

S1296

User Manual



prompt

Please read this safety rule carefully before use.

After the equipment has been transported to the destination of use, please carefully open the package and take out the equipment. If you find any defects, you should immediately contact the shipping company and complain according to the defect. Confirm that this equipment is intact when it leaves the factory.

Please check whether the received equipment matches the goods registered in the freight bill, and whether the goods registered in the freight bill match

The goods you ordered are consistent, if not, please contact your supplier immediately.

Overview

This lamp is specially designed for indoor and outdoor performances and professional lighting equipment used in night bars. It is a lamp with rich flashing effect and very good

Do not open the case when this equipment is in operation to avoid electric shock.

Obvious defects are found in the glass lens, the lens should be replaced immediately and its power should be reduced, such as deep cracks or scratches. The luminous body is damaged or distorted after high heat and should be replaced immediately. If you need to perform inspection, maintenance, repair and other operations inside the lamps, they should be handed over to professionals.

In the event of an accident, unplug the power cord before opening the lamp housing.

The user should operate within the scope of the specified use of this equipment, and check whether the wiring of the equipment is correctly connected. Please do not place the lamp in a changeable and harsh environment.

The manufacturer shall not be liable for damage caused by unauthorized replacement of other types of light sources.

This lamp is a kind of professional equipment. Although the improved design is simple and convenient to operate, it still needs professional installation and maintenance.

Point

The power cord and other connecting devices are very important to the equipment, and their reasonable arrangement leads to the safe and convenient use of the equipment.

When unplugging and plugging in the power supply, you must hold the plug and pull it out. Do not pull the power cord directly.

Do not use the power cord in harsh environments. It should be tested before installation, and periodic testing should be maintained after installation. Do not tie the power cord and other signal lines together to prevent confusion.

Power connection

This lamp adapts to the normal voltage of 230V. For the safety of users, the ground wire (yellow-green) must be kept grounded.

ATTENTION:



LETHAL VOLTAGE PRESENT INSIDE

First of all, thank you for choosing our company's product. Please read this instruction manual carefully and completely, and keep it in a safe place for reference during use. This manual contains important information about the installation and use of this product. Please strictly abide by these related instructions during installation and use.

This lamp is made of die-cast aluminum profile shells combined with each other, beautiful in appearance, smooth and strong, which fully embodies the characteristics of modern lighting products. The products are designed and produced according to strict standards and fully comply with the international standard DMX512 protocol. It can be controlled by a single unit or linked to each other. It is suitable for large-scale theatrical performances, indoor and outdoor activities, bars and nightclubs.

There are high-precision accessories inside the lamp. When you receive the product, please take care of it, and check whether the product may be damaged due to transportation.

This product is a professional stroboscopic effect strip light

If the product has gone through a large temperature difference (for example, after transportation), do not start the product immediately

The product will be damaged due to thermal expansion and contraction. Please wait until the device reaches normal room temperature before starting the product.

Pay attention to shocks. Avoid strong collisions during product installation.

Please do not lift the entire product by the lamp cap, because the mechanical properties of the equipment may be damaged.

When choosing an installation location, make sure that the product is not exposed to excessive heat, humidity or dust. Please try not to put any wires on the ground, and do a good job of waterproofing, otherwise you may suffer the danger of electric shock.

Before installing the product, make sure that the installation point is safe.

If you need to hang the product, please tie the product with a safety rope, and check whether all the screws are correct during installation

Please make sure the glass is in good condition. When the glass is damaged or scratched, please replace the glass.

It is recommended that technicians familiar with this product operate this product. Non-technical personnel are forbidden to operate this equipment, because many losses are the result of non-professional operation.

Please keep the packing materials properly in case you need to carry out the second transportation.

If there is no guidance from the manufacturer or distributor, please do not modify the product without authorization.

Any equipment failure caused by the operation and use of this equipment not in accordance with the provisions of the manual is not covered by the warranty. And any damage caused by short circuit, injury, electric shock, ultraviolet rays, etc. caused by this is not covered by the warranty.

4. Product hanging and installation

Note: For more safety, please hang and install this product away from aisles, seating areas, or areas within reach of people.

