

RGB Animation Laser Performer

User Manual



Please read over this manual before operating the light



ROHS

Packing List:

When you open it, please take some time to check the project

as follows:

-rgb series laser projector 1
-rgb series laser projector wire 1
-rgb Series Laser Projector User Manual 1

Instructions for use:

After unpacking, check if the projector has been damaged, such as loose screws, damaged mirrors, etc. If everything is ok, select the appropriate location, hang the projector and adjust its angle properly, then connect the power and ground wires before turning the power on.

Please note that when using this projector, the green and yellow wires must be properly connected to the ground by a professional. Check the electrical and voltage before starting up. We recommend customers to apply 110v/230v or transformers. After turning on the projector for 20 seconds, it will perform a 5 second self-test and then it can be used.

Precautions

1. To reduce the risk of electric shock or fire, do not expose the unit to rain and moisture.
2. Do not spill water or other liquids onto or into your equipment.
3. Make sure the local power outlet matches the voltage required by the device.
4. If the power cord is worn or damaged, do not attempt to operate the equipment. Do not attempt to remove from the power cord or Disconnect the ground. This method is used to reduce the risk of electric shock and fire, in the case of internal short circuit.
5. Disconnect power before making any type of connection.
6. Never operate the unit when its cover is removed.
7. Do not insert this device into the dimmer kit.
8. Always install the unit in an area that allows proper ventilation. Allow approximately 6 inches (15 cm) between this device and the wall.
9. If the equipment is damaged, do not try to operate it.
10. This device is for indoor use only; using this product outdoors will void all warranties.
11. Disconnect the main power of the device during periods of long periods of inactivity.
12. Always install the unit in a safe and stable environment.
13. The routing of the power cord makes it impossible to be placed or to walk or squeeze the items placed on it, paying particular attention to their exit from the unit



ROHS

Display Function Instruction

1	ADDR	1-512	Address code setting, DMX mode/slave mode
2	SHOW	SHOW 0	SHOW 0 All programs are played randomly
		SHOW 1	SHOW 1 The line effect program is played
		SHOW 2	SHOW 2 Animation effects program play
		SHOW 3	SHOW 3 Built-in text program playback
		SHOW 4	SHOW 4 Christmas and New Year's programs are broadcast
		SHOW 5	SHOW 5 Outdoor landmark programs are played
		SHOW 6	SHOW 6 Personalized programming program broadcast
3	SPEED	SP 0-SP 9	SP 0-9 The program plays at a slower to faster speed
		S_ON	ON :Sound mode is turned on, and the program is played in voice activated mode (仅 SHOW 0、SHOW 1、SHOW 2、SHOW 4、SHOW 5 支持声控)
4	SOUND	S_OFF	OFF:Sound is off, and when the voice activation is turned off, the program is played in automatic mode
		SE 0-SE 9	SE 0-9 Sound-activated sensitivity ranges from low to high

APP User Manual

Software installation (Apple APP/WeChat mini program /Android APP)

(** You need to grant the software permission to access Bluetooth and positioning, otherwise it cannot be used normally. **)

1. WeChat mini program:

Open WeChat,

in the mini program scan the QR code below to use it



2. Android App

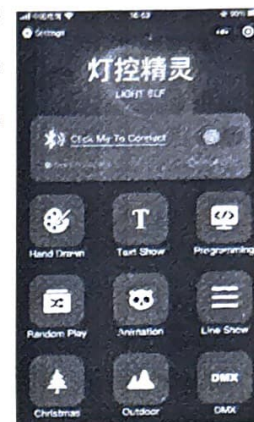
A. APP Download address :

<https://pan.baidu.com/s/1b1u-g0RXZcgcRLBKteJozA?pwd=nhrd> Or log in to the Google Play Store and search for "LightElf" to install it

