counterclockwise.
225-227	75	The two green lamp beads refresh back and forth counterclockwise.
228-230	76	The two blue lamp beads refresh back and forth counterclockwise.
231-233	77	The two red and green dyed lights refresh back and forth counterclockwise.
234-236	78	The two red and blue dyed lights refresh back and forth counterclockwise.
237-239	79	Two sections of green and blue dyed lights refresh back and forth counterclockwise.
240-242	80	Two sections of red, green and blue dyed lights refresh back and forth counterclockwise.
243-245	81	The integrated model code is 74-80 cycle.
246-248	82	Seven colors refresh back and forth clockwise
249-251	83	Colorful horse racing clockwise
252-254	84	The pattern code is 2~83 cycles.
255	85	All red lamp beads are on

Mode effect 2: (Reminder: Mode code 2~82, you can push and pull RGB to change the background color.)

Channel	Value	Effect
0-2	0	none
3-5	1	The red lamp beads are all on.

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6-8	2	The green lamp beads are all on.
9-11	3	The blue lamp beads are all on.
12-14	4	The red and green lights are all on.
15-17	5	The red and blue lights are all on.
18-20	6	The green and blue lights are all on.
21-23	7	The red, green and blue dye lights are all on.
24-26	8	The integrated mode code is 1-7 cycles.
27-29	9	Pulse change
30-32	10	Jump
33-35	11	A red light races counterclockwise.
36-38	12	A green light races counterclockwise.
39-41	13	A blue light races counterclockwise.
42-44	14	A red and green light races counterclockwise.
45-47	15	A red and blue light races counterclockwise.
48-50	16	A green and blue dyed light races counterclockwise.
51-53	17	A red, green and blue dyed lamp races counterclockwise.
54-56	18	The integrated model code is 11-17 cycle.
57-59	19	A red light races clockwise.
60-62	20	A green light races clockwise.
63-65	21	A blue light races clockwise.
66-68	22	A red and green dyed light races clockwise.
69-71	23	A red and blue dyed light races clockwise.
72-74	24	A green and blue dyed light races clockwise.
75-77	25	A red, green and blue dyed light races clockwise.
78-80	26	The integrated model code is 19-25 cycle.
81-83	27	Two red lights raced back and forth.
84-86	28	Two green lights raced back and forth.
87-89	29	Two blue lights raced back and forth.
90-92	30	Two red and green lights raced back and forth.
93-95	31	Two red and blue dyed lights raced back and forth.
96-98	32	Two green and blue dyed lights raced back and forth.
99-101	33	Two red, green and blue dyed lights raced back and forth.
102-104	34	The integrated model code is 27-33 cycle.
105-107	35	The two red lights collided back and forth.
108-110	36	The two green lights collided back and forth.
111-113	37	The two blue lights collided back and forth.
114-116	38	The two red and green lights collided back and forth.
117-119	39	Two red and blue dyed lights collided back and forth.
120-122	40	Two green and blue dyed lights collided back and forth.
123-125	41	Two red, green and blue dyed lights collided back and forth.
126-128	42	The integrated model code is 35-41 cycle.
129-131	43	A red light raced back and forth.
132-134	44	A green light raced back and forth.
135-137	45	A blue light raced back and forth.
138-140	46	A red and green colored light raced back and forth.
141-143	47	A red and blue dyed lamp raced back and forth.
144-146	48	A green and blue dyed light raced back and forth.

