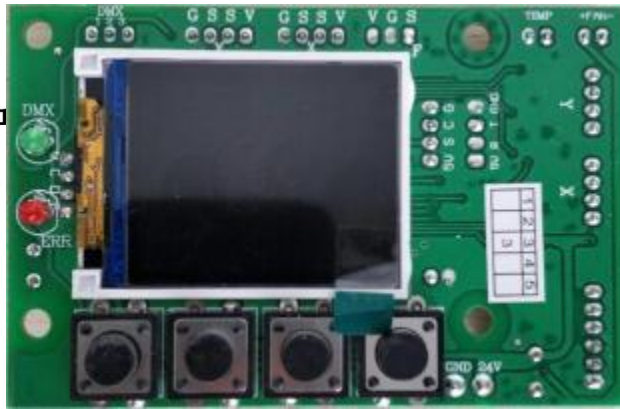


I. Display panel and key definition

Signal indicator

Error reporting



Menu confirms up and down

Order key: enter / return to the main menu

Up key: menu function selection up / parameter add

Down key: Menu function select down / parameter parameters

Confirm key: Select menu function and save when menu function parameters are modified.

2. Menu function

After the machine is reset, press the menu key and enter the main menu (exit after 30 seconds on the main menu interface), see the main menu function table (5 main menu options); select the main menu up or down, enter the function parameters of each menu, and then press the confirmation key to save the current function parameters (have the power loss memory after saving).

primary menu	submenu	Menu function description
1. System setting	1. The DMX address	Modify DMX up or down, address code (optional range 001-512), confirm the key to save.
2. Operation mode	1. Operation mode	Select DMX / auto / voice operation mode up or down to save the key.
	2. Channel selection	Select the 05 CH / 19 CH / 272 CH channel up or down and confirm that the key is saved.
3. Manual control	1, pattern	See: V. Mode effect of inner and outer circle integrated mode:
	2. Speed	Modify the strobe parameter value up or down (adjustable range 000-255, 000-009 useless) and confirm that the key is saved.
	3. Flash	Modify the speed parameter value up or down (adjustable range 000-255) and save the key.
	4. Red	Modify the red bead brightness up or down (adjustable range 000-255) and save the key.
	Green	Modify the green bead brightness up or down (adjustable range 000-255) and save the key.
	6. Blue	Modify the blue bead brightness up or down (adjustable range 000-255) and save the key.
4. Display	7. The motor	Modify the motor running speed up or down (adjustable range 000-255) and save the key.
	1. Language selection	Default Chinese, up or down to select Chinese / EN (English), confirm the key to save.
	2. Invert the	Default off, up or down select off / on inversion settings, confirm

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the settings	display setting	key save.	
	3. Software version	01 IA program identification code, not modifiable.	
5. Factory Settings	Show: Please enter the password! Change up or down to 138, and then press the confirm key to enter the factory setting.	1. Red	Default 220, modify red bead current (128-255), confirm the key save.
		Green	Default 220, up or down modify the green bead current (128-255), confirm the key save.
		3. Blue	Default 220, modify the blue bead current (128-255), confirm the key save.
		4. The motor	Default 128, modify motor parameters up or down (128-255), confirm key save.
		5、Logo	Select 000 / 001 up or down to save the confirmation key.
		6, temperature	Modify the temperature parameter up or down (range 40-70) and save the key.
		7. Fan	Select the off / on fan control up or down to confirm that the key is saved.

3. Master-slave machine control

Two or more identical lamps are connected with DMX three-core signal line, all lamps are modified to 001~512 any address code, set as the host of the other lamps, all are the gradual change, the self-control, jump, sound control and self-walking effect.

Special attention: 1, a group of lamps can only be set with one host, if there are more than one host, all the lamps will flash and not synchronized.

2. All lamps must be used when the DMX512 console is closed.

4. DMX 512 Control

All the address codes of all lamps are set, and all lamps are connected to the DMX512 console in parallel with DMX three-core signal lines. The address code stops flashing, indicating that the DMX512 console signal has been sent to the lamps, and control relevant functions with the DMX512 console according to the channel instructions.

