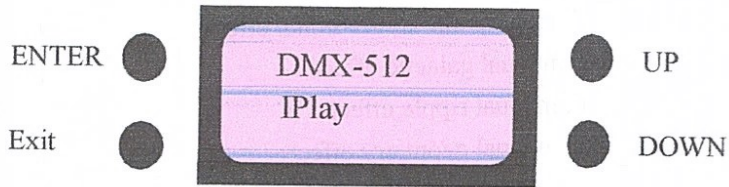


SD CARD COLOR LASER

LCD DISPLAY:



Using touch button and LCD menu display function, menu operation is simple and easy to use, Electrify automatically loading LaserSystem2.8 software,

After the software is loaded, the software version (Sof-v2.8) is displayed.

Select the required functions through the UP and DOWN buttons.

Through the ENTER, Exit button to determine the selected function, returned to the previous menu.

二、LCD, the function menu is set as follows:

Level menu	Two level menu	Three level menu
1、 DMX-512 DMX-512 model	1、 Address 001 Select the address code for the light	
2、 I play Built in playback mode	1、 Show Choose performance effects	Show 001
	2、 Music	1、 OFF 2、 ON
3、 SD play SD model	1、 Play	1、 001 .ild Select file
		2、 File Name Display file name
	2、 List	1、 001 eff
		2、 ListName
	3、 Mode	1、 PlayOne 2、 PlayAll
4、 Music	1、 OFF 2、 ON	
4、 Testing	1、 Scan	1、 Scan 2、 15-30KPPS
	2、 Color	1、 Single1-7 2、 RGY 3、 RBP 4、 GBA 5、 RGB 6、 WYAP
5、 Setting	1、 Light	1、 ON 2、 ON 5S

	2、Rasters	1, grating walk 2, manual small grid effect 3, manual 3D effect 4, manual one-dimensional effect 5 manual galactic effect 6, manual ripple effect 7, manual geometry effect
	3、Master	1、 OFF 2、 ON
	4、 Channel	1、 12CH 2、 23CH
6、 Default	1、 Yes 2、 No	

三、 DMX-512:

1、 Channel 1 mode is as follows:

Channel		Channel value	Control content
CH1	Laser off	0~29	Laser closing
	IPLAY mode	30~59	1. Manual control
		60~89	2, walk from play
		90~119	3 、 voice activated manual control
		120~149	4, sound activated
	SDPLAY mode	150~179	5. Manual control
		180~209	6, walk from play
		210~239	7 、 voice activated manual control
240~255		8, sound activated	

2、 IPLAY mode 13CH:

Channel		Channel value	Control content
CH1	Laser off	0~29	Laser closing
	IPLAY	30~59	Self-propelled manual control
		60~89	Self play
		90~119	Voice operated manual control
		120~149	Voice play
CH2	Pattern selection	0~255	Select a pattern at each of the 3 values
CH3	Pattern rotation	1~127	Rotation angle selection
		128~159	30 degree rotation speed selection
		160~191	180 degree rotation speed selection
		192~223	Reverse rotational speed selection
		224~255	Selection of normal rotational speed
CH4	Horizontal flip pattern	1~127	Horizontal flip angle selection
		128~159	Horizontal flip speed selection
		160~191	

		192~223	
		224~255	
CH5	Vertical flip pattern	1~127	Vertical flip angle selection
		128~159	Vertical flip speed selection
		160~191	
		192~223	
		224~255	
CH6	Horizontal movement of pattern	1~127	Horizontal moving position selection
		128~159	Horizontal movement speed selection
		160~191	
		192~223	
		224~255	
CH7	Vertical movement of pattern	1~127	Vertical move position selection
		128~159	Vertical movement speed selection
		160~191	
		192~223	
		224~255	
CH8	Pattern scaling	1~127	Pattern size selection
		128~159	Reduced speed options
		160~191	Magnification selection
		192~223	Zoom speed select
		224~255	
CH9	Zoom size	1~255	Pattern resizing selection
CH10	Pattern drawing	1~127	Plotting speed selection
		128~255	
CH11	Pattern point	1~127	Scan speed selection
		128~255	
CH12	Color mode	0~63	Fixed color selection
		64~95	Color change speed selection
		96~127	
		128~159	Flow speed selection
		160~191	
		192~223	
224~255	Rendering speed		
CH13	Motor grating disk	0~255	Select raster effects

3、IPLAY mode 24CH:

Channel		Channel value	Control content
CH1	Laser off	0~29	Laser closing
	IPLAY mode	30~59	Self-propelled manual control
		60~89	Self play
		90~119	Voice operated manual control

