

USER MANUAL

576*5050 LED Big Windmill

Background FAN Light (5 /13 / 290CH)



Please read over this manual before operation the light

1.Safety Notes

Note : To ensure reasonable consistency of operation, please read this instruction carefully.

Any damages caused by the non-observance of this manual or any unauthorized modification to this product are not be subject to warranty .

- This product belongs to high temperature products. Do not touch the lamp body when working, carefully scalds!
- Maintain a 50CM space at the back of the lamp body for dissipate heat.
- When installing/replacing the lamp tube, turn off the lamp power!
- This lamp is used for indoor lighting, not waterproof ! When lamp works, lamp tube at high temperature.
- Make sure the voltage and frequency of power supply match the power require of this devise.
- Please do not operate the equipment in the condition of wire damage or wear.
- Do not remove any part of the equipment during the use of lamps.
- Any unauthorized modification to this product are not be subject to warranty .

2: Definition of Display Panel And Keys:

Menu : Select function

Up: Parameter increment

Down: Decreasing parameters

Enter: confirm and save



3.The Menu Function

Press the menu key after power on, the menu function table appears in sequence; the up or down keys modify the function parameters, and the confirm key saves the current function and parameters (after saving, it has the power-off memory).

Menu Function Table:

A001	→	A512	Modify the address code (A001~A512) up or down, and press the enter key to save.
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D001	➡	D512	Modify the address code (D001~D512) up or down, and press the enter key to save.
C001	➡		Spare channel
P001	➡	P115	Modify the built-in effect (P001~P115) upwards or downwards, and press the enter key to save.
CF00	➡	CF07	Modify the color of each built-in effect (CF00~CF07) up or down, and press the enter key to save.
SP01	➡	SP16	Modify the speed of the built-in dynamic effect (SP01~SP16) upwards or downwards, and press the enter key to save.
ST00	➡	ST63	Modify the stroboscopic speed (ST00~ST63) up or down, and press the enter key to save.
Soud	➡	Soud	Voice control mode.
R255	➡	R000	Modify the brightness of the red lamp bead (R000~R255) up or down, and press the enter key to save.
G255	➡	G000	Modify the brightness of green lamp beads (G000~G255) up or down, and press the enter key to save.
B255	➡	B000	Change the brightness of the blue lamp bead up or down (B000~B255), and press the enter key to save.

T000			Display temperature, such as T045 means the current lamp temperature is 45℃; if 10K thermistor is not installed, T000 is displayed
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4. Master-Slave Control:

2 or more identical lamps are connected by DMX 3-core signal cable, all lamps are set with address codes, any one is set as the master, and other lamps are slaves; the master is used to control the gradual change, pulse change, jump change, voice control, When the self-propelled effect, all slaves synchronize gradual change, pulse change, jump change, voice control, self-propelled effect.

Special attention:

First, Only one host can be set for a group of lamps. If there are multiple hosts, all lamps will flash randomly without synchronization.
Second, All lamps and lanterns must be effective when the DMX 512 console is turned off.

5. Factory Setting:

In any address code of A001~A512, press the menu key for 5 seconds to enter the factory settings. The factory setting is mainly the function of output power of each channel of the lamp, the number of lamp beads, setting the temperature protection point, and sending parameters. The factory sets any mode and presses the confirm key for 5 seconds to exit.

Factory setting table:

R032	→	R255	Modify the red lamp bead current (R032-R255) upwards or downwards, and press the enter key to save.
G032	→	G255	Modify the green lamp bead current (G032-G255) up or

			down, and press the enter key to save.
B032	→	B255	Modify the blue lamp bead current (B032-B255) upwards or downwards, and press the enter key to save.
S312	→		Cannot be modified, indicating that the lamp has a total of 312 lamp beads.
T040	→	T105	Set the temperature protection point, modify the parameter up or down (40□~105□), and press the enter key to save.
Send	→	Send	Send the factory setting parameters up or down to all other three-core signal cables connected in parallel; confirm the sending parameters and press the menu key for 5 seconds to exit, deny the parameters and press the enter key to cancel sending.