05 CH channel description:

chan nel	The channel value	basic function
1	000-255	R red lamp beads with linear dimming
2	000-255	G Green lamp bead linear dimming
3	000-255	B linear dimming with blue lamp beads
4	000-255	any power-generating or power-driven machine
5	000-255	Reset: the parameter value is reset in 150-255, the console parameter value must be pulled below 10, and then pushed to 150-255 to be useful, the parameter value is useless in 000149, it cannot be reset.

19. CH channel description:

chan nel	The channel value	basic function
1	000-255	Total dimming
2	000-255	strobeflash
3	000-255	Outer circle R red lamp bead with linear dimming
4	000-255	Outer ring G green lamp bead linear dimming
5	000-255	Outer circle B with linear dimming of blue lamp beads
6	000-255	Outer circle mode, see v. Mode effect:
7	000-255	Outer lap speed
8	000-255	Background color of outer circle
9	000-255	Outer circle background tone light
10	000-255	Inner circle R red lamp bead are linear dimming
11	000-255	Inner circle G green lamp bead linear dimming
12	000-255	Inner circle B with linear dimming with blue lamp beads
13	000-255	Inner circle mode, see five. Mode effect:
14	000-255	Inner circle speed

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15	000-255	Comprehensive mode of inner and outer circle (enjoy priority control), see V:
16	000-255	Background color of inner circle
17	000-255	Inner circle background tone light
18	000-255	any power-generating or power-driven machine
19	000-255	Reset: the parameter value is reset in 150-255, the console parameter value must be pulled below 10, and then pushed to 150-255 to be useful, the parameter value is useless in 000149, it cannot be reset.

272 CH channel description:

channel	The channel value	basic function
1	000-255	R group 1
2	000-255	G 6 green lamp beads with linear dimming in group 1
3	000-255	B A linear dimming of 6 blue lamp beads in group 1
4	000-255	R group 2
5	000-255	G 6 green lamp beads with linear dimming in group 2
6	000-255	B A linear dimming of 6 blue lamp beads in group 2
...
268	000-255	R group 90
269	000-255	G A linear dimming of 6 green lamp beads in group 90
270	000-255	B A linear dimming of 6 blue lamp beads in group 90
271	000-255	any power-generating or power-driven machine
272	000-255	Reset: the parameter value is reset in 150-255, the console parameter value must be first pulled below 10, and then pushed to 150-255 is useful, the parameter value is useless in 000149, can not be reset.

5. Mode effect

Effect of the outer circle mode:

The channel value	Mode code name	effect
0-1	0	inaction
2-3	1	R red light
4-5	2	G green light
6-7	3	B blue light
8-9	4	RG red and green staining lamp
1011	5	RB red and blue staining light
1213	6	GB green and blue stained lamp
1415	7	RGB red green blue staining light
1617	8	Comprehensive 1-7 effect cycle.
1819	9	R red light to refresh on both sides.
20-21	10	G Green light to refresh on both sides.
22-23	11	B Blue light to refresh on both sides.
24-25	12	RG red and green dyeing light to refresh on both sides.
26-27	13	RB red and blue dye light to refresh on both sides.

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28-29	14	GB green and blue dyeing light to refresh on both sides.
30-31	15	RGB red, green and blue lights light on both sides.
32-33	16	Comprehensive 915 effect cycle.
34-35	17	R-RGB red light on one side, red green and blue dyed light on the other side.

