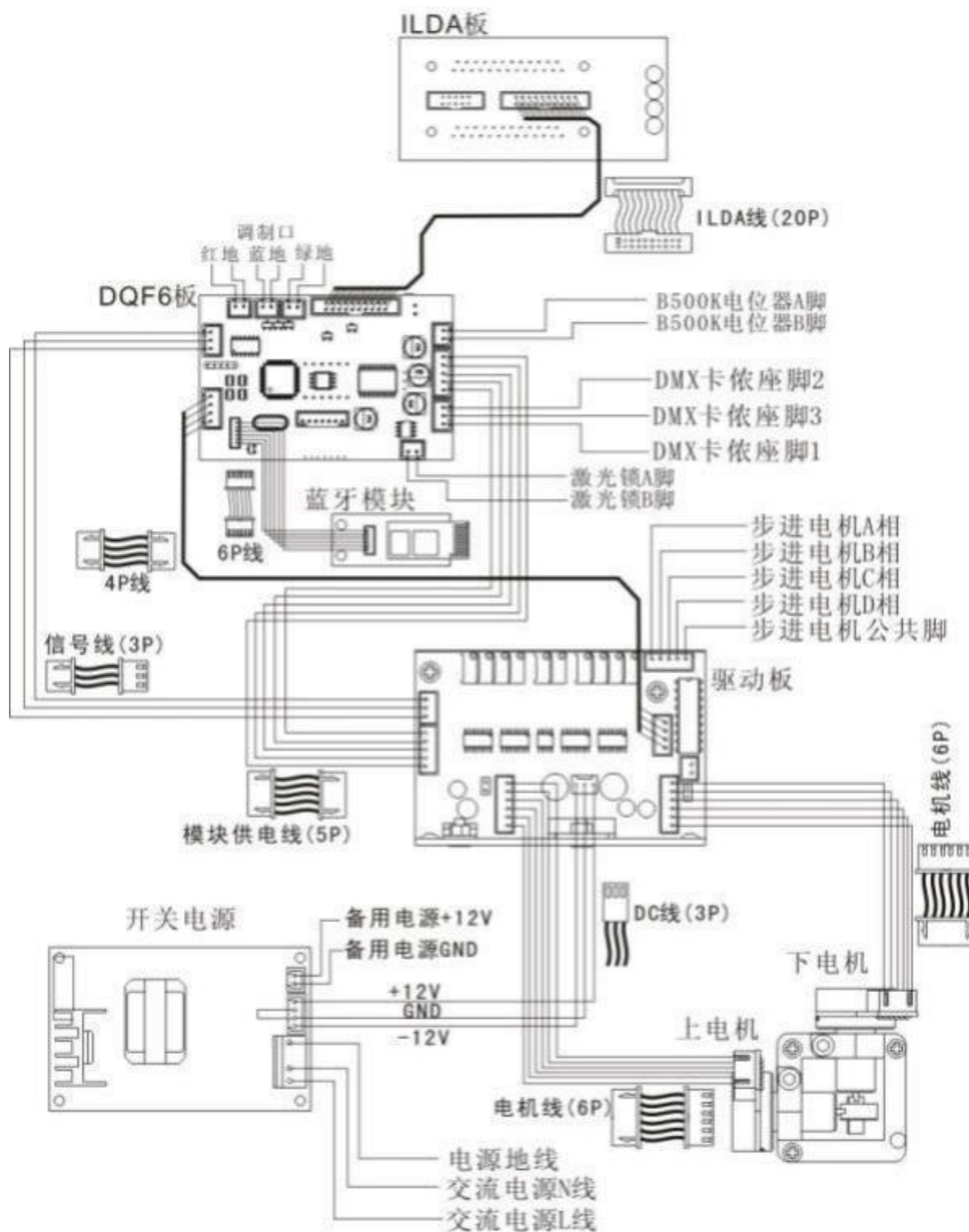
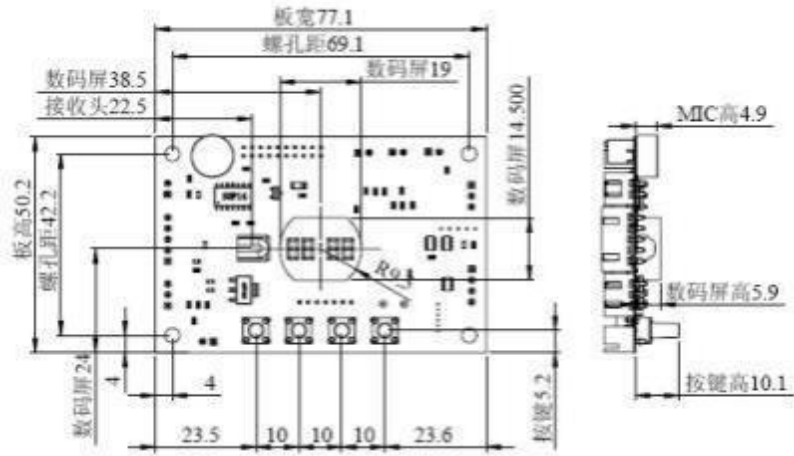