Before hanging the product, make sure that the installation point can bear 10 times the weight of the product.

The product installation must have double protection devices, such as safety ropes.

When hanging, removing or repairing this product, it is forbidden to stand under the installation point

Features:

The appearance is simple and atmospheric, with an integrated thick profile. The lamp beads are composed of 1296 SMD5050 lamp beads, which can be independently controlled. The flash effect is good, and can reach 1-30HZ. The built-in effects are rich and diverse, convenient and simple. Direct call, 32Bit dimming, with RDM Function, the software can monitor the lamp bead temperature in real time, prolong the service life of the LED

Technical Parameters :

Voltage: AC100~240V 50/60HZ

LED : 1296 5050 four-color LED lamp beads

Pixel distribution: 16-segment RGBW independent control

Channel: CH4, CH6, CH64, CH69

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

Dimming: 32bit 0~100% linear dimming

Features: Happy running water + flashing

Strobe : 1~30HZ

Display panel and button definition



select function

Up : Increase parameters

Down : parameter decrement

Enter: confirm and save

Menu :

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, and the confirm button to save the current functions and parameters (after saving, it will have power-off memory).

A001	➡	A512	Modify the address code (A001~A512) up or down, and save with the confirm key. The default is A001.
CH03	➡	CH02	Switch between CH04, CH09, CH64, CH69 four channels up or down, confirm key to save, default CH09.
M000	➡	M126	There are 127 built-in effects (M000~M126), switch the built-in effects up or down, and save with the confirm key. The default is M000.
C000	➡	C007	C 000~C 006 changes a value every time it is a color, and C 007 automatically selects the seven colors of C 000~C 006 in front. C 000~ C 006
S000	➡	S255	Modify the running speed of the built-in effect (S000~S255) up or down, and save with the confirm key. The default is S000.
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	Modify the brightness of the blue lamp bead up or down (B000~B255), confirm to save, and the default is B255.
W255	➡	W000	Up or down to modify the brightness of the white lamp beads (W000~W255), confirm to save, the default is W255
T000			Display temperature. For example, T045 means that the current lamp temperature is 45°C; if 10K thermistor is not installed, T000 is displayed.

Master and slave control

Two or more identical lamps are connected with DMX three-core signal line, the lamps are set to any address code A001~A512, any one is set as the master, and the other lamps are the slaves, all the slaves' displays do not flicker; use the master to fade, Pulse change, jump change, voice control, and self-propelled effects, all slaves will synchronize gradual change, pulse change, jump, voice control, and self-propelled effects.

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

Channel

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

4Channel

CH	Value	Function
1	000-255	R
2	000-255	G
3	000-255	B
4	000-255	W

9Channel

CH	Value	Function
1	000-255	Dimmer
2	000-255	Strobe
3	000-255	Macro program effect Detailed mode effect see the decomposition below
4	000-255	colour
5	000-255	Speed
6	000-255	R
7	000-255	G
8	000-255	B
9	000-255	W

64Channel

CH	Value	Function
1	000-255	First paragraph R
2	000-255	First paragraph G
3	000-255	First paragraph B
4	000-255	First paragraph W
...
61	000-255	Sixteenth paragraph R
62	000-255	Sixteenth paragraph G
63	000-255	Sixteenth paragraph B
64	000-255	Sixteenth paragraph W

69Channel

CH	Value	Function
1	000-255	Dimmer
2	000-255	Strobe
3	000-255	Macro program effect Detailed mode effect see the decomposition below
4	000-255	colour
5	000-255	Speed
6	000-255	R
7	000-255	G
8	000-255	B
9	000-255	W
...
66	000-255	Sixteenth paragraph R
67	000-255	Sixteenth paragraph G
68	000-255	Sixteenth paragraph B
69	000-255	Sixteenth paragraph W

Mode effect (mode code 4~87, you can push the color bar to modify the color, you can push RGBW to change the background color)