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147-149	49	A red, green and blue dyed lamp raced back and forth.
150-152	50	The integrated model code is 43-49 cycle.
153-155	51	A red light piled up.
156-158	52	A green lights piled up.
159-161	53	A blue lights piled up.
162-164	54	A row of red and green lights piled up.
165-167	55	A stack of red and blue dyed lights.
168-170	56	A stack of green and blue dyed lights.
171-173	57	A stack of red, green and blue dyed lights.
174-176	58	The integrated model code is 51-57 cycle.
177-179	59	A red light and a green light raced back and forth.
180-182	60	A green light and a blue light raced back and forth.
183-185	61	A blue light and a red and green dyed light raced back and forth.
186-188	62	A red and green dyed light and a red and blue dyed light raced back and forth.
189-191	63	A red and blue dyed lamp and a green and blue dyed lamp raced back and forth.
192-194	64	A green and blue dyed lamp and a red, green and blue dyed lamp raced back and forth.
195-197	65	A red, green and blue dyed lamp and a red lamp raced back and forth.
198-200	66	The integrated model code is 59-65 cycle.
201-203	67	A red light refreshes from left to right.
204-206	68	A green light refreshes from left to right.
207-209	69	A blue light refreshes from left to right.
210-212	70	A red and green dyed light refreshes from left to right.
213-215	71	A red and blue dyed light refreshes from left to right.
216-218	72	A green and blue dyed light refreshes from left to right.
219-221	73	A red, green and blue dyed light refreshes from left to right.
222-224	74	The integrated model code is 67-73 cycle.
225-227	75	A red light refreshes from right to left.
228-230	76	A green light refreshes from right to left.
231-233	77	A blue light refreshes from right to left.
234-236	78	A red and green dyed light refreshes from right to left.
237-239	79	A red and blue dyed light refreshes from right to left.
240-242	80	A green and blue dyed light refreshes from right to left.
243-245	81	A red, green and blue dyed light refreshes from right to left.
246-248	82	The integrated model code is 75-81 cycle.
249-251	83	Colorful horse racing clockwise
252-254	84	The pattern code is 2~83 cycles.
255	85	All red lights are on

Mode effect 3: (Reminder: Mode code 2~82, you can push and pull RGB to change the background color.)

Channe l	Value	Effect
0-2	0	none
3-5	1	Jump
6-8	2	Two segments of red lamp beads ran clockwise.

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9-11	3	Two segments of green lamp beads ran clockwise.
12-14	4	Two segments of blue lamp beads ran clockwise.
15-17	5	Two sections of red and green lights ran clockwise.
18-20	6	Two sections of red and blue dyed lights ran clockwise.
21-23	7	Two sections of green and blue dyed lights ran clockwise.
24-26	8	Two sections of red, green and blue dyed lights ran clockwise.
27-29	9	The integrated mode code is 2-8 cycle.
30-32	10	The two red lamp beads ran counterclockwise.
33-35	11	Two segments of green lamp beads ran counterclockwise.
36-38	12	Two segments of blue lamp beads ran counterclockwise.
39-41	13	Two sections of traffic lights ran counterclockwise.
42-44	14	Two sections of red and blue dyed lights ran counterclockwise.
45-47	15	Two sections of green and blue dyed lights ran counterclockwise.
48-50	16	Two sections of red, green and blue dyed lights ran counterclockwise.
51-53	17	The integrated model code is 10-16 cycle.
54-56	18	The two red lamp beads run back and forth in opposite directions.
57-59	19	The two green lamp beads ran in opposite directions.
60-62	20	The two blue lamp beads ran in opposite directions.
63-65	21	Two sections of traffic lights ran in opposite directions.
66-68	22	Two sections of red and blue dyed lights ran in opposite directions.
69-71	23	Two sections of green and blue dyed lights ran in opposite directions.
72-74	24	Two sections of red, green and blue dyed lights ran in opposite directions.
75-77	25	The integrated model code is 18-24 cycle.
78-80	26	The two red lamp beads run back and forth in opposite directions.
81-83	27	The two green lamp beads ran in opposite directions.
84-86	28	The two blue lamp beads ran in opposite directions
87-89	29	The two red, green lamp beads ran in opposite directions
90-92	30	he two red, blue lamp beads ran in opposite directions
93-95	31	Two sections of green and blue dyed lights ran in opposite directions.
96-98	32	Two sections of red, green and blue dyed lights ran in opposite directions.
99-101	33	The integrated model code is 26-32 cycle.
102-104	34	The two red lamp beads are connected and run in a clockwise direction.
105-107	35	The two green lamp beads are connected and run clockwise.
108-110	36	Two segments of blue lamp beads are connected and run clockwise.
111-113	37	The two red and green lights are connected and run in a clockwise direction.
114-116	38	Two sections of red and blue dyed lights are connected and run in a clockwise direction
117-119	39	Two segments of green and blue dyed lights are connected and run in a clockwise direction.
120-122	40	Two sections of red, green and blue dyed lights are connected and run in a clockwise direction.
123-125	41	The integrated model code is 34-40 cycle.
126-128	42	Two segments of red lamp beads are connected and run counterclockwise.