- * DQF 6 is a laser lamp solution jointly developed by Dongqi Active Electronics Co., Ltd. and several famous stage equipment manufacturers;
- * Support mobile APP control (Android system, Bluetooth communication);
- * Mobile APP can draw in real time, input text (TTF font, no voice), and edit the action;
- * The mobile phone APP can display the manufacturer's after-sales information (UTF-8 encoded TXT format document, burn the lamps through DQF 6 tool software);
- * Support infrared remote control control;
- * Support for the DM X 512 protocol;
- * 2 DMX control modes (professional mode and simple mode, the end user can set it);
- * 2 synchronization methods (1. State synchronization: connected via DMX; 2. Absolute synchronization: connected via ILDA line);
- * Output speed of the ILDA-20K;
- * The SU program can be updated online (in BNC format);
- * **Support lamp manufacturers to redevelop DQF 6 to create their own unique products;**
 - Dongqi Active Electronics Co., Ltd. provides free DQF 6 tool software that can be used for secondary development to lamp manufacturers;
 - Lighting manufacturers can make their own effect sequence through DQF 6 tool software (make TF 1 file, burn the lamps during production);
 - Up to 15 sets of built-in effect sequences and one set of user effect sequence (end users can edit or delete the user effect sequence);
 - Lighting manufacturers can edit and burn their own after-sales information to the DQF 6 program board (after-sales information can be displayed on the mobile phone APP) (UTF-8 encoded TXT format documents, burn to the lamps during production);
 - Lighting manufacturers can set lamp parameters according to the product scheme, and DQF 6 tool software provides real-time debugging function, which can easily debug product parameters (save as F 63 file, and record the lamps during production);

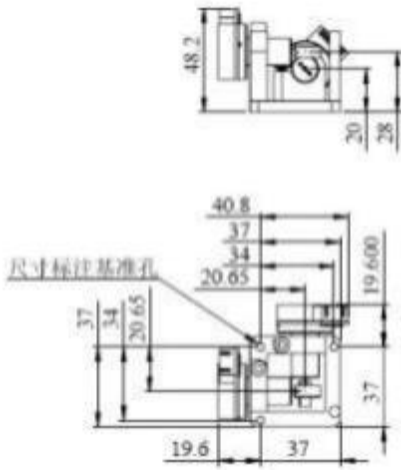
活跃DQF 6振镜电气图



如需技术支持, 请联系 15360649234, QQ872300518 (李)
 13925136789, QQ308917863 (张)



