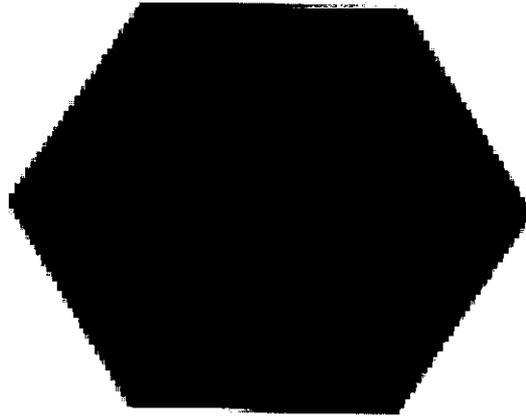# RGB LED Pixel Panel Backlight

1. Technical parameters:

Voltage: AC100~240V 50/60HZ

Power: 240W

Light Source: 954pcs 5050 leds

Control mode: DISCO240, self-propelled, master-slave, voice control

Channel: A001~A512 Channel、 D001~D512 Channel

Dimmer: 32bit 0~100% linear dimming

Features: wash + strobe

Display: LCD display

Working temperature: -30℃~50℃
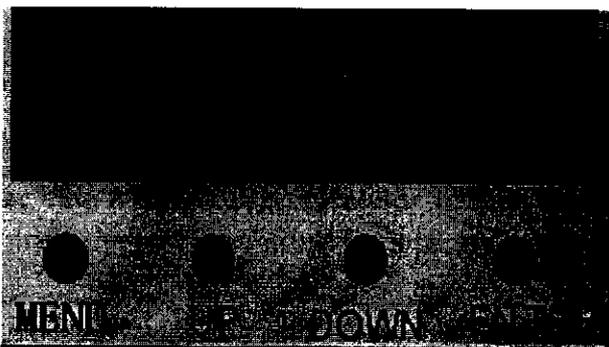
Working temperature: -30℃~50℃

Connection method: DMX240 input and output / power input and output.

IP rating: IP20

Size: 50x27.5x20.5cm

Weight: 7.5kg

2. Dsplay panel and key definition

Menu key: Select Function
Up key: parameter recursion
Down key: parameter decrement
Enter key: confirm and save

3. Menu functions

Press the menu key after power on, the menu function table appears in turn; up or down key to modify the function parameters, enter key to save the current function and parameters (save with power down memory).

Menu Function Table:

A001	➡	A512	Up or down modify address code (A001~A512) , enter key to save. Default A001
D001	➡	D512	Up or down modify address code (D01~D12) , enter key to save. Default A001
C001	➡		Alternate channel
P001	➡	P115	Up or down modify built-in effects (P001~P115), enter key to save.
CF00	➡	CF07	Up or down modify the color of each built-in effect (CF00~CF07), enter key to save.
SP01	➡	SP16	Up or down modify the speed of the built-in dynamic effect (SP01~SP16), enter key to save.
ST00	➡	ST63	Up or down modify the strobe speed (ST00~ST63), enter key to save.
Soud	➡	Soud	Sound control mode.
R255	➡	R000	Up or down modify red light bead brightness (R000~R255), Enter key to save.
G255	➡	G000	Up or down modify green light bead brightness (G000~G255), Enter key to save.
B255	➡	B000	Up or down modify blue light bead brightness (B000~B255), Enter key to save.
T000			Display temperature, such as T045 indicates current luminaire temperature is 45 ℃ ; not installed 10 K thermistor, display T000.

4. Master-slave control

Two or more of the same lamps are connected with DMX three-core signal lines, all lamps are set to A001~A512 any address code, any A is set to host, and other lamps are slave; when the host is gradient, pulse, jump, sound control, self-walking effect, slave synchronous gradient, pulse change, jump, sound control, self-walking effect.

Special note : 1. a group of lamps can only set up A host, if there are more than A host, all lamps will flash and not synchronized.

2. all lamps must be master-slave when the DMX512 console is closed.

5. Factory setting

At any address code A001~A512, press the menu key for 5 seconds to enter the factory setting. The factory settings are mainly the output power of each lamp, the number of lamp beads, the function of setting temperature protection points, and sending parameters. The factory settings are any mode and press the confirm button for 5 seconds to exit.