		120~149	Voice play
CH2	Pattern A selection	0~255	Select a pattern at each of the 3 values
CH3	Pattern A rotation	1~127	Rotation angle selection
		128~159	30 degree rotation speed selection
		160~191	180 degree rotation speed selection
		192~223	Reverse rotational speed selection
		224~255	Selection of normal rotational speed
CH4	Pattern A horizontal flip	1~127	Horizontal flip angle selection
		128~159	Horizontal flip speed selection
		160~191	
		192~223	
		224~255	
CH5	Pattern A vertical flip	1~127	Vertical flip angle selection
		128~159	Vertical flip speed selection
		160~191	
		192~223	
		224~255	
CH6	Horizontal movement of pattern A	1~127	Horizontal moving position selection
		128~159	Horizontal movement speed selection
		160~191	
		192~223	
		224~255	
CH7	The pattern A moves vertically	1~127	Vertical move position selection
		128~159	Vertical movement speed selection
		160~191	
		192~223	
		224~255	
CH8	Pattern A scaling	1~127	Pattern size selection
		128~159	Reduced speed options
		160~191	Magnification selection
		192~223	Zoom speed select
		224~255	
CH9	Pattern A zoom size	1~255	Pattern resizing selection
CH10	Pattern A drawing gradually	1~127	Plotting speed selection
		128~255	
CH11	Pattern A point	1~127	Scan speed selection
		128~255	
CH12	Pattern A color mode	0~63	Fixed color selection
		64~95	Color change speed selection
		96~127	
		128~159	Flow speed selection
		160~191	
		192~223	
		224~255	Rendering speed
CH13	Pattern B selection	0~255	Select a pattern at each of the 2 values
		1~127	Rotation angle selection

CH14	Pattern B rotation	128~159	30 degree rotation speed selection
		160~191	180 degree rotation speed selection
		192~223	Reverse rotational speed selection
		224~255	Selection of normal rotational speed
CH15	Pattern B horizontal flip	1~127	Horizontal flip angle selection
		128~159	Horizontal flip speed selection
		160~191	
		192~223	
		224~255	
CH16	Pattern B vertical flip	1~127	Vertical flip angle selection
		128~159	Vertical flip speed selection
		160~191	
		192~223	
		224~255	
CH17	Horizontal movement of pattern B	1~127	Horizontal moving position selection
		128~159	Horizontal movement speed selection
		160~191	
		192~223	
		224~255	
CH18	The pattern B moves vertically	1~127	Vertical move position selection
		128~159	Vertical movement speed selection
		160~191	
		192~223	
		224~255	
CH19	Pattern B scaling	1~127	Pattern size selection
		128~159	Reduced speed options
		160~191	Magnification selection
		192~223	Zoom speed select
		224~255	
CH20	Pattern B zoom size	1~255	Pattern resizing selection
CH21	Pattern B drawing gradually	1~127	Plotting speed selection
		128~255	
CH22	Pattern B point	1~127	Scan speed selection
		128~255	
CH23	Pattern A color mode	0~63	Fixed color selection
		64~95	Color change speed selection
		96~127	
		128~159	Flow speed selection
		160~191	
		192~223	
224~255	Rendering speed		
CH24	Motor grating disk	0~255	Select raster effects

2、SDPLAY CHANNEL:

Channel	Channel value	Control content
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CH1	Laser off	0~29	Laser closing
	SDPLAY	150~179	Self-propelled manual control
		180~209	Self play control
		210~239	Voice operated manual control
		240~255	Voice play control
CH2	Effect list	0~255	Select an effect list library for each of the 28 values
CH3		0~255	Select an effect list for each of the 10 values
CH4	Pattern selection	0~255	Select a pattern library for each of the 28 values
CH5		0~255	Select a pattern at each of the 10 values
CH6	Play control	0~127	All cycle, walk, sound control player
		128~255	Single cycle, self-propelled, voice operated playback control
	RO Pattern rotation s	1~127	Rotation angle selection
		128~159	30 degree rotation speed selection
		160~191	180 degree rotation speed selection
		192~223	Reverse rotational speed selection
224~255	Selection of normal rotational speed		
CH7	Pattern HR horizontal flip	1~127	Horizontal flip angle selection
		128~159	Horizontal flip speed selection
		160~191	
		192~223	
		224~255	
CH8	Pattern VR vertical flip	1~127	Vertical flip angle selection
		128~159	Vertical flip speed selection
		160~191	
		192~223	
		224~255	
CH9	Horizontal movement of pattern HB	1~127	Horizontal moving position selection
		128~159	Horizontal movement speed selection
		160~191	
		192~223	
		224~255	
CH10	The pattern VB moves vertically	1~127	Vertical move position selection
		128~159	Vertical movement speed selection
		160~191	
		192~223	
		224~255	
CH11	Pattern SI scaling	1~127	Pattern size selection
		128~159	Reduced speed options
		160~191	Magnification selection
		192~223	Zoom speed select
		224~255	
CH12	Pattern DR drawing gradually	1~127	Plotting speed selection
		128~255	
CH13	Pattern BE point	1~127	Scan speed selection
		128~255	
CH14	Pattern CO color mode	0~63	Fixed color selection
		64~95	Color change speed selection
		96~127	