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36-37	18	R-G red light on one side and the green light on the other side.
38-39	19	B-G blue light on one side and green light on the other side.
40-41	20	B-RG blue light on one side, red and green dyeing light on the other side.
42-43	21	RB-RG red and blue dye light on one side, and red and green dye light on the other side.
44-45	22	RB-GB red and blue dye light on one side, and green and blue dye light on the other side.
46-47	23	RGB-GB red, green and blue dye light on one side, and green and blue dye light on the other side.
48-49	24	Comprehensive 17-23 effect cycle.
50-51	25	The R red light run has a residual shadow.
52-53	26	G green light run has a residual shadow.
54-55	27	B The blue light running has a residual shadow.
56-57	28	RG red and green dyeing lamp run has a residual shadow.
58-59	29	RB red and blue stained lamp run has a residual shadow.
60-61	30	GB green and blue dyeing light run has a residual shadow.
62-63	31	RGB red green blue dyeing light has a residual shadow.
64-65	32	Comprehensive 25-31 effect cycle.
66-67	33	The R red light has a shadow against the run.
68-69	34	The G green lamp has a residual shadow on both sides of the run.
70-71	35	B The blue light has a shadow on both side.
72-73	36	RG red and green dyeing lamp on both sides of the run.
74-75	37	RB red and blue staining lamp on both sides of the run.
76-77	38	GB green and blue dyeing lamp on both sides of the run.
78-79	39	RGB red, green and blue dyeing lights on both sides of the run.
80-81	40	Comprehensive 33-39 effect cycle.
82-83	41	R-RGB red lights run clockwise with residual shadow, while red, green and blue dyed lights run counterclockwise with residual shadow.
84-85	42	R-G red lamp running counterclockwise with shadow, green lamp running clockwise with shadow.
86-87	43	B-G blue light clockwise with shadow, green light counterclockwise with shadow.
88-89	44	B-RG blue lights run counterclockwise residual shadow, red and green dyeing lights run clockwise residual shadow.
90-91	45	RB-RG red and blue dyeing lamps have residual shadow clockwise, and red and green dyeing lamps have residual shadow counterclockwise.
92-93	46	RB-GB red and blue dyeing lamp has a counterclockwise shadow, and green and blue dyeing lamp has a counterclockwise shadow.
94-95	47	RGB-GB red, green and blue lights run clockwise, and green and blue lights run counterclockwise.
96-97	48	Comprehensive 41-47 effect cycle.
98-99	49	R four sets of red lights running back and forth.
100-101	50	G Four sets of green lights are running back and forth.
102-103	51	B Four sets of blue lights run back and forth.
104-105	52	RG four sets of red and green dyeing lights run back and forth.
106-107	53	RB four sets of red and blue stained lights run back and forth.
108-109	54	GB four sets of green and blue stained lights run back and forth.
110-111	55	RGB four sets of red, green and blue stained lights run back and forth.
112-113	56	Comprehensive 49-55 effect cycle.
114-115	57	The R red pendulum runs back and forth.
116-117	58	G green pendulum running back and forth.

118-119	59	B The blue clock runs back and forth.
120-121	60	RG red and green stained lamp pendulum ran back and forth with a residual shadow.
122-123	61	RB red and blue stained lamp pendulum running back and forth with residual shadow.
124-125	62	GB green and blue stained lamp pendulum ran back and forth with residual shadow.
126-127	63	RGB red, green and blue stained lamp pendulum running back and forth with residual shadow.
128-129	64	Comprehensive 57-63 effect cycle.

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130-131	65	R eight group red light run.
132-133	66	G eight group of green light run.
134-135	67	B Eight blue lights run.
136-137	68	RG eight groups of red and green staining lights run.
138-139	69	RB eight sets of red and blue stained lights run.
140-141	70	GB eight groups of green and blue stained lamp run.
142-143	71	RGB eight groups of red, green and blue stained lights run.
144-145	72	Comprehensive 65-71 effect cycle.
146-147	73	The R red lights are piled up on both sides.
148-149	74	G Green lamp is piled up on both sides.
150-151	75	B Blue lights pile up on both sides.
152-153	76	RG red and green stained lamp are stacked on both sides.
154-155	77	RB red and blue stained lights were accumulated on both sides.
156-157	78	GB green and blue stained lights are stacked on both sides.
158-159	79	RGB red, green and blue stained lights were accumulated on both sides.
160-161	80	Comprehensive 72-79 effect cycle.
162-163	81	R-GB red lights accumulate clockwise, red green blue stained lights accumulate counterclockwise.
164-165	82	R-G red lights stack counterclockwise and green lights stack clockwise.
166-167	83	B-G blue lights accumulate clockwise, and green lights accumulate counterclockwise.
168-169	84	B-RG blue lights accumulate counterclockwise and red-green stained lights accumulate clockwise.
170-171	85	RB-RG red-blue stained lights accumulated clockwise and red-green stained lights accumulated counterclockwise.
172-173	86	RB-GB red and blue stained lights accumulate counterclockwise, and green and blue stained lights accumulate separately clockwise.
174-175	87	RGB-GB red green blue stained lamp accumulated clockwise, and green blue stained lamp accumulated counterclockwise.
176-177	88	Comprehensive 81-87 effect cycle.
178-179	89	R-GB red lights run clockwise, red, green and blue stained lights run counterclockwise, and collide into red, green and blue stained lights accumulate.
180-181	90	R-G red lights run counterclockwise, green lights run clockwise, and collide into red and green stained lights accumulate.
182-183	91	B-G green lights run counterclockwise, blue lights run clockwise, and collide into green and blue stained lights accumulate.
184-185	92	B-RG red and green dyeing lights run clockwise, blue lights run counterclockwise, and collide into red, green and blue dyeing lights accumulation.
186-187	93	RB-RG red and blue dyeing lights run clockwise, red and green dyeing lights run counterclockwise, and collided into red, green and blue dyeing lights accumulation.
188-189	94	RB-GB red and blue dyeing lights run clockwise, green and blue dyeing lights run counterclockwise, after the collision into red, green and blue dyeing lights accumulation.
190-191	95	RGB-GB green and blue dyeing lights run clockwise, red, green and blue dyeing lights run counterclockwise, and collide into red, green and blue dyeing lights accumulate.
192-193	96	Integrated 89-95 effect cycle.
194-195	97	The R red light refreshes back and forth on both sides.
196-197	98	G green lamp to refresh back and forth on both sides.
198-199	99	B The blue light refreshes back and forth on both sides.