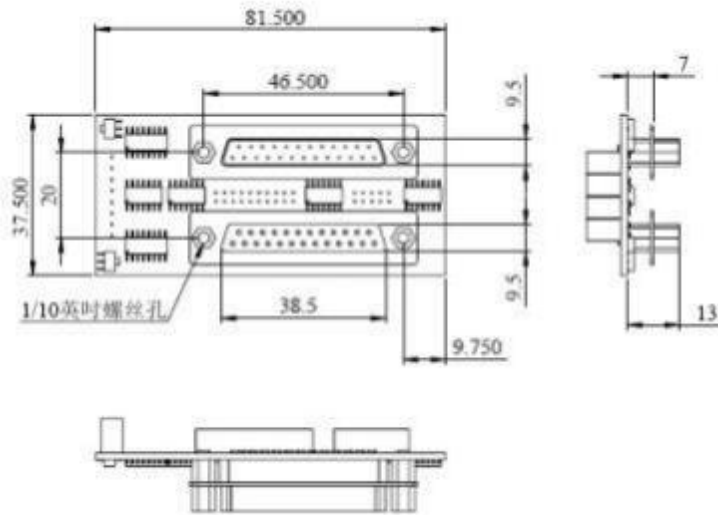
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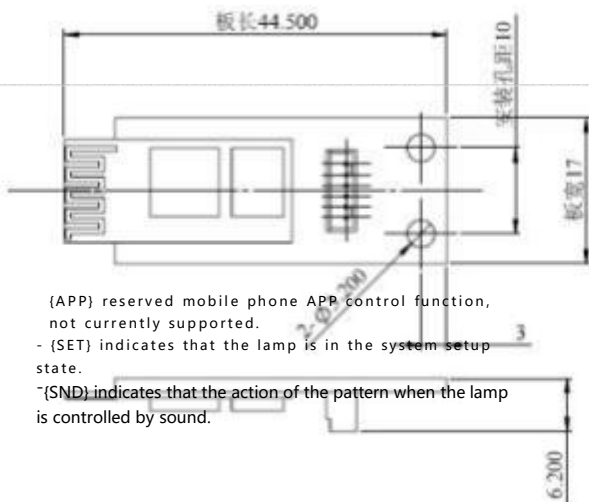
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(Note: {SEL} 选 Q form 选 选 选 选 选 Whether the sequence was selected. The same below in this image setting.

- {DR- | } represents the X image setting.
- {DR- =) indicates
- * {x # # #} represents the X projection amplitude, and the number part is the percentage value of the full amplitude (Note: when the {SEL} state is bright,
- WinXp or Win 7 computer x 1 set
- Assembled DQF 6 series lamps x 1 set
- USB transfer module x 1
- Connecting line for the x 1 bar
- * software:
- DQF 6 tool software x 1 set

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- Install the driver for the serial port module
- Install the DQF 6 tool software
- Connect the serial port module to the lamp (see the attached drawing)
- Power on the lamp
- firing DQ
- [128159, zoom] [160191, head and tail zoom]] [192-223, zoom]
- [224-255, is gradually drawn]
- Note: C H 15 shall be used with C H 14.
- CH 16> Auxiliary control of the

[0-255, larger values]

Note: CH 16 can control the degree of the twisting effect when adjusting, rotating, moving and tumbling the twisting effect.

CH 17 > Rating sheet selection

[0-19, 1 grating] [20-39, 2 grating].....[220-239, 12th grid] [240-255, 13th th grid]

Note: In each segment, the larger the value, the smaller the projection amplitude.

Table 2: C H 18-C h 34, channel function of pattern B, these 17 channels, pattern A is not controlled by these 17 channels:

Note: For the convenience of reference, the functions different from the pattern A are specially marked in red font.

CH 18 >

[0: fully closed light] [1-99 action self-walk] [100-199 action voice control] [200-

CH 19 > Outbound and

[0-49 boundary crossing] [50-99 boundary-crossing turning] [100-149 boundary-crossing extinction] [150-255 retention].

CH 20 > Distribution angle of the array cells: (red font indicates

[0-99, the value within the segment is about small, the Angthe angle distribution gap of each unit is larger, the gap is negative gap]

[200-255, continue to have]

CH 21 > graphtable 5. Choose select:

[0-255, each value corresponds to a pattern, the value exceeds the number of patterns, the system with the maximum number].

CH 22 > Pattern

[0, no zoom] [1-31, zoom effect 1] [32-47, zoom effect

CH 23 > pattern rotation:

[0-63, manual rotation] [64-95, rotation effect 1] [96-127, rotation effect

CH 24 > Horizontal movement:

[0-63, manual translation] [64-95, translation effect 1] [96-127, translation effect 2].....[224 - 255, and the translational effect of 6].