Factory Setting Table:

R032	➡	R255	Up or down modify the red LED current (R032-R255), Enter key to save.
G032	➡	G255	Up or down modify the green LED current (G032-G255), Enter key to save.
B032	➡	B255	Up or down modify the blue LED current (B032-B255), Enter key to save.
S312	➡		It cannot be modified, it means that there are 312 leds in total.
T040	➡	T105	Set the temperature protection point, up or down modify the parameters (40℃~105℃), and press the enter key to save.
Send	➡	Send	Up or down send the factory setting parameters of the machine to all other lights connected in parallel with 3pin signal lines; confirm the sending parameters and press the menu key for 5

			seconds to exit, and deny the parameters please press enter key to cancel the sending.

6. DMX512 console

After power on all lamps address code set, connect all lamps with three-core signal line in parallel to the DMX512 console, the address code will stop flashing, indicating that the DMX512 console signal has been sent to the lamp, according to the channel instructions with the DMX512 console control related functions.

A001~A512 Channel：

Channel	Channel values	Basic function
1	000-255	Dimmer
2	000-255	Red lamp linear dimming
3	000-255	Green lamp linear dimming
4	000-255	Blue lamp linear dimming
5	000-255	Strobe
6	000-255	Mode，(See: vi. Effect of mode for details)
7	000-255　Mode Choose color	Channel value 000-031, primary color.
		Channel value 032-063, second color.
		Channel value 064-095, tertiary color.
		Channel value 096-127, the fourth color.
		Channel value 128-159, fifth color.
		Channel value 160-191, sixth color.
		Channel value 192-223, seventh color.
		Channel value 224-255, eighth color.
8	000-255	Speed

D001~D512 Channel：

Channel	Channel values	Basic function
1	000-255	Red lamp linear dimming
2	000-255	Green lamp linear dimming
3	000-255	Blue lamp linear dimming

7. Mode effect

Channel values	Model code	Mode effect
0-2	0	No effect
3-5	1	Red light, up or down mode color selection
6-8	2	Gradient
9-11	3	jump
12-14	4	Pulse change, up or down mode color selection
15-17	5	Wavy gradient
18-20	6	R-G-B red, green and blue cycle gradient.
21-23	7	R-B-G red, blue and green cycle jump.
24-26	8	The single panel rotate clockwise, and color selection
27-29	9	The single panel rotates counterclockwise, and color selection
30-32	10	The three-color spiral turns clockwise, and color selection
33-35	11	The three-color spiral turns counterclockwise, and color selection

36-38	12	Two panels rotate clockwise, and color selection
39-41	13	Two panels rotates counterclockwise, and color selection
42-44	14	Three panels rotate clockwise, and color selection
45-47	15	Three panels rotates counterclockwise, and color selection
48-50	16	Four panels rotate clockwise, and color selection
51-53	17	Four panels rotates counterclockwise, and color selection
54-56	18	Six panels rotate clockwise, and color selection
57-59	19	Six panels rotates counterclockwise, and color selection
60-62	20	Two panels refreshes clockwise, and color selection
63-65	21	Two panels refreshes counterclockwise, and color selection
66-68	22	Three panels refreshes clockwise, and color selection
69-71	23	Three panels refreshes counterclockwise, and color selection
72-73	24	Four panels refreshes clockwise, and color selection
74-75	25	Four panels refreshes counterclockwise, and color selection
76-77	26	Six panels refreshes clockwise, and color selection
78-79	27	Six panels refreshes counterclockwise, and color selection
80-81	28	Two panels colorful S-shape rotates clockwise
82-83	29	Two panels colorful S-shape rotates counterclockwise.
84-85	30	Three panels colorful rotating clockwise
86-87	31	Three panels colorful rotation counterclockwise.
88-89	44	Four panels colorful rotating clockwise
90-91	45	Four panels colorful rotation counterclockwise.
92-93	46	Six panels colorful rotating clockwise
94-95	47	Six panels colorful rotation counterclockwise.
96-97	48	Colorful hazy S-shaped clockwise rotation
98-99	49	Colorful hazy S-shaped anti-clockwise rotation
100-101	50	Three panels three colors rotate clockwise, and color selection
102-103	51	Three panels three colors rotates counterclockwise, and color selection
104-105	52	The circle is refreshed clockwise, and color selection
106-107	53	The circle is refreshed counterclockwise, and color selection
108-109	54	The fan shape is refreshed clockwise, and color selection
110-111	55	The fan shape is refreshed counterclockwise, and color selection
112-113	56	The star triangle refreshes clockwise, and color selection
114-115	57	The star triangle is refreshed counterclockwise, and color selection
116-117	58	Cross clockwise refresh, and color selection
118-119	59	Cross counterclockwise refresh, and color selection
120-121	60	Zigzag clockwise refresh, and color selection
122-123	61	Zigzag counterclockwise refresh, and color selection
124-125	62	Colorful fan-shaped refresh clockwise
126-127	63	Colorful fan-shaped refresh counterclockwise
128-129	64	The colorful star triangle refreshes clockwise
130-131	65	The colorful star triangle is refreshed counterclockwise
132-133	66	Colorful Cross Refresh Clockwise
134-135	67	Colorful Cross Refresh Counter Clockwise
136-137	68	Colorful Zigzag refresh clockwise
138-139	69	Colorful Zigzag Refresh Counter Clockwise
140-141	70	Circular refresh back and forth, and color selection