6. DMX 512 Console:

After power on, set all the lamp address codes, and then connect all the lamps to the DMX 512 console in parallel with a 3-core signal line, the address code will stop flashing, indicating that the DMX 512 console signal has been sent to the lamp, use the DMX 512 console according to the channel description Control related functions.

A001~A512 channel description:

CH	CH Value	Basic Function
1	000-255	Total dimming
2	000-255	R red lamp beads linear dimming

3	000-255	G green lamp beads linear dimming
4	000-255	B blue lamp beads linear dimming
5	000-255	Strobe
6	000-255	For the specific effects, please refer to the end of the article .Six:Mode Effects.
7	000-255 Mode color selection	Channel value 000-031, the first color.
		Channel value 032-063, second color.
		Channel value 064-095, third color.
		Channel value 096-127, 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 CH Description:

CH	CH Value	Basic Function
1	000-255	R red lamp beads linear dimming.
2	000-255	G green lamp bead linear dimming.
3	000-255	B blue lamp beads linear dimming.

7. Model Effect:

Aisle	CH Value	Effect
0-2	0	No effect
3-5	1	R red light, can be selected by push-pull mode color selection lever.
6-8	2	Gradient
9-11	3	Jump change

12-14	4	Pulse change, color selection can be selected in push-pull mode.
15-17	5	Wavy gradient.
18-20	6	R-G-B red, green and blue cyclic gradient.
21-23	7	R-B-G red, blue and green cycle jump.
24-26	8	The single-blade fan rotates clockwise, and the color selection lever can be selected in the push-pull mode.
27-29	9	The single-blade fan rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
30-32	10	The three-color spiral rotates clockwise, and the color selection lever can be selected in the push-pull mode.
33-35	11	The three-color spiral rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
36-38	12	The two-blade fan rotates clockwise, and the color selection lever can be selected in the push-pull mode.
39-41	13	The two-blade fan rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
42-44	14	The three-blade fan rotates clockwise, and the color selection lever of the push-pull mode can be selected.
45-47	15	The three-blade fan rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
48-50	16	The four-leaf fan rotates clockwise, and the color selection lever can be selected in the push-pull mode.

51-53	17	The four-blade fan rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
54-56	18	The six-leaf fan rotates clockwise, and the color selection lever can be selected in the push-pull mode.
57-59	19	The six-leaf fan rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
60-62	20	The two-blade fan refreshes clockwise, and the color selection lever can be selected in the push-pull mode.
63-65	21	The two-leaf fan refreshes counterclockwise, and the color selection lever can be selected in the push-pull mode.
66-68	22	The three-blade fan is refreshed clockwise, and the color selection lever can be selected in the push-pull mode.
69-71	23	The three-blade fan refreshes counterclockwise, and the color selection lever can be selected in the push-pull mode.
72-73	24	The four-leaf fan refreshes clockwise, and the color selection lever can be selected in the push-pull mode.
74-75	25	The four-leaf fan refreshes counterclockwise, and the color selection lever can be selected in the push-pull mode.
76-77	26	The six-leaf fan refreshes clockwise, and the color selection lever can be selected in the push-pull mode.
78-79	27	The six-leaf fan refreshes counterclockwise, and the color selection lever can be selected in