Channel value	Mode code	Function
0-1	0	no effect
2-3	1	Gradient
4-5	2	Pulse change
6-7	3	Jump
8-9	4	A section of monochromatic lights races from left to right.
10-11	5	A section of monochromatic lights races from right to left.
12-13	6	A section of monochromatic lights raced back and forth.
14-15	7	A section of monochromatic lights at both ends run toward the middle.
16-17	8	One section of monochromatic lights runs from the middle to each end.
18-19	9	Seven monochromatic lights run from left to right at intervals of two sections.
20-21	10	Seven monochromatic lights run from right to left at intervals of two sections.
22-23	11	Seven monochromatic lights raced back and forth between the two sections.
24-25	12	Two monochromatic lights race horses from left to right.
26-27	13	Two monochromatic lights race horses from right to left.
28-29	14	Two monochromatic lights race back and forth.
30-31	15	Two monochromatic lights at each end run toward the middle.
32-33	16	From the middle to the two ends of the monochromatic lamp running.
34-35	17	Seven monochromatic lights with two two-segment intervals are running from left to right.
36-37	18	Seven monochromatic lights with two two-segment intervals race from right to left.
38-39	19	Seven monochromatic lights at intervals of two two segments raced back and forth.
40-41	20	Three monochromatic lights race horses from left to right.
42-43	21	Three monochromatic lights race horses from right to left.
44-45	22	Three monochromatic lights race back and forth.
46-47	23	Three monochromatic lights at both ends run toward the middle.
48-49	24	Run from the middle to three monochromatic lights at both ends.
50-51	25	Four monochromatic lights race horses from left to right.
52-53	26	Four monochromatic lights race horses from right to left.
54-55	27	Four monochromatic lights race back and forth.
56-57	28	Four monochromatic lights at both ends run toward the middle.
58-59	29	Run from the middle to the four monochromatic lights at both ends.
60-61	30	A section of monochromatic lights refreshes from left to right.
62-63	31	A section of monochromatic lights refreshes from right to left.
64-65	32	A section of monochromatic lights refreshed back and forth.
66-67	33	A section of monochromatic lights at each end refreshes towards the middle.
68-69	34	Refresh a section of monochromatic lights from the middle to the two ends.
70-71	35	A section of monochromatic lights at each end refreshes back and forth.

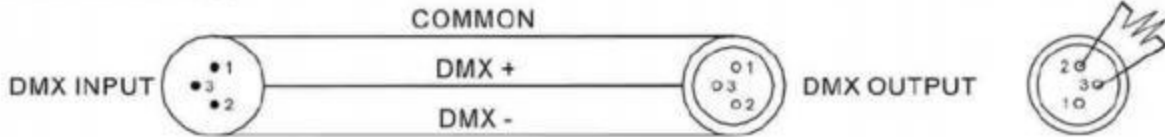
72-73	36	The monochromatic lamp stretches back and forth from the middle to the two ends.
74-75	37	Two segments of monochromatic lights refresh from left to right.
76-77	38	The two-segment monochromatic lights refresh from right to left.
78-79	39	Two-segment monochromatic lights refresh back and forth.
80-81	40	Two monochromatic lights at each end refresh towards the middle.
82-83	41	Refresh from the middle to two segments of monochromatic lights at each end.
84-85	42	Two monochromatic lights at each end refresh back and forth.
86-87	43	The monochromatic lamp stretches back and forth from the middle to the two ends.
88-89	44	The three-segment monochromatic light refreshes from left to right.
90-91	45	The three-segment monochromatic light refreshes from right to left.
92-93	46	The four-segment monochromatic lights refresh from left to right.
94-95	47	The four-segment monochromatic light refreshes from right to left.
96-97	48	The four-segment monochromatic lamp refreshes back and forth.
98-99	49	The four monochromatic lights at each end are on, and the four monochromatic lights flash in the middle.
100-101	50	The four segments of monochromatic lights in the middle are on, and the four segments of monochromatic lights on both ends flash.
102-103	51	A pendulum with a monochromatic lamp on each side.
104-105	52	Two monochromatic pendulums on each side.
106-107	53	Three monochromatic pendulums on each side.
108-109	54	There are three monochromatic pendulums on each side, and the three pendulums have tails.
110-111	55	A five-segment monochromatic lamp tail pendulum on each side.
112-113	56	A section of monochromatic lights piled up from left to right.
114-115	57	A section of monochromatic lights piled up from right to left.
116-117	58	A section of monochromatic lamps at each end are stacked in the middle.
118-119	59	A section of monochromatic lights are stacked in the middle to each end.
120-121	60	One monochromatic lamp on each side is stacked from left to right.
122-123	61	One monochromatic lamp on each side is stacked from right to left.
124-125	62	Two segments of monochromatic lights are stacked from left to right.
126-127	63	Two segments of monochromatic lights are stacked from right to left.
128-129	64	Two monochromatic lamps at each end are stacked in the middle.
130-131	65	Two sections of monochromatic lamps are stacked at each end in the middle.
132-133	66	Two monochromatic lights on each side are stacked from left to right.
134-135	67	Two monochromatic lights on each side are stacked from right to left.
136-137	68	Four monochromatic lights are stacked from left to right.
138-139	69	Four monochromatic lights are stacked from right to left.
140-141	70	The increasing monochromatic lamp runs from left to right, and when it reaches eight segments, it runs in descending order from right to left.
142-143	71	Staggered increasing monochromatic lights run from left to right, and then run down from right to left.
144-145	72	The five-segment monochromatic light tail runs from left to right.
146-147	73	The five-segment monochromatic lamp tail runs from right to left.