142-143	71	Sector refresh back and forth, and color selection
144-145	72	The star triangle refreshes back and forth, and color selection
146-147	73	Cross refresh back and forth, and color selection
148-149	74	Zigzag refresh back and forth, and color selection
150-151	75	Sector clockwise, and color selection
152-153	76	Sector counterclockwise, and color selection
154-155	77	The star triangle turns clockwise, and color selection
156-157	78	The star triangle turns counterclockwise, and color selection
158-159	79	The cross turns clockwise, and color selection
160-161	80	The cross turns counterclockwise, and color selection
162-163	81	The zigzag turns clockwise, and color selection
164-165	82	The zigzag turns counterclockwise, and color selection
166-167	83	Colorful hazy spinning clockwise.
168-169	84	Colorful hazy spinning counterclockwise.
170-171	85	The round ends are refreshed back and forth, and color selection
172-173	86	The sector ends are refreshed back and forth, and color selection
174-175	87	The two ends of the star triangle are refreshed back and forth, and color selection
176-177	88	The star triangle turns clockwise, and color selection
178-179	89	The star triangle turns counterclockwise, and color selection
180-181	90	Colorful fountain one
182-183	91	Colorful Vortex One
184-185	92	Colorful fountain two
186-187	93	Colorful Vortex two
188-189	94	Colorful spread
190-191	95	colorful shrinkage
192-193	96	Explodes from the middle to the outer ring and then goes out, and color selection
194-195	97	Go out after gathering from the outermost ring to the middle, and color selection
196-197	98	Spread from the middle to the outer ring, and color selection
198-199	99	Shrink from the outermost ring to the middle, and color selection
200-201	100	Explodes from the middle to the outer ring and then goes out, and color selection
202-203	101	Go out after gathering from the outermost ring to the middle, and color selection
204-205	102	Colorful dynamic clock
206-207	103	Thread turn clockwise, and color selection
208-209	104	Thread turn counterclockwise, and color selection
210-211	105	The three zigzags are superimposed in dislocation and flashing, colorfully.
212-213	106	Figure 8 clockwise star rotation, and color selection
214-215	107	fireworks explosion effect, and color selection
216-217	108	fireworks diffusion effect, and color selection
218-219	109	The first angle refresh, and color selection
220-221	110	The second angle refresh, and color selection
222-223	111	The third angle refresh, and color selection
224-225	112	The forth angle refresh, and color selection
226-227	113	The fifth angle refresh, and color selection
228-229	114	The sixth angle refresh, and color selection
230-231	115	The seventh angle refresh, and color selection
232-233	116	The eighth angle refresh, and color selection
234-235	117	Column rotates clockwise, and color selection

236-237	118	Column rotates counterclockwise, and color selection
238-239	119	The first angle refreshes back and forth, and color selection
240-241	120	The second angle refreshes back and forth, and color selection
242-243	121	The third angle refreshes back and forth, and color selection
244-245	122	The forth angle refreshes back and forth, and color selection
246-247	123	The fifth angle refreshes back and forth, and color selection
248-249	124	The sixth angle refreshes back and forth, and color selection
250-251	125	The seventh angle refreshes back and forth, and color selection
252-253	126	The eighth angle refreshes back and forth, and color selection
254-255	127	Mode code 1-126 cycles