CH 25 >

[0-63, manual vertical movement] [64-95, vertical movement effect 1]

CH 26 > Horizontal

[0-63, manual X zoom] [64-95, X zoom effect 1] [96-127, X zoom effect 2].....[224 - 255, X scaling effect 6].

CH 27 > Horizontal

[0-63, manual Y zoom] [64-95, Y zoom effect 1] [96-127, Y zoom effect

CH 28 > Forced segment color:

[0, pattern primary color] [1-255,

CH 29 > Pattern

[0-7, primary color] [8-15, red] [16-23, yellow] [24-31, green] [32-39, indigo]

[40-47, full set of seven color] [48-55, purple] [56-63, blue-white] [96-127, full map indigo purple color] [128-159, full set of seven color color] [160-191, seven color color]

[192-223, forward dressing] [224-255, reverse]

CH 30 > node and pen control:

[0-63, normal broken pen] [64-127, no broken pen pattern, broken pen back line] [128-159, no broken pen pattern, no broken pen back line]

[160-191, with pattern color keeping pattern A setting]

[192-255, and the pattern color is the node color of the pattern B]

Note: The larger the value in the segment, the higher the node brightness.

CH 31 > The CH 32 gradually draws the control of the auxiliary functions . (In use with CH 32)

[Manual gradient when C H 32 is 0-63]

[Hold time of pattern dynamics for full expansion at C H

[Number of drawn nodes drawn when C H 32 is 192-255]

CH 32 > gradient drawing control:

[0-31, forward manual drawing] [32-63, reverse manual drawing] [64-95, extension drawing] [96-127, shrinkage drawing]

[128-159, zoom both ends at the same time] [160-191, zoom head and tail respectively] [192-223, zoom]

[224-255, is gradually drawn]

Note 1: The C H 32 shall be used together with the C H 31.

Note 2: When pattern A is voice control, the action of C H 32 will also become voice control state.

CH 33 > Auxiliary control of the

distortion effect channel:

Note: CH 16 can control the degree of the twisting effect when adjusting, rotating, moving and tumbling the twisting effect.

CH 34 > Projection amplitude control: (red font indicates different channel function corresponding to pattern A)

[0-19,] [20-39].....[220-239] [240-255] Within each period, the larger the value, the smaller the projection amplitude.

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DQF 6 description documentation

The Bluetooth settings

* Enter the Bluetooth

setting state: 1-1:

turn off the lamp

power supply;

1-2: Press [mode key] to start up; Note: The lamp digital screen displays {rEst}

Note: After entering the Bluetooth setting state, you can press [+] [-] to switch the setting items:

Note-1: Lighting digital screen display {rEst}, to restore the default setting;

Note-2: Lighting digital screen display {PSWd}, to set the Bluetooth connection password;

Note-3: Lighting digital screen display {StAr} to exit Bluetooth and enter the working mode.

* Restore the default setting: when the lamp digital screen displays {rEst}, press [confirm key];

-If the lamp display screen shows {C O MP}, the operation is successful;

-If the lamp display shows {Err} indicates that the operation fails, please press [confirm key] again to try;

-The default lamp name is DQF 6 and the default password is 1234.

* Set the Bluetooth connection password: when the digital screen of the lamp displays {PSWd}, press [confirm key], the lamp will extract and display the old password;

-If the password fails, the lamp digital screen will display {Err}, please press [confirm] again to try;

-If the password is extracted successfully, you can enter the new password through the remote control, and then press the [confirm key] of the remote control to save it.

* After completing the setting, press [+] to display {StAr}, press the lamp [confirm key], and the lamp can exit the Bluetooth setting state and enter the working state.

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DQF 6 description documentation

A Mobile APP and a third-party controller

* For the functions of mobile APP, DMX console and ILDA console, please see the use instructions for related equipment and software.

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DQF 6 description documentation

New theme

Demonstration 1, set to built-in mode (mix mode):

1> Press [MUN] - - -> until the {INT R} status light is on, which is the built-in mode (mix mode).