148-149	74	A five-segment monochromatic lamp at each end runs towards the middle.
150-151	75	A five-segment monochromatic lamp tail runs from the middle to each side.
152-153	76	A five-segment monochromatic lamp runs back and forth.
154-155	77	Eight runs back and forth at intervals.
156-157	78	Eight runs back and forth at intervals.
158-159	79	Four intervals run back and forth in two stages.
160-161	80	Four intervals run back and forth in two stages.
162-163	81	Two intervals run back and forth in four sections.
164-165	82	Two intervals run back and forth in four stages.
166-167	83	Three monochromatic lights are scattered from left to right.
168-169	84	Three monochromatic lights scattered from right to left.
170-171	85	Four monochromatic lights scattered from right to left.
172-173	86	After unfolding from the middle to the two sides, the brightness is divided into two segments to shrink to the middle.
174-175	87	After the two sides shrink to the middle, the brightness is divided into two sections to expand to both sides.
176-177	88	A section of red runs from left to right, while a section of green runs from right to left, you can push RGBW to change the background color.
178-179	89	A section of red runs from left to right, while a section of blue runs from right to left. You can push RGBW to change the background color.
180-181	90	A section of green runs from left to right, while a section of blue runs from right to left. You can push RGBW to change the background color.
182-183	91	Two segments of red run from left to right, while two segments of green run from right to left, you can push RGBW to change the background color.
184-185	92	Two segments of red run from left to right, while two segments of blue run from right to left, you can push RGBW to change the background color.
186-187	93	The two segments of green run from left to right, while the two segments of blue run from right to left. You can push RGBW to change the background color.
188-189	94	The three segments of red run from left to right, while the three segments of green run from right to left. You can push RGBW to change the background color.
190-191	95	The three segments of red run from left to right, while the three segments of blue run from right to left. You can push RGBW to change the background color.
192-193	96	The three segments of green run from left to right, while the three segments of blue run from right to left. You can push RGBW to change the background color.
194-195	97	A five-segment red tail runs from left to right, while a five-segment green tail runs from right to left. You can push RGBW to change the background color.
196-197	98	A five-segment red tail runs from left to right, while a five-segment blue tail runs from right to left. You can push RGBW to change the background color.
198-199	99	A five-segment green tail runs from left to right, while a five-segment blue tail runs from right to left. You can push RGBW to change the background color.
200-201	100	The seven-color segment refreshes from left to right, and finally shrinks. You can push RGBW to change the background color.
202-203	101	The seven-color segment refreshes from right to left, and finally shrinks. You can push RGBW to change the background color.