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129-131	43	The two segments of green lamp beads are connected and run in a counterclockwise direction
132-134	44	Two segments of blue lamp beads are connected and run counterclockwise.
135-137	45	The two sections of red and green colored lights are connected and run counterclockwise.
138-140	46	Two sections of red and blue dyed lights are connected and run in a counterclockwise direction.
141-143	47	Two segments of green and blue dyed lights are connected and run counterclockwise.
144-146	48	The two sections of red, green and blue dyed lights are connected and run in a counterclockwise direction.
147-149	49	The integrated mode code is 42-48 cycle.
150-152	50	Four segments of red lamp beads ran back and forth.
153-155	51	Four green lamp beads run back and forth.
156-158	52	Four segments of blue lamp beads ran back and forth.
159-161	53	Four segments of red and green lamp beads ran back and forth.
162-164	54	Four segments of red and blue lamp beads ran back and forth.
165-167	55	Four segments of green and blue lamp beads ran back and forth.
168-170	56	Four sections of red, green and blue dyed lights ran back and forth.
171-173	57	The integrated model code is 50-56 cycles.
174-176	58	Four segments of red lamp beads ran back and forth.
177-179	59	Four segments of green lamp beads ran back and forth.
180-182	60	Four segments of blue lamp beads ran back and forth.
183-185	61	Four segments of red and green lamp beads ran back and forth.
186-188	62	Four segments of red and blue lamp beads ran back and forth.
189-191	63	Four sections of green and blue dyed lights ran back and forth.
192-194	64	Four sections of red, green and blue dyed lights ran back and forth.
195-197	65	The integrated model code is 58-64 cycle.
198-200	66	A section of red lamp beads ran clockwise in the middle.

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201-203	67	A section of green lamp beads ran clockwise in the middle.
204-206	68	A section of blue lamp beads ran clockwise in the middle.
207-209	69	A section of traffic lights ran clockwise in the middle.
210-212	70	A section of red and blue dyed lights ran clockwise in the middle.
213-215	71	A section of green and blue dyed lights ran clockwise in the middle.
216-218	72	A section of red, green and blue dyed lights ran clockwise in the middle.
219-221	73	The integrated model code is 66-72 cycle.
222-224	74	A section of red lamp beads ran counterclockwise in the middle.
225-227	75	A section of green lamp beads ran counterclockwise in the middle.
228-230	76	A section of blue lamp beads ran counterclockwise in the middle.
231-233	77	A section of traffic lights ran counterclockwise in the middle.
234-236	78	A section of red and blue dyed lights ran counterclockwise in the middle.
237-239	79	A section of green and blue dyed lights ran counterclockwise in the middle.
240-242	80	A section of red, green and blue dyed lights ran counterclockwise in the middle.
243-245	81	The integrated model code is 74-80 cycle.
246-248	82	Colorful color selection, divided into two different colors to run in a circle in opposite directions
249-251	83	Colorful horse racing clockwise
252-254	84	The pattern code is 2~83 cycles.
255	85	All red lights are on

7. Technical parameters:

Voltage: AC100~240V 50/60HZ

Power: 240W

Lamp beads: 960pcs 5050 tri-color LED lamp beads

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

Channel: CH03, CH09, CH24

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Dimming: 32bit 0~100% linear dimming

Features: 8-segment 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