200-201	100	RG red and green dyeing lamp to refresh back and forth on both sides.
202-203	101	RB red and blue dyeing light to refresh back and forth on both sides.
204-205	102	GB green and blue dyeing lamp are refreshed back and forth on both sides.
206-207	103	RGB red, green and blue lights light back and forth on both sides.
208-209	104	Comprehensive 97103 effect cycle.
210-211	105	R eight sets of red lights run back and forth.
212-213	106	G eight sets of green lights running back and forth.
214-215	107	B Eight sets of blue lights run back and forth.
216-217	108	RG eight sets of red and green dyeing lights run back and forth.
218-219	109	RB eight sets of red and blue stained lights run back and forth.
220-221	110	GB eight sets of green and blue dyeing lights run back and forth.
222-223	111	RGB eight sets of red, green and blue dyeing lights run back and forth.

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224-225	112	Comprehensive 105111 effect cycle.
226-227	113	R-RGB four sets of red lights run back and forth, four sets of red, green and blue stained lights run back and forth.
228-229	114	R-G four sets of red lights run back and forth, four groups of green lights run back and forth.
230-231	115	B-G Four sets of blue lights run back and forth, and four sets of green lights run back and forth.
232-233	116	B-RG four sets of blue lights run back and forth, four sets of red and green dyeing lights run back and forth.
234-235	117	RB-RG four groups of red and blue lights run back and forth, four groups of red and green lights run back and forth.
236-237	118	RB-GB four sets of red and blue lights run back and forth, four groups of green and blue lights run back and forth.
238-239	119	RGB-GB four sets of red, green and blue lights back and forth, four groups of green and blue lights back and forth.
240-241	120	Comprehensive 113119 effect cycle.
242-243	121	Both sides of the head and forth refresh, head and tail collision color.
244-245	122	Four groups of back and forth refresh, head and tail after the collision of color.
246-247	123	Colorful effect a
248-249	124	Colorful effect two
250-251	125	Colorful effect three
252-253	126	Colorful effect four
254-255	127	Mode code: 1126 cycle

Inner circle mode effect:

The channel value	Mode code name	effect
0-1	0	inaction
2-3	1	R red light
4-5	2	G green light
6-7	3	B blue light
8-9	4	RG red and green staining lamp
1011	5	RB red and blue staining light
1213	6	GB green and blue stained lamp
1415	7	RGB red green blue staining light
1617	8	Comprehensive 1-7 effect cycle.
1819	9	R red lamp type X.
20-21	10	G Green lamp type X.
22-23	11	B Blue lamp, X shape.
24-25	12	RG red-green staining lamp type X.
26-27	13	RB red and blue stained lamp type X.
28-29	14	GB green-blue stained lamp type X.
30-31	15	RGB red and green blue stained lamp type X.
32-33	16	Comprehensive 915 effect cycle.
34-35	17	R red lamp, Y type.
36-37	18	G Green lamp Y type.
38-39	19	B blue lamp, Y type.
40-41	20	RG red-green staining lamp type Y.
42-43	21	RB red and blue stained lamp type Y.