204-205	102	The seven-color two segments are refreshed from left to right, and finally contracted. You can push RGBW to change the background color.
206-207	103	The seven-color two segments refresh from right to left, and finally shrink, you can push RGBW to change the background color.
208-209	104	Seven colors are refreshed back and forth, one color is refreshed to another color, and finally contracted, you can push RGBW to change the background color.
210-211	105	The seven colors are refreshed back and forth on both sides, refreshing one color to another color, and finally shrinking, you can push RGBW to change the background color.
212-213	106	Colorful flows from left to right, you can push RGBW to change the background color.
214-215	107	Colorful flows from right to left, you can push RGBW to change the background color.
216-217	108	The colorful tail flows from left to right, you can push RGBW to change the background color.
218-219	109	The colorful tail flows from right to left, you can push RGBW to change the background color.
220-221	110	The colorful gradient flows from left to right.
222-223	111	The colorful gradient flows from right to left.
224-225	112	Colorful effect one
226-227	113	Colorful effect two
228-229	114	Colorful effect three
230-231	115	Colorful effect four
232-233	116	Colorful effect five
234-235	117	Colorful effect six
236-237	118	Colorful effect seven
238-239	119	Colorful effect eight
240-241	120	The colorful colors are stacked from left to right, you can push RGBW to change the background color.
242-243	121	The seven colors are stacked from right to left, and you can push RGBW to change the background color.
244-245	122	The colorful stacks from left to right, and the stack will change the color, you can push RGBW to change the background color.
246-247	123	The seven colors are stacked from right to left, and the stack will change the color. You can push RGBW to change the background color.
248-249	124	Brush red from left to right, and brush green from right to left when returning. You can push RGBW to change the background color.
250-251	125	Brush red from left to right, and brush blue from right to left when returning. You can push RGBW to change the background color.
252-253	126	Brush green from left to right, and brush blue from right to left when returning. You can push RGBW to change the background color.
254-255	127	Comprehensive mode

After power on, set the address codes of all lamps, and then connect all lamps in series with a three-core signal line and connect to the DMX512 console, the address code will stop flashing, indicating that the DMX512 console signal has been sent to the lamps, use DMX512 according to the description of each channel. The console controls related functions.

DMX connection DMX 连接



DMX512 is widely used in lamp control, and can control up to 512 channels

On the last luminaire, a terminator is required for the DMX signal line. Solder a 120 Ω , 1/4W resistor between pin2 and pin3, install it into the 3-pin XLR plug and plug it into the DMX output port of the last lamp.

Use the XLR signal cable to connect the lamp, one end to the output port of the lamp, and the other end to the output port of the next lamp. The XLR signal cable can only be used in series, not parallel. DMX512 signal transmission speed is very fast. Damage to the signal line, weak welding, poor contact, etc., will affect signal transmission and cause the system to shut down.

When the power supply of a certain lamp is cut off, the connection of DMX output and input is bypassed, so that the connection of DMX line can be maintained.

Each lamp needs an address code, which can receive the information sent by the console, ranging from 0 to 512. The terminal of the system needs to be equipped with a terminator to reduce signal transmission errors.

Safety introduction and product maintenance

1. The power connection must be made by professionals.
2. Make sure that the use voltage is not higher or lower than the specified value in the instruction manual.
3. Confirm that the power cord is not cut or damaged by a sharp blade.
4. Be sure to disconnect the power supply when the lamp is not in use or before cleaning.
5. Only the plug is allowed to connect the power cord. When pulling out the plug, please do not pull the power cord forcibly.
6. Be careful when installing the lamps and avoid touching the bare wires, otherwise you will suffer a fatal electric shock.
7. Please do not look directly at the light source when the lamp is in use, otherwise your eyes will be hurt.
8. When choosing the installation location, please ensure that the lamp is not exposed to extreme heat, humidity or dust. The distance between the lamp and the illuminated object must exceed 0.5 meters. Make sure that there are no flammable and explosive materials within 0.5 meters.
9. Please use proper and safe wires to connect the lamps.
10. Please operate after familiarizing with the function of the lamp. Most of the damage to the lamps is caused by improper operation, so non-professionals are not allowed to operate the lamps. Do not shake the lamp at will, and do not operate it roughly.
11. Please do not modify the lamp at will. Doing so may cause short circuit, burning, electric shock, etc., and cause malfunction and damage of the lamp. The manufacturer does not provide warranty