3 Apple App: Search for LightElf on the official App Store and download to use.

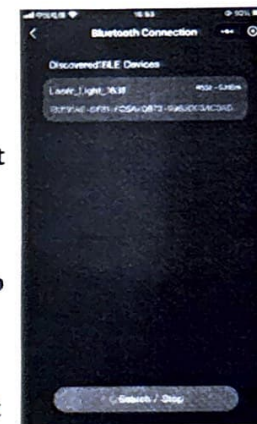


4. The main interface after the software is started is as shown in the figure



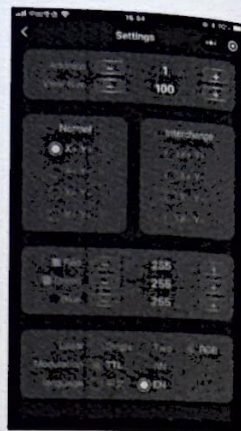
ONE. Connect laser light equipment

1. Please turn on the laser light equipment before use
2. Open the software and click "Click Me To Connect" on the main interface.
3. Select Laser_Light_xxxx in the Bluetooth list
4. Successfully connected to device



TWO .Software settings

1. The address code, display range and XY related parameters of the laser light device can be set
2. The menu language of the software can be changed at the bottom



THREE. Turn the laser on and off

1. Click the switch button on the right side of the main interface. After turning it on, the words "Device ON" will be displayed.
2. Click the switch button on the right side of the main interface. After closing, the words "Device OFF" will be displayed.



FOUR. Introduction to hand-drawn graffiti function



Click the hand-drawn graffiti menu in the main interface to enter. Here you can control the display effect of the device by manually drawing patterns, entering text, or selecting built-in patterns.

- A. Selection of color : The upper part of the interface is the color selection area. Click the different color buttons to select the color of the laser drawing.




B. Draw patterns : The middle part of the interface is the pattern control area. In this area you can do the following operations

1. Manually draw patterns

- 1) Click the icon  to switch to the manual pattern drawing function
- 2) Use your finger to draw the pattern you want on the middle large screen area
- 3) You can also click the icon  to add a picture background to make drawing easier

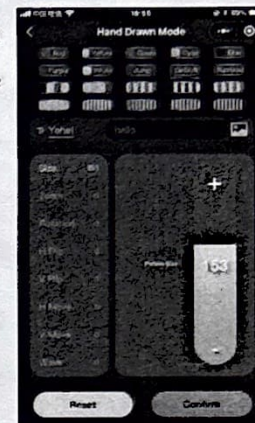
2. Text input

- 1) Click the icon  to switch to text input function
- 2) Enter text in the input box
- 3) Use your finger to drag and drop in the middle of the screen
- 4) You can also choose different fonts on the left side of the input box
(Note: The font library of the mini program version is limited, and some texts or symbols may not be included. If you need a more complete font library, it is recommended to choose the app version)

3. Select the built-in pattern

- 1) Swipe the pattern list to view all built-in patterns

- 2) Click on the pattern and drag it with your finger in the middle of the



C. Graphic operation and parameter configuration

- 1) The clear and back buttons can be used to delete the drawn pattern. After deletion, the pattern can be redrawn.
- 2) Click the configuration button to configure parameters, configure the size, rotation angle, flip, and horizontal and vertical movement of the graphics. Click on the left side to select the parameters to be configured, slide up and down on the right side to change the parameter value, and click the OK button to save the parameters.
- 3) After the pattern is drawn, click the send button to display the pattern effect on the device.

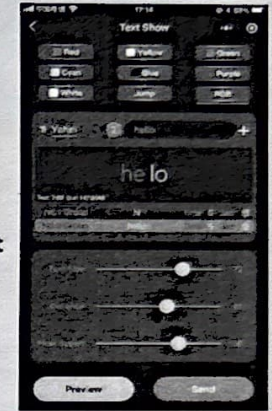
FIVE. Introduction to text playback function

Click the text playback menu in the main interface to enter. Here you can set the text display effect, which can support up to 50 characters.