2> Set - - -> at this time the lamp will extract each sequence of the scene in turn. (Note: the sequence can be selected, please see the following section of "Mixed broadcast sequence").

Demonstration 2, set to the built-in mode (mixed mode):

1> Press [INTR] - - -> The {INTR} light is on.

2> Set - - -> at this time the lamp will extract each sequence of the scene in turn. (Note: the sequence can be selected, please see the following section of "Mixed broadcast sequence").

Demonstration 3, set to built-in mode (mixed broadcast mode) through mobile APP:

1> APP, After connecting the lamps, switch the APP to the remote control interface;

- 2> Point [mixed mode] - - -> At this time, the {INTR} state light of the lamp is on, which is the built-in mode (mixed mode);
- 3> After setting- - -> At this time, the lamp will extract the scene in each sequence in turn (Note: the sequence can be selected, please see the following chapter demonstration of "setting mixed broadcast sequence").

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DQF 6 description documentation

New theme

Demonstration 1, via the lamp panel operation:

- 1> Press [MUN] - - -> until the {DMX} state light is on, it is professional DMX mode;
- 2> Press the [+] [-] key- - -> to set the address code (the professional mode of DQF 6 occupies 34 DMX channels, the setting of the address code value, please refer to DMX, protocol related knowledge);
- 2> Set up- - -> at this time the lamp will be controlled by the DMX signal).

Demonstration 2, operated by the remote control:

- 1> Press the [DMX] key- - -> At this time, the (DMX) state light of the lamp is on, that is, the professional DMX mode;
- 2> Press [+] [-] key or [number key] - - -> to set the address code (the professional mode of DQF 6 occupies 34 DMX channels, and set the address code value, please refer to the relevant knowledge of DMX protocol);
- 2> Set up- - -> at this time the lamp will be controlled by the DMX signal).

Demonstration 3: Operation through the mobile phone APP:

- 1> APP, After connecting the lamps, switch the APP to the remote control interface;
- 2> Enter the address code value in the address code input box;
- 3> Click on [Professional DMX mode];
- 4> Set- - -> this, when the lamp will be controlled by DMX signal).

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DQF 6 description documentation

New theme

Demonstration 1, via the lamp panel operation:

- 1> Press the [MUN] key- - -> until the {INTR DMX} state light is on, that is, a simple DMX mode;
- 2> Press the [+] [-] key- - -> to set the address code (the simple mode of DQF 6 occupies 5 DMX channels, and set the value of the address code, please refer to the relevant knowledge of DMX protocol);
- 2> Set up- - -> The lamp will be controlled by DMX signal.

Demonstration 2, operated by the remote control:

- 1> Press the [E-DMX] key- - -> at this time, the (INTR DMX) state light of the lamp is on, that is, the simple DMX mode;
- 2> Press the [+] [-] key, or [number key] - - -> Set the address code (the simple mode of DQF 6 occupies 5 DMX channels, and set the address code value, please refer to the relevant knowledge of DMX protocol);
- 2> Set up- - -> The lamp will be controlled by DMX signal.

Demonstration 3: Operation through the mobile phone APP:

- 1> APP, After connecting the lamps, switch the APP to the remote control interface;
- 2> Enter the address code value in the address code input box (the simple mode of DQF 6 occupies 5 DMX channels, and the setting of the address code value, please see the relevant knowledge of DMX protocol);
- 3> Click [simple DMX mode] - - -> At this time, the (INTR DMX APP) state light of the lamp is on, that is, the simple DMX mode;
- 4> Set up- - -> The lamp will be controlled by DMX signal.

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DQF 6 description documentation

Set it to the mobile phone APP control

Note: The mobile phone APP control does not need to be set. When the APP is connected to the lamps, the lamps are controlled by the mobile phone APP.

Interfunctional connection demonstration operation:

- 1> After turning on the lamp, open the mobile phone APP;
- 2> Point APP, the setting key.
- 3> Turn on Bluetooth (Note: authorize in the system Settings of the phone to allow the APP to use Bluetooth);
- 4> Click [search] to find the lamp (the default name of the lamp is "DQF 6"), and click the lamp name;
- 5> If the connection is successful, the APP will automatically switch to the control interface. The {APP} lamp is on;
- 6> Successful connection- - -> At this time, the lamp will be controlled by the mobile phone APP).

