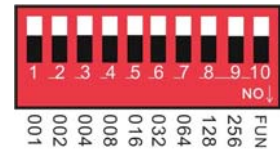


10 Ports Shooting Star Professional Led Light Engine Manual

Technical specification

Input voltage:	AC 85-265VAC	Power:	5W
Output grey level:	256	Input signal:	DMX512 / 1990
Output DMX:	10 channels	DMX socket:	RJ45
Net weight:	374g	Gross weight:	450g
Led light engine size:	L155xW52xH32 mm	Fiber port:	10pxs x 8mm
Material:	Aluminium	Remote control:	Radio wave
Remote control size:	L85xW52xH7 mm	Package size:	L215xW125xH65 mm
Expected life time:	50000 hours	Warranty:	1 year

Mode 1: DMX mode



Note: FUN=OFF (the tenth switch up) means to accept DMX512 signal mode.

The first DMX address setting:

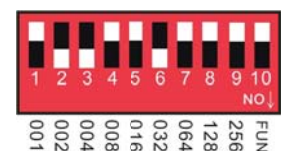
The decoder set the address bit by coding switch, of which 1-9 is for setting the start address of the Binary numeric code switch of DMX512, the first one is the lowest position, the ninth one is the highest

Bit of address code can be set to 512.

DMX512 start address code is the sum of switches 1-9, at the same time turn downside of the code switch (ON set to "1"), then the value of the bit can be gotten; coding switch up (set to "0"), the value of the bit is 0.

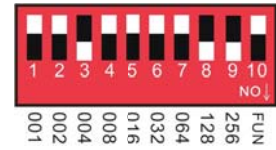
Example 1:

As the following Schematic 1, DMX512 start address is set to 38, encoding the No. 6,3,2 position on switch dial to "1", others set to "0", then the sum of the switch 1-9 code value is 32 + 4 + 2, that is the DMX512 start address 38



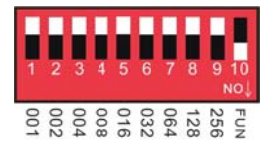
Example 2:

As the schematic 2, DMX512 start address is set to 388, encoding the no. 2,3,6,8 switch dial to "1", others set to "0", then the sum of the switch 1-8 code value is $4 + 128 + 256 = 388$, that is the DMX512 start address 388.



Mode 2: Remote control

Turn switch no.10 to ON position for controlling by remote.



NO.	MODE	NO.	MODE
1	Meteor 1	11	Fade scan 1
2	Meteor 2	12	Fade scan 2
3	Meteor 3	13	Twinkle 1
4	Meteor 4	14	Twinkle 2
5	Scan left	15	Twinkle 3
6	Scan right	16	Twinkle 4
7	Scan <u>right&left</u>	17	Flash 1
8	Scan <u>right&left</u>	18	Flash 2
9	Fade 1	19	Flash 3
10	Fade 2	20	Flash 4

Mode 3: Built in effects

Put switch 9 & 10 to ON position.

Switch 1-8 will now program the shooting star engine in different modes.