		128~159	Flow speed selection
		160~191	
		192~223	
		224~255	Rendering speed
CH15	Motor grating disk	0~255	Select raster effects

Prepare SD card files:

In the root of the SD card, create a new PESLASER folder, enter the PESLASER folder, and create three new folders as follows (ddrfiles、ildfiles、PlayList).

-  ddrfiles
-  ildfiles
-  PlayList

Ddrfiles folder to store DDR files, DDR files generated by the IHSOW software, note folders can not be in Chinese, the length of the document can not be greater than 8, as follows.

- HEPING01.ddr
- HEPING02.ddr
- HEPING03.ddr

Note: the DDR file can also be stored in a new folder, but the folder cannot be in Chinese. The length of the file should not be greater than 8. Here is the following: create a new ddrloves folder to store the new design DDR file.

-  ddrfiles
-  ddrloves
-  ildfiles
-  PlayList

ildfiles folder storage standard ILD file, note that the file name can not be used in Chinese, the length of the document can not be greater than 8, as follows.

- laser001.ild
- laser002.ild
- laser003.ild

Note: the ILD file can also be stored in a new folder, but the folder cannot be in Chinese. The length of the file should not be greater than 8. Here is the following: create a new ildloves folder to store the new design lid file.

-  ddrfiles
-  ddrloves
-  ildfiles
-  ildloves
-  PlayList

PlayList folder storage effect file, eff file, list file, PLA file, these two files can be opened with Notepad, check, as follows.

- ☐ EFFEC000.eff
- ☐ EFFEC001.eff
- ☐ PlayList.pla

SD card effect editor:

1, first of all, the newly designed ILD files and DDR files will be placed in the ddrfiles and ildfiles of SD card.

2, copy an effect file EFFEC000.eff, rename to loves001.eff, use Notepad to open, show as follows:

- 1, (ddrfiles/HEPING12. ddr, TI=5, SI=180, CO=150,)
- 2, (ddrfiles/HEPING06. ddr, TI=10, SI=180, CO=80,)
- 3, (ddrfiles/HEPING12. ddr, TI=5, SI=150, CO=250,)

- 6, (ildfiles/Aurora9.ild, TI=5,)
- 7, (ildfiles/Aurora18.ild, TI=5,)
- 8, (ildfiles/Aurora19.ild, TI=5,)

There are four parts: effect number, + (file path, + time, + effect), as follows:

Effect number	file path,	time	effect
1,	ddrfiles/heping12. ddr,	TI=5,	SI=180, CO=150,
2,	ddrfiles/heping06. ddr,	TI=10,	SI=180, CO=80,
3,	ddrfiles/heping12. ddr,	TI=5,	SI=150, CO=250,
6,	ildfiles/Aurora9. ild,	TI=5,	
7,	ildfiles/Aurora18. ild,	TI=5,	
8,	ildfiles/Aurora19. ild,	TI=5,	

1, the time unit is seconds: for example, TI=5, the play time is 5 seconds, and TI is the capital letter, the full name is TIME.

2, there are nine kinds of effects: RO, HR, VR, HB, VB, SI, DR, BE, CO. DMX channels, respectively,

RO CH6, HR CH7, VR CH8, HB CH9, VB CH10, SI CH11, DR CH12, BE CH13, CO CH14, the effect of channel numerical value, so that through the DMX debugging good effect, and then writes the file and save the effect, play out through the lamp.

Note: spacing, comma, brackets () these two symbols can not be less, or the effect of the lights will be different from your design.

● Finally, add the effect file to the playlist file (PlayList.pla) and save it,

- 1, (EFFEC000. eff)
- 2, (EFFEC001. eff)
- 3, (EFFEC002. eff)
- 4, (EFFEC003. eff)
- 4, (loves001. eff)

NEXT : Plug the SD card into the light to see the editing effect.