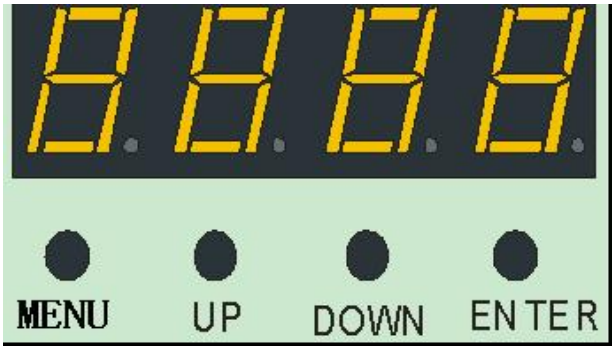
10x40W RGBW 4in1 Led Beam Bar Light Manual

Parameter:
Voltage: AC100 ~ 240V 50 / 60Hz
Power: 400W
Led Source: 10x40W 4in1 LED lamps
Lifetime: About 50,000 hours
Beam Angel: 3°
Control Mode: DMX512, Auto Run, Master-slave, Sound Run, Extra with RDM function.
Channel: CH7, CH13, CH43
Dimming: 32bit 0 ~ 100% linear dimming
Strobe Frequency: 1 ~ 30Hz
Tilt Movement: 0-230°
Features: Tilt moving head + Beam + Flash
Signal Connection: DMX512 input / output
Power Connection: Powercon input / output
Operating temperature: - 30 ℃ ~ 50 ℃
Appearance: Metal+plastic, black color
IP Rating: IP20
Size: 108x23x9cm
Net Weight: 8.72kg

1. Display and Key Definition



MENU UP DOWN ENTER

Menu key: Select function
Up key: increase the parameters step by step
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.
CH7	➡	CH43	Switch up or down ch7, ch13 and CH43 channels, and press the OK key 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.
R255	➡	R000	Modify the brightness of red light beads (r000 ~ r255) up or down, and press the OK key to save.
G255	➡	G000	Modify the brightness of green light bead (G000 ~ g255) up or down, and press the OK key to save.
B255	➡	B000	Modify the brightness of blue light bead (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.
Soud	➡	Soud	Voice mode..
M000	➡	M255	Adjust the y-axis motor parameters (M000 ~ m255) up or down, and press the OK key to save.
T000	➡		Display the temperature. For example, t045 indicates that the current lamp temperature is 45 ℃; 10K thermistor is not installed.

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 from A001 to 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 walking, all slave machines will synchronize the effects of gradient, pulse change, jump change, voice control, dimming and self walking.
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 must be turned off when the DMX512 console is turned off before the master and slave can work.

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 settings are mainly 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 light bulb current (g032-g255) up or down, and click OK to save.
B255	➡	B032	Modify the blue light bead current (b032-b255) up or down, and click OK to save.
W255	➡	W032	Modify the white light bead current (w032-w255) up or down, and click OK to save.
M000	➡	M255	Modify the running speed of y-axis motor up or down (M000 ~ m255), and press the OK key to save.
FAN0	➡	FAN1	Fan setting: when fan0 is powered on, start the fan. When Fan1 reaches the set temperature protection point, start the fan and press OK to save.
T040	➡	T070	Modify the temperature parameter up or down (40 ℃ ~ 70 ℃), 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.

4. DMX512Console

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 the signal of DMX512 console has been sent to lamps. Use DMX512 console to control relevant functions according to the instructions of each channel.

CH7Channel description：

passageway	Channel value	basic function
1	000-255	Y-axis motor
2	000-255	Y-axis motor speed
3	000-255	Linear dimming of red light beads.
4	000-255	Green light bead linear dimming.
5	000-255	Blue light bead linear dimming.
6	000-255	White light bead linear dimming.
7	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.

CH13Channel description：

passagewaay	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 red light beads.
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	pattern
10	000-255	speed
11	000-255	Background color
12	000-255	Background tone light
13	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.

CH43Channel description：

passagewaay	Channel value	basic function
1	000-255	Y-axis motor
2	000-255	Y-axis motor speed
3	000-255	The first red light bead is linearly dimming.
4	000-255	The first green light bead is linearly dimming.
5	000-255	The first blue light bead is linearly dimming.
6	000-255	The first white light bead is linearly dimming.
…	…	… …
39	000-255	Linear dimming of the tenth red light bead
40	000-255	Linear dimming of the tenth green light bead
41	000-255	Linear dimming of the tenth blue light bead
42	000-255	Linear dimming of the tenth white light bead
43	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.

5. Mode effect(Note: the mode code is 9 ~ 120. You can push and pull RGBW to change the background color.)

Channel value	Mode code	effect
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	A blue running 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 water.
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 water.
58-59	29	RG three red and green colored lights running.
60-61	30	Three RB running lights.
62-63	31	GB three green and blue dyeing lights run in water.
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 light 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**	Two red and green staining lights of RG are refreshed.
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 red and green colored lights at both ends.
140-141	**70**	RB runs back and forth with a red and blue colored light 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 colored 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 running water has a residual shadow.

184-185	**92**	W a white light, running water, with remnants.
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, there are remnants.
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 piled up.
212-213	**106**	G a green light piled up.
214-215	**107**	B a blue light is piled up.
216-217	**108**	W a white light piled up.
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 is stacked.
224-225	**112**	Comprehensive 105-111 effect cycle.
226-227	**113**	R a red light piled up and down.
228-229	**114**	G a green light piled up and down.
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.