		the push-pull mode.
80-81	28	The two-leaf colorful S-shape rotates clockwise.
82-83	29	The two-leaf colorful S-shape rotates counterclockwise.
84-85	30	The trefoil colorful rotates clockwise.
86-87	31	The trefoil colorful rotates counterclockwise.
88-89	44	Four leaves colorful rotate clockwise.
90-91	45	Four-leaf colorful rotates counterclockwise.
92-93	46	The six-leaf colorful rotates clockwise.
94-95	47	The six-leaf colorful rotates counterclockwise.
96-97	48	Colorful hazy S-shaped clockwise rotation.
98-99	49	The colorful hazy S-shape rotates counterclockwise.
100-101	50	The three-leaf three-color fan rotates clockwise, and the color selection lever can be selected in the push-pull mode.
102-103	51	The three-leaf three-color fan rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
104-105	52	The circle is refreshed clockwise, and the color selection lever can be selected in the push-pull mode.
106-107	53	The circle is refreshed counterclockwise, and the color selection lever can be selected in the push-pull mode.
108-109	54	The fan shape is refreshed clockwise, and the color selection lever of the push-pull mode can be selected.
110-111	55	The fan shape is refreshed counterclockwise, and the color selection lever of the push-pull mode can be selected.

112-113	56	The star triangle is refreshed clockwise, and the color selection lever in the push-pull mode can be selected.
114-115	57	The star triangle is refreshed counterclockwise, and the color selection lever can be selected in the push-pull mode.
116-117	58	The cross shape refreshes clockwise, and the color selection lever in the push-pull mode can be selected.
118-119	59	The cross shape is refreshed counterclockwise, and the color selection lever of the push-pull mode can be selected.
120-121	60	The M-shape is refreshed clockwise, and the color selection lever can be selected in the push-pull mode.
122-123	61	The M shape is refreshed counterclockwise, and the color selection lever can be selected in the push-pull mode.
124-125	62	The colorful sector is refreshed clockwise.
126-127	63	Colorful fan-shaped refreshes counterclockwise.
128-129	64	The colorful star triangle refreshes clockwise.
130-131	65	Colorful star triangle refreshes counterclockwise.
132-133	66	The colorful cross shape refreshes clockwise.
134-135	67	The colorful cross shape refreshes counterclockwise.
136-137	68	The colorful rice glyph refreshes clockwise.
138-139	69	The colorful rice glyph refreshes counterclockwise.
140-141	70	The circle is refreshed back and forth, and the color selection lever can be selected in the

		push-pull mode.
142-143	71	The fan shape is refreshed back and forth, and the color selection lever of the push-pull mode can be selected.
144-145	72	The star triangle is refreshed back and forth, and the color selection bar can be selected in the push-pull mode.
146-147	73	The cross shape refreshes back and forth, and the color selection lever of the push-pull mode can be selected.
148-149	74	The m-shape is refreshed back and forth, and the color selection lever can be selected in the push-pull mode.
150-151	75	The fan rotates clockwise, and the color selection lever can be selected in the push-pull mode.
152-153	76	The fan rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
154-155	77	The star triangle turns clockwise, and the color selection lever can be selected in the push-pull mode.
156-157	78	The star triangle turns counterclockwise, and the color selection lever can be selected in the push-pull mode.
158-159	79	The cross shape rotates clockwise, and the color selection lever of the push-pull mode can be selected.
160-161	80	The cross shape rotates counterclockwise, and the color selection lever of the push-pull mode can be selected.
162-163	81	The zigzag turns clockwise, and the color

		selection lever can be selected in the push-pull mode.
164-165	82	The zigzag turns counterclockwise, and the color selection lever can be selected in the push-pull mode.
166-167	83	The colorful haze rotates clockwise.
168-169	84	The colorful haze rotates counterclockwise.
170-171	85	The two ends of the circle are refreshed back and forth, and the color selection lever of the push-pull mode can be selected.
172-173	86	The fan-shaped ends are refreshed back and forth, and the color selection lever of the push-pull mode can be selected.
174-175	87	The two sides of the star triangle are refreshed back and forth.
176-177	88	The star triangle turns clockwise, and the color selection lever can be selected in the push-pull mode.
178-179	89	The star triangle turns counterclockwise, and the color selection lever can be selected in the push-pull mode.
180-181	90	Colorful fountain one.
182-183	91	Colorful vortex one.
184-185	92	Colorful fountain II.
186-187	93	Colorful vortex II.
188-189	94	Colorful diffusion.
190-191	95	Colorful contraction.
192-193	96	It explodes from the middle to the outer ring and goes out. You can select the color using the push-pull mode color selection lever.
194-195	97	After gathering from the outermost circle to the middle and extinguishing, the color selection