44-45	22	GB green blue stained lamp Y.
46-47	23	RGB red-green-blue stained lamp type Y.
48-49	24	Comprehensive 17-23 effect cycle.
50-51	25	R red lamp type K.
52-53	26	G Green lamp, K shape.
54-55	27	B Blue lamp type K.

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56-57	28	RG red-green staining lamp type K.
58-59	29	RB red-blue stained lamp type K.
60-61	30	GB green-blue stained lamp type K.
62-63	31	RGB red-green-blue stained lamp type K.
64-65	32	Comprehensive 25-31 effect cycle.
66-67	33	R red light hand clap.
68-69	34	G green light hand clap.
70-71	35	B blue light.
72-73	36	RG red and green stained lamp hand clap.
74-75	37	RB red and blue stained lamp hand clap.
76-77	38	GB green blue stained lamp hand clap.
78-79	39	RGB red, green and blue stained lamp hand clap.
80-81	40	Comprehensive 33-39 effect cycle.
82-83	41	R red light tail.
84-85	42	G green lamp tail.
86-87	43	B Blue light tail.
88-89	44	RG red and green stained lamp tail.
90-91	45	RB red and blue stained lamp tail.
92-93	46	GB green-blue stained lamp tail.
94-95	47	RGB red-green-blue stained lamp tail.
96-97	48	Comprehensive 41-47 effect cycle.
98-99	49	R Red light halo circle.
100-101	50	G Green light halo.
102-103	51	B Blue lamp halo circle.
104-105	52	RG red-green stained lamp halo.
106-107	53	RB red and blue stained lamp halo circle.
108-109	54	GB green-blue stained lamp halo.
110-111	55	RGB red-green and blue stained light halo circles.
112-113	56	Comprehensive 49-55 effect cycle.
114-115	57	R red light to refresh.
116-117	58	G green light to refresh.
118-119	59	B Blue light to refresh.
120-121	60	RG red and green dyeing light to refresh.
122-123	61	RB red and blue staining light to refresh.
124-125	62	GB green and blue dyeing light to refresh.
126-127	63	RGB red, green and blue staining light to refresh.
128-129	64	Comprehensive 57-63 effect cycle.
130-131	65	The R red light is turned off after the refresh.
132-133	66	G green light is off after refresh.
134-135	67	B The blue light is turned off after the refresh.
136-137	68	RG red and green staining light is off after refresh.
138-139	69	RB red and blue stained light is off after refresh.
140-141	70	GB green blue dyeing light off after refresh.
142-143	71	RGB red, green and blue stained light is off after refresh.
144-145	72	Comprehensive 65-71 effect cycle.
146-147	73	R red light to flex.
148-149	74	G Green lamp is telescopic.