1. The upper part is the color selection area. Click the corresponding button to select the color of the text.

2. The middle part sets the area for text

- 1) Click on the left to select a font
- 2) In the middle is the text input box
- 3) The number on the left side of the text input box indicates the current text group



- 4) Click the "+" on the right side of the input box to add a new text group. Up to 4 groups are supported.
- 5) Click the playback duration of the group to modify the time
- 6) After completing the text input, click the preview button in the lower left corner to generate a preview effect in the middle of the screen.
- 7) Click the send button to display text effects on your device

3. There are three configuration parameters in the following section

- 1) Text size: Adjust text size to change the size of text displayed on your device

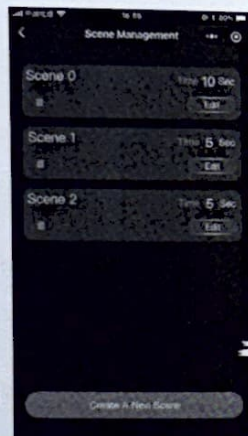
- 2) Display viewing distance: adjust the size of the display area (use to adjust the projection distance)
- 3) Water flow speed: Adjust the water flow speed to change the speed at which text moves from left to right. When set to 0, the text remains stationary and does not move.

SIX. Personalized programming

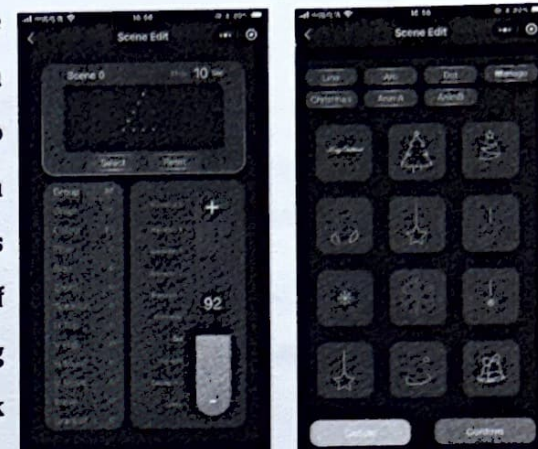
Click the personalized programming menu in the main interface to enter. By editing the pattern of each scene, the laser light device can play in sequence according to the programmed scenes to meet your personalized needs. It can support up to 20 scene editing.

A. Scene management

1. Click the New Scene button at the bottom of the page to add a new scene
2. Click the delete icon on the left in the scene list to delete the scene
3. Click the number on the right in the scene list to modify the playback duration of the scene.
4. Click the corresponding edit button in the scene list to enter the scene editing page



- B. Scene editing
- Click the Select Graphics button at the top of the page to pop up a selection interface for various graphics, with a total of 7 groups including dynamic graphics. Click on a graphic to see the effect of the graphic in real time on the device. After selecting, click the OK button to save.



1. You can also select graphics by modifying the channel parameters below, select graphics groups or graphics in the channel menu on the left, and slide up and down on the right skateboard to select
2. In addition to graphic selection, you can also set different display effects. Just select the parameters on the left and slide up and down the skateboard on the right.

SEVEN. Built-in program playback

The system has built-in hundreds of lighting programs for you to choose from, and they can be played without any editing clicks. All built-in programs can be played randomly or specified programs can be played.

A. Random play: all programs are played randomly

1. Click on the random play menu in the main interface to enter



2. Click the color button above to select the color of the laser



3. The playback mode supports two modes: self-propelled and voice-controlled. The slider below can adjust the self-propelled speed and voice-controlled sensitivity.

B. Line playback, animation playback, Christmas playback, outdoor program playback

1. Click the corresponding program menu in the main interface to enter
2. For the color and play mode settings in the program, please refer to the random play page
3. Selecting loop means that the 50 programs under this category will be played in order.
4. You can also check the box to play some of the programs and just click to play the program

DMX Console 16CH:

		DMX-512 No	Control the content
CH1	Master switch	0-9	Laser light off
		10-255	Laser switch (dimming)
CH2	color	0-69	White-Red-Blue-Pink-Cyan-Yellow-Green (fixed color selection)
		70-79	Overall color change (flow rate controlled by CH3)
		80-89	Initial color of the pattern (the flow rate is controlled by CH3)
		90-92	Rainbow colors (flow rate controlled by CH3)
		93-110	2 segmented color selection 4 numerical steps (flow speed controlled by CH3)
		111-131	3 Segment Color Selection 4 Numerical Steps (Flow Rate Controlled by CH3)
		132-149	4 segmented color selection 4 numerical steps (flow rate controlled by CH3)
		150-182	8 Segment Color Selection 4 Numerical Steps (Flow Rate Controlled by CH3)
		183-218	16 Segment Color Selection 4 Numerical Steps (Flow Rate Controlled by CH3)
		219-253	32 segmented color selection 4 numerical steps (flow speed controlled by CH3)
		254-255	Color gradient (flow rate controlled by CH3)
CH3	Color flow rate	0-1	The color does not run
		10-127	The color is flowing in a positive direction, and the speed goes from slow to fast
		128-255	The color is reversed, and the speed goes from slow to fast
CH4	Graphic group selection	0-24	Built-in Static Graphics Group 1 (Basic Geometric Pattern)
		25-49	Built-in Static Graphics Group 2 (Basic Geometric Pattern)
		50-74	Built-in Static Graphics Group 3 (Edge Highlight Pattern)
		75-99	Built-in Static Graphics Group 4 (Dot Graphics)
		100-124	Built-in Static Graphics Group 5 (Christmas Graphics)
		125-149	ILDA Animation Group 1
		150-174	ILDA Animation Group 2
		175-199	ILDA Animation Group 3 (Temporarily Reserved)
		200-224	ILDA Animation Group 4 (Temporarily Reserved)
		225-255	ILDA Animation Group 5 (Temporarily Reserved)

CH5	Graphics selection	0-255	Pattern selection (pattern grouping is controlled by CH4)
CH6	Built-in dynamic effects	0-1	Non-functional
		2-206	Built-in dynamic effect radio selection, one effect for every 2 values (color CH2 control, CH2=0 default color, speed CH7 control)
		207-216	Line effect shuffle (color CH2 control, CH2=0 default color, speed CH7 control)
		217-226	Animation effect shuffle (color CH2 control, CH2=0 default color, speed CH7 control)
		227-236	Christmas effect shuffle (color CH2 control, CH2=0 default color, speed CH7 control)
		237-246	Outdoor effect shuffle (color CH2 control, CH2=0 default color, speed CH7 control)
		247-255	All effects shuffle (color CH2 control, CH2=0 default color, speed CH7 control)
CH7	Built-in dynamic effect speed	0-1	The system default speed
		2-255	Manual adjustment: Built-in effects go from slow to fast
CH8	Pattern size	0-255	The pattern size is manually selected
CH9	The pattern is automatically scaled	0-15	Pattern size selection
		16-55	Choose from small to large speeds
		56-95	Choose from large to small speeds
		96-135	Size scaling speed selection
		136-175	Two-point irregular circular scaling
		176-215	Three-point irregular cycle scaling
		216-255	Quartered irregular cyclic scaling
CH10	The pattern rotates around the center	0-127	Rotation angle selection
		128-191	Positive rotation speed selection
		192-255	Anti-rotation speed selection
CH11	The pattern rotates around the X axis	0-127	Horizontal flip position selection
		128-255	Horizontal flip speed selection
CH12	The pattern rotates around the Y axis	0-127	Vertical flip position selection
		128-255	Vertical flip speed selection
CH13	Move horizontally	0-127	Horizontal position selection
		128-255	Moves horizontally in a cyclic direction, from fast to slow

CH14	Move vertically	0-127	Vertical position selection
		128-255	Moves vertically in a circular direction, from fast to slow
CH15	Waves in the X direction	0-1	No waves
		2-255	Wave amplitude and speed adjustment (amplitude from small to large, speed from slow to fast, one gear per 32 values, a total of 8 gears)
CH16	图案渐绘	0-1	No gradients
		2-63	Manual Gradient 1
		64-127	Manual Gradient 2
		128-153	Auto Fade (Incremental)
		154-179	Auto Fade (minus)
		180-205	Auto Fade (Increment & Decrease - Reverse)
		206-255	Auto Gradient (First Increment and then Decrease - Same Direction)