		lever of the push-pull mode can be selected.
196-197	98	From the middle to the outer circle, the color selection lever can be selected in the push-pull mode.
198-199	99	From the outermost ring to the middle, you can push and pull the color selector lever to select the color.
200-201	100	It explodes from the middle to the outer ring and goes out. You can select the color using the push-pull mode color selection lever.
202-203	101	After gathering from the outermost circle to the middle and extinguishing, the color selection lever of the push-pull mode can be selected.
204-205	102	Colorful dynamic clock
206-207	103	Turn the thread clockwise to select the color by pushing and pulling the mode color selection lever.
208-209	104	Turn the thread counterclockwise, and select the color by pushing the color selector lever.
210-211	105	The three rice characters are superimposed in dislocation, and colorful flashes.
212-213	106	The figure 8 rotates clockwise in the starry sky, and the color selection lever can be selected in the push-pull mode.
214-215	107	Fireworks explode effect, you can choose color by push-pull mode color selection lever.
216-217	108	The fireworks diffusion effect can be selected by the push-pull mode color selection lever.
218-219	109	The first angle is refreshed, and the color selection lever in the push-pull mode can be selected.
220-221	110	The second angle refreshes, and the color

		selection lever in the push-pull mode can be selected.
222-223	111	The third angle refreshes, and the color selection lever in the push-pull mode can be selected.
224-225	112	The fourth angle refreshes, and the color selection lever in the push-pull mode can be selected.
226-227	113	The fifth angle is refreshed, and the color selection lever in the push-pull mode can be selected.
228-229	114	The sixth angle is refreshed, and the color selection lever in the push-pull mode can be selected.
230-231	115	The seventh angle is refreshed, and the color selection lever of the push-pull mode can be selected.
232-233	116	The eighth angle is refreshed, and the color selection lever in the push-pull mode can be selected.
234-235	117	The column rotates clockwise, and the color selection lever can be selected in the push-pull mode.
236-237	118	The column rotates counterclockwise, and the color selection lever can be selected in the push-pull mode.
238-239	119	The first angle refreshes back and forth, and the color selection lever in the push-pull mode can be selected.
240-241	120	The second angle refreshes back and forth, and the color selection lever in the push-pull mode can be selected.

242-243	121	The third angle refreshes back and forth, and the color selection lever can be selected in the push-pull mode.
244-245	122	The fourth angle refreshes back and forth, and the color selection lever of the push-pull mode can be selected.
246-247	123	The fifth angle refreshes back and forth, and the color selection lever in the push-pull mode can be selected.
248-249	124	The sixth angle refreshes back and forth, and the color selection lever in the push-pull mode can be selected.
250-251	125	The seventh angle refreshes back and forth, and the color selection lever of the push-pull mode can be selected.
252-253	126	The eighth angle refreshes back and forth, and the color selection lever in the push-pull mode can be selected.
254-255	127	Mode code 1-126 cycles.

8. Technical Parameters:

Voltage: AC100~240V 50/60HZ

Power: 240W

Lamp beads: 954 5050 lamp beads

Control mode: DMX 512, self-propelled, master-slave, voice control.

Channel: A001~A512 channel, D001~D512 channel

Dimming: 32bit 0~100% linear dimming

Features: dyeing + flash

Working temperature: -30 degrees ~ 50 degrees

Strobe frequency: 1~30HZ

Appearance: metal, black

Connection method: DMX 512 input and output / power input and output.

IP rating: IP20