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150-151	75	B Blue light is telescopic.
152-153	76	RG red-green stained lamp rex.
154-155	77	RB red-blue stained lamp rex.
156-157	78	GB green blue stained lamp rex.
158-159	79	RGB red and green blue stained lamp rex.
160-161	80	Comprehensive 72-79 effect cycle.
162-163	81	R red lamp head and tail expansion.
164-165	82	G Green lamp head and tail expansion.
166-167	83	B blue lamp head and tail expansion.
168-169	84	RG red and green stained lamp head and tail expansion.
170-171	85	RB red and blue stained lamp head and tail expansion.
172-173	86	GB green and blue stained lamp head and tail expansion.
174-175	87	RGB red green blue stained lamp.
176-177	88	Comprehensive 81-87 effect cycle.
178-179	89	R red lights run back and forth.
180-181	90	G Green light running back and forth, head and tail.
182-183	91	B Blue lights run back and forth, head and tail.
184-185	92	RG red and green dyeing lights run back and forth, head and tail.
186-187	93	RB red and blue stained lights run back and forth.
188-189	94	GB green and blue stained lights run back and forth.
190-191	95	RGB red, green and blue stained lights run back and forth.
192-193	96	Integrated 89-95 effect cycle.
194-195	97	R three sets of red lights run back and forth.
196-197	98	G Three groups of green lights are running back and forth.
198-199	99	B Three sets of blue lights run back and forth.
200-201	100	RG three groups of red and green stained lights head and tail run back and forth.
202-203	101	RB three groups of red and blue stained lights run back and forth, head and tail.
204-205	102	GB three groups of green and blue stained lights run back and forth.
206-207	103	RGB three groups of red, green and blue stained lights run back and forth, head and tail.
208-209	104	Comprehensive 97103 effect cycle.
210-211	105	R red lights run back and forth respectively.
212-213	106	G green lamp head and tail respectively run back and forth.
214-215	107	B Blue lights run back and forth, head and tail, respectively.
216-217	108	RG red and green dyeing lamp head and tail to run back and forth respectively.
218-219	109	RB red and blue stained lamp head and tail respectively run back and forth.
220-221	110	GB green and blue stained lamp head and tail to run back and forth respectively.
222-223	111	RGB red, green and blue stained lights head and tail run back and forth respectively.
224-225	112	Comprehensive 105111 effect cycle.
226-227	113	The R red light is diffused from head to tail.
228-229	114	G green lamp spreads from head to tail.
230-231	115	B The blue light is diffused from head to tail.
232-233	116	RG red-green stained lights spread from head to tail.
234-235	117	RB red and blue stained lights spread from head to tail.
236-237	118	GB green blue stained lamp spread from head to tail.

238-239	119	RGB red-green-blue stained lights spread from head to tail.
240-241	120	Comprehensive 113119 effect cycle.
242-243	121	Colorful effect a

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244-245	122	Colorful effect two
246-247	123	Colorful effect three
248-249	124	Colorful effect four
250-251	125	Colorful effect five
252-253	126	Colorful effect six
254-255	127	Mode code: 1126 cycle

Integrated mode of the inner and outer circles:

The channel value	Mode code name	effect
0-1	0	inaction
2-3	1	The R red light is fully bright inside and outside circles
4-5	2	G green lamp inside and outside the ring is all bright
6-7	3	B Blue light inside and outside the ring is fully lit
8-9	4	RG red and green dyeing lights are fully bright inside and outside circles
1011	5	RB red and blue stained lamp with fully bright inside and outer circles
1213	6	The GB green and blue stained lamp has all bright inside and outer circles
1415	7	RGB red, green and blue stained lights have all bright inside and outer circles
1617	8	Comprehensive 1-7 effect cycle.
1819	9	The R red light is refreshed from inside to outside.
20-21	10	The G green light is refreshed from inside to outside.
22-23	11	B blue light from inside out.
24-25	12	RG red and green dyeing lamp is refresh from inside to out.
26-27	13	RB red and blue stained lamp was refreshed from inside out.
28-29	14	GB green and blue dyeing light is refreshed from inside out.
30-31	15	The RGB red, green and blue staining light was refreshed from inside to out.
32-33	16	Comprehensive 915 effect cycle.
34-35	17	The R red light refreshes back and forth.
36-37	18	The G green light is refreshed back and forth.
38-39	19	B The blue light refreshes back and forth.
40-41	20	RG red and green dyeing light to refresh back and forth.
42-43	21	RB red and blue dye light to refresh back and forth.
44-45	22	GB green and blue dyeing light to refresh back and forth.
46-47	23	RGB red, green and blue dyeing light to refresh back and forth.
48-49	24	Comprehensive 17-23 effect cycle.
50-51	25	R red light to flex.
52-53	26	G Green lamp is telescopic.
54-55	27	B Blue light is telescopic.
56-57	28	RG red-green stained lamp rex.
58-59	29	RB red-blue stained lamp rex.
60-61	30	GB green blue stained lamp rex.
62-63	31	RGB red and green blue stained lamp rex.
64-65	32	Comprehensive 25-31 effect cycle.
66-67	33	The R red lights run back and forth.
68-69	34	G green lights are running back and forth.
70-71	35	B The blue light is running back and forth.