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DQF 6 description documentation

Set to the ILDA control

Note 1: ILDA control does not require setting, directly insert the ILDA line.

Note 2: The ILDA interface of DQF 6 must distinguish between input and output, and cannot be reversed.

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DQF 6 description documentation

New theme

Operation demonstration:

Demonstration 1, operated through the lamp panel (the demonstration keys all refer to the keys on the lamp):

- 1> Long press the [MUN] key- - -> to enter the SET state (note: the status light {SET} light is on);
- 2> Short press [+] or [-] key- - -> observe the effect of lamps, to see whether it is the required sequence;
- 3> Press [SEL] key- - -> to select (or cancel) the currently displayed sequence (note: {SEL} light of the lamp is selected, {SEL} light out table, it is abandoned);
- 4> Long press the [MUN] key- - -> to exit the SET state;
- 5> Press [MUN] - - -> switch the lamp mode until only the {INTR} state light is on (if the lamp is already in INTR mode, this step is not required on the side).
- 6> After setting- - -> At this time, the lamp will only extract the scenes from the selected sequence, and the scenes in the abandoned sequence will not be played).

Demonstration 2, Set through the remote control (the demonstration keys refer to the keys on the remote control):

- 1> Press the [SET] key for 5 times - -> to enter the SET state (note: lamp status light {SET} light is on);
- 2> Press [+] or [-] - -> observe the effect of lamps to see whether it is the required sequence;
- 3> Press [] key- -> to select (or cancel) the currently displayed sequence (note: {SEL} light of the lamp is selected, {SEL} light out table, it is abandoned);
- 4> Press [INTR] - -> Exit the SET state and enter the mix mode;
- 5> After setting- -> At this time, the lamp will only extract scenes from the selected sequence, and the scene in the abandoned sequence will not play);

Demonstration 3. Set up through the mobile APP (the APP should connect the lamps before operation):

- 1> Switch the APP to the remote control interface;
- 2> Check the desired scenario;
- 3> Click on the mixed broadcast mode;
- 4> After setting- - -> At this time, the lamp will only extract scenes from the selected sequence, and the scene in the abandoned sequence will not play);

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DQF 6 description documentation

New theme

Synchronous demonstration:

Demonstration 1, via DMX, line synchronization:

- 1> Connect all the lamps to be synchronized with DMX;
- 2> Set the first lamp in the mixed broadcast mode (short press [MUN] until the status lamp of the lamp is only {INTR} lamp is on);
- 3> Set all slave to EDMX mode (short press [MUN] until the {INTR} and {DMX} status lights come on at the same time);
- 4> Set the address code of all status lights to 1 (press the [+] or [-] key for setting);
- 5> (After setup, all players follow the host)

Note: DMX cable synchronization, all lamps must be the same model, and the user effect sequence must be the same.

Demonstration 2, synchronization through the ILDA line:

- 1> All the lamps to be synchronized with ILDA and wire connection (note: ILDA interface must be connected according to the input and output label, not reverse);
- 2> Set the first lamp in the mixed broadcast mode (short press [MUN] until the status lamp of the lamp is only {INTR} lamp is on);
- 3> The ver can ignore, any state can;
- 4> (After setup, all players follow the host)

Note: ILDA line synchronization, no requirements for lamp model, can be synchronized with any lamp conforming to ILDA agreement (including other brands).

Note: When multiple lamps work synchronously, in order to avoid the remote control controlling the main lamp, it is recommended to turn off the remote control reception of the lamps (refer to the section of " digital tube display>>).

