

RGB Animation laser light User Manual

Thank you for purchasing RGB laser light, for your personal safety and better use of the product, please read this manual carefully before use, lest incur any personal injury or damage to the projector

● Package list:

When you unpack the case, please take time to examine the items as follow:

- Projector 1
- Power cord 1
- User manual 1

● Technical Parameters:

Rated Voltage: AC100~240V

Rated frequency: 50Hz~60Hz

Power consumption: <200W

Laser power: 500mw~5000mw

Patterns: 2000pcs latest laser patterns

Scanning: 15kpps vibratory mirror system

Scanning angle: ± 20 degrees

Channel: 6/34CH

Control mode: DMX-512signal control, music control, automatic

Cool system: fan

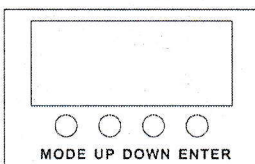
● Instructions:

After opened the box, check whether the laser show device has been damaged by the rough transportation or not, such as the screw is loosen, reflective lens is broken. Please check before connecting power. Check the lighting placement is correct and secure, check the power voltage is the same with this product, or damage to the lamp is not an example of warranty.

The device is A-grade protection device. While using this laser lighting, green and yellow wire has to connect the ground properly by professionals. Please examine the electrics and voltage before connecting the power. We suggest customer apply 110V/230V or a transformer. 20 seconds after powered on the projector, it will self-check for several minutes and then can be used.

Because the solid semiconductor laser generator got its own characteristic, please terminate it for 10 minutes after have displayed it for 30 minutes. This kind of protection can make sure the laser diodes work properly in the future operation. Please to avoid being interfered by other signals (such as wireless interphone & high radiated source) while the lighting is performed by DMX512 mode.

● LCD Display:



MENU It is to switch the menu

UP It is to choose the function

DOWN It is to choose the function

ENTER It is to confirm/save/ go to the next function