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74-75	37	RB red and blue stained lights run back and forth.
76-77	38	GB green and blue dyeing lights run back and forth.
78-79	39	RGB red green blue stained lights run back and forth.
80-81	40	Comprehensive 33-39 effect cycle.
82-83	41	The R red lights run back and forth.
84-85	42	G green lights are running back and forth.
86-87	43	B The blue light is running back and forth.
88-89	44	RG red and green dyeing lights run back and forth.
90-91	45	RB red and blue stained lights run back and forth.
92-93	46	GB green and blue dyeing lights run back and forth.
94-95	47	RGB red green blue stained lights run back and forth.
96-97	48	Comprehensive 41-47 effect cycle.
98-99	49	R Three sets of red lights run back and forth.
100-101	50	G Three sets of green lights are running back and forth.
102-103	51	B Three sets of blue lights run back and forth.
104-105	52	RG three sets of red and green dyeing lights run back and forth.
106-107	53	RB Three sets of red and blue stained lights ran back and forth.
108-109	54	GB three sets of green and blue stained lights run back and forth.
110-111	55	RGB three sets of red, green and blue stained lights ran back and forth.
112-113	56	Comprehensive 49-55 effect cycle.
114-115	57	R red lights run back and forth.
116-117	58	G Green light running back and forth, head and tail.
118-119	59	B Blue lights run back and forth, head and tail.
120-121	60	RG red and green dyeing lights run back and forth, head and tail.
122-123	61	RB red and blue stained lights run back and forth.
124-125	62	GB green and blue stained lights run back and forth.
126-127	63	RGB red, green and blue stained lights run back and forth.
128-129	64	Comprehensive 57-63 effect cycle.
130-131	65	R-RGB red light refresh, red, green and blue dyeing light lead in the middle of the open, then out.
132-133	66	R-G green light refresh, red light lead in the middle of the open, and then out.
134-135	67	B-G blue light refresh, green light lead in the middle of the open, and then out.
136-137	68	B-RG red and green dyeing light refresh, the blue light leading in the middle of the open, then out.
138-139	69	RB-RG red and blue dyeing light refresh, red and green dyeing light lead in the middle of the open, then out.
140-141	70	RB-GB green and blue dyeing light refresh, red and blue dyeing light lead in the middle of the open, then out.
142-143	71	RGB-GB red, green and blue dyeing light refresh, green and blue dyeing light lead in the middle of the open, then out.
144-145	72	Comprehensive 65-71 effect cycle.
146-147	73	R-RGB red, green and blue dyeing light refresh, the red light leading in the middle of the open, then out.
148-149	74	R-G-RGB red, green and blue dyeing light refresh, red and green lead in the middle of the open, and then out.
150-151	75	R-G-B-RGB red, green and blue dyeing lamp refresh, red, green and blue lamp lead the lead in the middle, then go out.
152-153	76	RGB red, green and blue dyeing light refresh, four colors of the light in the middle of the open, and then out.

154-155	77	RGB red, green and blue dyeing light refresh, five colors of the light lead in the middle of the open, and then out.
156-157	78	RGB red, green and blue dyeing light refresh, six colors of the light in the middle of the open, and then out.
158-159	79	RGB red, green and blue dyeing light refresh, seven colors of the light lead in the middle of the open, and then out.
160-161	80	Comprehensive 72-79 effect cycle.
162-163	81	R red lamp refresh on both sides of the outer ring, the inner ring after out.
164-165	82	G green lamp refresh on both sides of the outer ring, the inner ring expansion out.
166-167	83	B When both sides of the outer ring of the blue lamp are refreshed and the inner ring is extended and extinguished.