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DQF 6 description documentation

New theme

Note: When multiple lamps are the same, in order to avoid using the remote control to control the main lamp, the main lamp

Demonstration 1, remote reception through the lamp panel:

- 1> Long press the [MUN] key- - -> to enter the SET state (note: the status light {SET} light is on);
- 2> Short press [+] or [-] key- - -> until the digital screen displays {rOFF};
- 3> Press [SEL] key- - -> close (or open) remote control reception ({SEL} state light is off, {SEL} state light is on);
- 4> Long press the [MUN] key- - -> to exit the SET state;
- 5> Set up- - -> If the shutdown is set, the lamp only receives the [SET] key of the remote control, and presses the other keys for no reaction; if set to open, the lamp is controlled by the remote control;

Demonstration 2, close the remote control reception via the remote control:

- 1> Press the [SET] key for 5 times- - -> to enter the SET state (note: status light {SET} light is on);
- 2> Press the [+] or [-] key- - -> until the digital screen displays {rOFF};
- 3> Press [] key- - -> off (or on) remote reception ({SEL} state light is on, {SEL} state light is off, on);
- 4> Press [SET] - - -> to exit the SET state;
- 4> Set- - -> If the shutdown is set, the lamp only receives the [SET] key of the remote control, and presses other keys for no reaction; if set to open, the lamp is controlled by the remote control;

Demonstration 3, Through the mobile phone APP, close the remote, control and receive:

- 1> Switch the APP to the remote control interface;
- 2> Check or uncheck (close remote reception), complete setting.

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DQF 6 description documentation

New theme

Note: There are two ways to play a certain sequence:

One is to use the mixed broadcast mode, only select one sequence, the operation method of the <set mixed broadcast sequence> in the first section, this section will not be a demonstration;

The second is to use the sequence playback mode, which is a temporary mode

Note 1> The temporary mode is only for consumer customers to try, the lamps do not save the setting state, the lamps will be restored to the play mode before the setting;

Note 2> Temporary mode can only be set by remote control or APP.

Demonstration 1, to play the sequence via the remote control:

- 1> Press the [SEQ] key- - -> to enter the sequence play mode;
- 2> Press the [+] or [-] key- - -> to switch the sequence;
- 3> After setting- - -> At this time, the lamp only plays the selected sequence;

Demonstration 2, through mobile APP:

- 1> Switch the mobile phone APP to the remote control interface;
- 2> Select the serial number;
- 3> Click <sequence play>;
- 4> After setting- - -> At this time, the lamp only plays the selected sequence;

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Note 1: Playing a single scene is a temporary mode, the lamp does not save the settings, and the lamp will be restored to the broadcast mode after the restart.
Note 2: The temporary mode can only be set by remote control or APP, and is not provided by the lamp panel.

Demonstration 1, to play the sequence via the remote control:

- Premise: in INTR state (i. e. {INTR} lit)
- 1> Press the [number] key - - -> to enter the single scene playback mode;
 - 2> Press [+] [-] key or [number key] - - -> to switch scenes;
 - 3> After setting- - -> At this time, the lamp only plays the selected scene;

Demonstration 2, through mobile APP:

- 1> Switch the mobile phone APP to the remote control interface;
- 2> Enter the scene number in the scene number column;
- 3> Click <Scene Play>; (If the scene is played, this step is not required)
- 4> After setting- - -> At this time, the lamp only plays the selected scene;

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DQF 6 description documentation

Set up the voice controls

Note 1: The sound control setting of the lamp is only suitable for the built-in effect mode (including mixing mode, sequence mode, single scene mode);

Note 2: The voice control setting of DMX mode is set by the relevant DMX channel, for details, please see the DMX channel function description;

Demonstration 1, through the lamp panel setup:

- 1> Short press [Enter] - - - -> {SND} state light on or out;
- 2> After setting- - -> If {SND} is on, it is voice control action; if {SND} state light is out, it is self-moving action;

Demonstration 2, set up by the remote control:

- 1> Press the [SOUND] key (the same key as [I]) to set (or cancel) the voice control (Note: {SEL} state light on to indicate the voice control, {SEL} state light out to go away);
- 2> After setting- - -> If {SND} is on, it is voice control action; if {SND} state light is out, it is self-moving action;

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DQF 6 description documentation

matters need attention

(Olightly, content varies by model)

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Maintenance and maintenance

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Specifications and parameters

(Olightly, content varies by model)

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