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168-169	84	RG red and green dyeing lamp refreshes both sides of the outer ring, and the inner ring is stretched out.
170-171	85	RB red and blue stained lamp refresh both sides of the outer ring, after the inner ring expansion out.
172-173	86	GB green and blue dyeing lamp refresh both sides of the outer ring, after the inner ring expansion out.
174-175	87	RGB red, green and blue stained lamp shall refresh the two sides of the outer ring and extinguish the inner ring.
176-177	88	Comprehensive 81-87 effect cycle.
178-179	89	R red lamp refresh on both sides, inner ring 135 reverse expansion and 246 forward expansion out.
180-181	90	G green lamp outer ring refresh on both sides, inner ring 135 reverse expansion, 246 forward expansion out.
182-183	91	B refresh the outer ring on both sides, and the inner ring 135 is back and 246 is back.
184-185	92	RG red and green dyeing lamp refresh on both sides of the outer ring, the inner ring 135 reverse expansion, 246 forward expansion is out.
186-187	93	RB red and blue staining lamp refresh on both sides of the outer ring, the inner ring 135 reverse expansion, 246 forward expansion and then go out.
188-189	94	GB green and blue dyeing lamp refreshes both sides of the outer ring, the inner ring 135 reverse expansion and 246 forward expansion goes out.
190-191	95	RGB red, green and blue stained lamp refreshes the outer ring on both sides, and the inner ring 135 is reverse expansion and 246 is back expansion.
192-193	96	Integrated 89-95 effect cycle.
194-195	97	R-RGB two colors were refreshed in the outer ring and both colors were extinguished after expansion in the inner ring.
196-197	98	R-G red and green colors are refreshed in the outer ring, and the red and green colors are extinguished after the inner ring.
198-199	99	G-B The green and blue colors are refreshed in the outer ring, and the green and blue colors are extinguished after stretching in the inner ring.
200-201	100	RG-B The two colors were refreshed in the outer ring, and the two colors were extinguished after expansion in the inner ring.
202-203	101	RG-RB The two colors were refreshed in the outer ring, and the two colors were extinguished after expansion in the inner ring.
204-205	102	RB-GB two colors were refreshed in the outer ring, and the two colors were extinguished after expansion in the inner ring.
206-207	103	RGB-GB two colors were refreshed in the outer ring, and the two colors were extinguished after expansion in the inner ring.
208-209	104	Comprehensive 97103 effect cycle.
210-211	105	R-RGB two colors are refreshed in the outer ring, and the two colors are extinguished after expansion in the inner ring.
212-213	106	R-G red and green colors are refreshed in the outer ring, and red and green colors are extinguished after the inner ring.
214-215	107	G-B green and blue colors are refreshed in the outer ring, and green and blue colors are extinguished after the inner ring.
216-217	108	RG-B Two colors are refreshed in the outer ring, and both colors are extinguished after expansion in the inner ring.
218-219	109	RG-RB Both colors are refreshed in the outer ring, and both colors are extinguished after expansion in the inner ring.
220-221	110	RB-GB two colors are refreshed in the outer ring, and both colors are extinguished after expansion in the inner ring.
222-223	111	RGB-GB The two colors are refreshed in the outer ring, and the two colors are extinguished after the inner ring expansion.
224-225	112	Comprehensive 105111 effect cycle.
226-227	113	R red light outer ring pendulum, the inner ring bright out.

228-229	114	G Green light outer ring pendulum, the inner ring bright out.
230-231	115	B Blue light outside the ring pendulum, the inner ring lights out.
232-233	116	RG red and green dyeing lamp outer ring pendulum, the inner ring bright out.
234-235	117	RB red and blue stained lamp outer ring pendulum, the inner ring bright out.
236-237	118	GB green blue stained lamp outside the pendulum, the inner ring bright out.
238-239	119	RGB red, green and blue stained lamp outer ring pendulum, the inner ring light out.
240-241	120	Comprehensive 113119 effect cycle.
242-243	121	Colorful effect a
244-245	122	Colorful effect two
246-247	123	Colorful effect three
248-249	124	Colorful effect four
250-251	125	Colorful effect five
252-253	126	Colorful effect six
254-255	127	Mode code: 1126 cycle

VI. Technical parameters

Voltage: AC100~240V 50 / 60 HZ

Power: 150W

Light beads: 576 5,050 light beads

Control mode: DMX512, automatic, master slave, voice control, with RDM function.

Channel: 05 CH, 19 CH, and 272 CH

Dimming: 32bit 0~100% Linear dimming

Features: dyeing + flash + LED LCD screen

Operating temperature: -30°C ~50°C

Floribe frequency: 1 ~ 30 HZ

Appearance: metal, black

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

IP grade: IP 20

Size: Weight: