



STARSHINE LIGHTS PRODUCT MANUAL



A15 APP LASER LIGHT PRODUCT 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: 3800pcs latest laser patterns
- Scanning: 15-30kpps vibratory mirror system
- Scanning angle: ± 25 degrees
- Channel: 5/34CH
- Control mode: DMX-512signal control, music control, automatic, ilda, cell phone APP
- 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.



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1. Status Indicators

The LCD display uses the following status indicators to show the current operating mode:

Indicator	Description
{INTR}	Internal Effect Mode. When this indicator is on, the fixture is running built-in effects, scenes, or sequences.
{DMX}	DMX Control Mode. When this indicator is on, the fixture is controlled by an external DMX controller.
{INTR} + {DMX}	Simplified DMX Mode. In this mode, built-in scenes can be selected through a DMX signal.
{APP}	Reserved for mobile APP control. This function is unavailable on the current model.
{SET}	System Setting Mode. When this indicator is on, fixture settings can be viewed or adjusted.
{SND}	Sound-Activated Internal Effect Mode. In this mode, the movement of built-in patterns responds to sound.
{SEL}	Selection Indicator. When this indicator is on, the displayed setting or option is currently selected.

2. Internal Effect Mode: {INTR}

When the fixture is operating in Internal Effect Mode, the LCD display may show the following information:

Display Code	Description
{AL }	Automatic Random Mode. The fixture runs built-in effects randomly from different internal effect groups.
{P###}	Scene Mode. The displayed number indicates the selected built-in scene number.
{SE##}	Sequence Mode. The displayed number indicates the selected built-in effect sequence number.

Example:

{P012} indicates that built-in scene No. 12 is currently running.

3. DMX Control Mode: {DMX}

When the fixture is operating in standard DMX Control Mode, the LCD display shows the DMX address.

DMX Channel Mode: 34CH

Display Code	Description
{A###}	DMX address of the fixture.

Example:

{A001} indicates that the DMX starting address is set to 001.



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4. Simplified DMX Mode: {INTR} + {DMX}

When both {INTR} and {DMX} indicators are on, the fixture is operating in Simplified DMX Mode. This mode allows the user to select built-in scenes through a DMX controller.

DMX Channel Mode: 5CH

Display Code	Description
{A###}	DMX address of the fixture.

Example:

{A015} indicates that the DMX starting address is set to 015.

5. System Setting Mode: {SET}

When the {SET} indicator is on, the LCD display shows the available system settings.

When the {SEL} indicator is also on, the currently displayed option has been selected and can be adjusted.

Display Code	Setting Function	Description
{SE##}	Internal Sequence Selection	Selects the sequence number used during internal effect operation. When {SEL} is on, the displayed sequence is selected.
{DR- }	X-Axis Mirror Setting	Reverses the projected image horizontally.
{DR- =}	Y-Axis Mirror Setting	Reverses the projected image vertically.
{DR-== }	X/Y Axis Swap	Exchanges the X-axis and Y-axis projection directions.
{x####}	X Projection Range	Adjusts the horizontal projection size. The displayed value represents a percentage of the full horizontal range.
{y####}	Y Projection Range	Adjusts the vertical projection size. The displayed value represents a percentage of the full vertical range.
{roFF}	Remote Control Setting	Enables or disables remote controller operation.

Projection Range Adjustment

When adjusting the projection range:

- {x####} adjusts the horizontal projection width.
- {y####} adjusts the vertical projection height.
- The numerical value indicates the percentage of the maximum projection range.
- Adjustments can be made when the {SEL} indicator is on.

Example:

{xo80} indicates that the horizontal projection range is set to 80% of the maximum width.

6. Sound-Activated Mode: {SND}

When the {SND} indicator is on, the fixture operates using built-in effects while responding to sound.

In this mode:

- The projected patterns move according to the detected music or sound rhythm.
- The fixture automatically applies sound-controlled movement to the selected internal effect.

7. APP Control Indicator: {APP}

The {APP} indicator is reserved for mobile APP control.

For the current model, mobile APP control is not available. This indicator is reserved for future compatible versions or upgraded configurations.



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8. Quick Reference Table

Operating Mode	LCD Indicator	Display Example	Function
Internal Random Mode	{INTR}	{AL }	Runs built-in effects randomly.
Internal Scene Mode	{INTR}	{P###}	Runs a selected built-in scene.
Internal Sequence Mode	{INTR}	{SE##}	Runs a selected built-in sequence.
Standard DMX Mode	{DMX}	{A###}	Controls the fixture through 34CH DMX mode.
Simplified DMX Mode	{INTR} + {DMX}	{A###}	Selects built-in scenes through 5CH DMX mode.
System Setting Mode	{SET}	Setting code	Adjusts fixture parameters.
Sound-Activated Mode	{SND}	—	Controls pattern movement according to sound.
Selected Setting	{SEL}	—	Indicates that the displayed setting is currently selected.
APP Mode	{APP}	—	Reserved function; unavailable on the current model.

9. Important Notes

- Always confirm the correct DMX channel mode before connecting the fixture to a DMX controller.
- When changing projection direction or projection range settings, verify the output area before beginning a show.
- The {SEL} indicator confirms that the displayed option is selected for adjustment.
- APP control is not available unless the fixture is supplied with a compatible APP-enabled configuration.

● Channel functions:

This laser has adopted the standard DMX-512 signal, there are 5CH and 34CH mode for this light. 5CH content shown as follows:

Channel	Function	DMX value	Content
CH1	Light OFF/ON	0	OFF
		1-255	ON
CH2	Movement sound/auto control	0--127	Auto mode
		128-255	Sound mode
CH3	Effect library selection(15 values as one library)	0--15	1 library
		16--31	2 library
			
		192--223	15 library
		224--255	0 library



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CH4	Scene selection	0--255	Every value is corresponding to each pattern, value is much bigger than the pattern, system marked it as the biggest pattern
CH5	Color selection	0-31	Full color
		32-63	Red
		64-95	Yellow
		96-127	Green
		128-159	Cyan
		160-191	Blue
		191-223	Purple
		224-255	White

34CH content shown as follows:

Channel	Function	DMX value	Content
CH1	Pattern1 OFF/ON	0	OFF/ON
		1-99	Auto mode
		100-199	Sound mode
		200-254	Reserve
		255	Pattern A off light, Pattern B allowed to be on
CH2	Pattern goes out of range/Pattern size	0-49	Pattern goes out of the range
		50-99	Pattern comes back of the range
		100-149	Pattern is hidden when it goes out of the range
		150-199	Pattern zooms in, and hidden when it goes out of the range
		200-255	Reserve
CH3	Effect library selection(15 values as one library)	0--15	1 library
		16--31	2 library
			
		192--223	15 library
		224--255	0 library (cell phone APP effect library)
CH4	Pattern selection	0--255	Every value is corresponding to each pattern, value is much bigger than the pattern, system marked it as the biggest pattern



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CH4	Pattern selection	0--255	Every value is corresponding to each pattern, value is much bigger than the pattern, system marked it as the biggest pattern
CH5	Pattern zoom	0	No zoom
		1~31	Zoom effect 1
		32-47	Zoom effect 2
		*** **	*** **
		224-255	Zoom effect 8
CH6	Pattern rotation	0-63	Manual control rotation
		64-95	Rotation effect 1
		96-127	Rotation effect 2
		*** **	*** **
		224-255	Rotation effect 6
CH7	Horizontal movement	0-63	Manual control horizontal movement
		64-95	Horizontal movement effect 1
		96-127	Horizontal movement effect 2
		*** **	*** **
		224-255	Horizontal movement effect 6
CH8	Vertical movement	0-63	Manual control vertical movement
		64-95	Vertical movement effect 1
		96-127	Vertical movement effect 2
		*** **	*** **
		224-255	Vertical movement effect 6
CH9	Horizontal zoom	0-63	Manual horizontal zoom
		64-95	Manual horizontal zoom effect 1
		96-127	Manual horizontal zoom effect 2
		*** **	*** **
		224-255	Manual horizontal zoom effect 6



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CH10	Vertical zoom	0-63	Manual control Y zoom
		64-95	Manual vertical zoom effect 1
		96-127	Manual vertical zoom effect 2
			
		224-255	Manual vertical zoom effect 6
CH11	Compulsive section color	0	Original color
		1-255	The length of section color
CH12	Pattern color changing	0-7	Original color
		8-15	Red
		16-23	Yellow
		24-31	Green
		32-39	Cyan
		40-47	Blue
		48-55	Purple
		56-63	White
		64-95	Red and green turned into blue
		96-127	Pattern cyan, blue, purple color changing
		128-159	Pattern full color changing
		160-191	Seven color changing
		192-223	Positive direction color changing
		224-255	Negative direction color changing
CH13	Dots/Dots disconnection control	0-63	Regular dot disconnection
		64-127	Pattern dots is connected, return line is disconnected
		128-159	Pattern dots is connected, return line is connected
		160-255	Reserve
CH14	Miscellaneous function of CH15(it has to work with CH15)	When CH15 value is 0-63	Manual control gradual drawing
		When CH15 is 64-127, 160-191	The retention time when the pattern is gradual drawing
		When CH15 is 192-255	Gradual drawing dots' counts



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CH15	Gradual drawing control(CH15 has to work with CH14)	0--31	Positive manual gradual drawing
		32--63	Negative manual gradual drawing
		64--95	Extension gradual drawing
		96--127	Zoom drawing
		128--159	Zoom drawing of both ends
		160--191	Top to end zoom drawing respectively
		192--223	Gradual drawing
		224--255	Section Gradual drawing
CH16	Pattern distortion effect's	0--255	The value is bigger, the pattern distortion is smaller
CH17	Grating gobo selection/projection range control	0--19	Number 1 grating gobo
		20--39	Number 2 grating gobo
			
		220--239	Number 12 grating gobo
		240--255	Number 13 grating gobo
CH18	Pattern1 OFF/ON	0	Light OFF/ON
		1-99	Auto mode
		100-199	Sound mode
		200-254	Reserve
		255	Pattern A off light, Pattern B allowed to be lighted on
CH19	Pattern goes out of range/Pattern size	0-49	Pattern goes out of the range
		50-99	Pattern comes back of the range
		100-149	Pattern is hidden when it goes out of the range
		150-199	Pattern zooms in, and hidden when it goes out of the range
		200-255	Reserve
CH20	Array each unit's divergent angle	0--99	The value is smaller, the distance of each unit's divergent angle is larger. The distance is positive distance
		100--199	The value is smaller, the distance of each unit's divergent angle is larger. The distance is negative distance
		200--255	Reserve
CH21	Pattern selection	0--255	Every value is corresponding to each pattern, value is much bigger than the pattern,system marked it as the biggest pattern



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CH22	Pattern zoom	0	No zoom
		1~31	Zoom effect 1
		32-47	Zoom effect 2
			
		224-255	Zoom effect 8
CH23	Pattern rotation	0-63	Manual rotation
		64-95	Rotation effect 1
		96-127	Rotation effect 2
			
		224-255	Rotation effect 6
CH24	Horizontal movement	0-63	Manual horizontal movement
		64-95	Manual horizontal movement effect 1
		96-127	Manual horizontal movement effect 2
			
		224-255	Manual horizontal movement effect 6
CH25	Vertical movement	0-63	Manual vertical movement
		64-95	Manual vertical movement effect 1
		96-127	Manual vertical movement effect 2
			
		224-255	Manual vertical movement effect 6
CH26	Horizontal zoom	0-63	Manual horizontal zoom
		64-95	horizontal zoom effect 1
		96-127	horizontal zoom effect 2
			
		224-255	horizontal zoom effect 6
CH27	Vertical zoom	0-63	Manual control Y zoom
		64-95	Manual vertical zoom effect 1
		96-127	Manual vertical zoom effect 2
			
		224-255	Manual vertical zoom effect 6



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CH28	Compulsive section color	0	Original color
		1-255	The length of section color
CH29	Pattern chaging	0-7	Orignal color
		8-15	Red
		16-23	Yellow
		24-31	Green
		32-39	Cyan
		40-47	Blue
		48-55	Purple
		56-63	White
		64-95	Red and Green color changing
		96-127	Pattern cyan, blue, purple color changing
		128-159	Pattern full color changing
		160-191	Seven color chaging
		192-223	Positive direction color changing
		224-255	Negatitve direction color changing
CH30	Dots/Dots disconnection control	0-63	Regular dot disconnection
		64-127	Pattern dots is connected, return line is disconnected
		128-159	Pattern dots is connected, return line is connected
		160-191	Pattern B is the starting point of pattern A, pattern color is to keep pattern A's setting
		192-255	Pattern B is the starting point of pattern A, pattern color is for the dots of pattern B
CH31	CH32 is the miscellaneous function for gradual drawing control (it has to work with CH32)	When CH32 is 0-63	Manual control gradual drawing
		When CH32is 64-127,160-191	The retention time when the pattern is gradual drawing
		When CH32 is 192-255	Gradual drawing dots' counts



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CH32	Gradual drawing control(CH32 has to work with CH31)	0--31	Positive manual gradual drawing
		32--63	Negative manual gradual drawing
		64--95	Extension gradual drawing
		96--127	Zoom drawing
		128--159	Zoom drawing of both ends
		160--191	Top to end zoom drawing respectively
		192--223	Gradual drawing
		224--255	Section Gradual drawing
CH33	Pattern distortion effect's miscellaneous function control	0--255	The value is bigger, the pattern distortion is smaller
CH34	Projection range control	0--255	In every section, the value is bigger, the projection range is smaller

●Maintenance:

It is very important to keep the laser light clean, therefore please clean reflector lens monthly to keep the lights away from dust, dirt or fog juice. We suggest that clean the light with professional glass cleaning lotion and downy cloth. Keep the light clean regularly will not only maintain the maximum laser output brightness but also will extend the life span of the laser.



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LightElf App and WeChat Mini Program

Software installation (WeChat mini program /Android / iOS App)

(** Bluetooth and location permissions must be enabled for the App to connect to the laser projector correctly. **)

WeChat Mini Program

Open WeChat and scan the WeChat Mini Program QR code below.



Android App (Choose one of the following two installation methods)

1) App Download address: <https://www.lanzouh.com/s/lightelf>

Or use WeChat to scan the QR code and choose to open the download in the default browser. There is no need to register a network disk account during the download process.



2) Log in to the Google Play Store and search for "LightElf" to install it



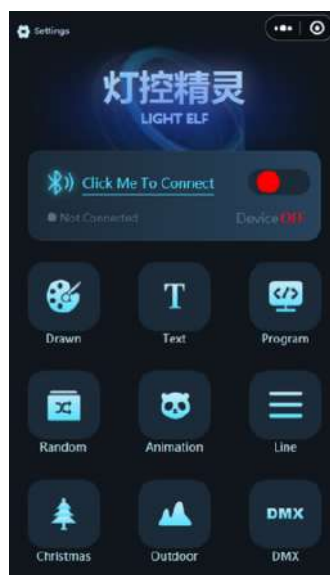
iOS App

Search for "LightElf" in the Apple App Store and install the App.



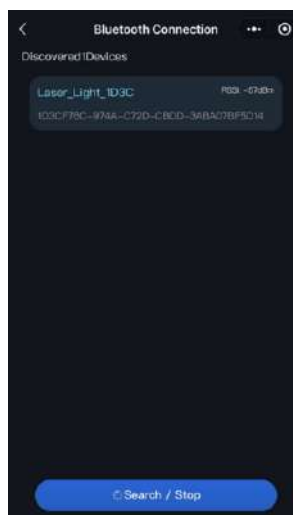


After the software starts successfully, the main interface is as shown on the right.



Connecting the Laser Projector

- Switch on the laser projector.
- Open the LightElf App and tap "Click Me To Connect."
- Select "Laser_Light_xxxx" from the Bluetooth device list.
- Wait until the App confirms that the device is connected.





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Software settings

The DMX address, projection range, X/Y orientation and other fixture parameters can be adjusted in the Settings menu.

The App language can also be changed at the bottom of this page.

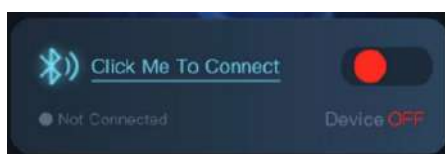


Turn the laser on and off

Turning the Laser Output On and Off

Tap the output switch on the right side of the main interface.

The App displays "Device ON" when the laser output is enabled and "Device OFF" when it is disabled.



Introduction to Hand-Drawing Function

Open the Hand-Drawing menu from the main interface. This function allows you to draw patterns manually, enter text and select built-in patterns for laser projection.

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

Manually draw patterns

1) Click the icon  to switch to the manual drawing pattern function

2) Draw the pattern you want in the middle large screen area with your fingers

1) You can also click the icon  to add the picture background to make the drawing easier



Text input

1) Click the icon  to switch to the text input function

2) Enter text in the input box

3) Use your fingers to drag and drop in the middle of the screen

4) You can also select different fonts on the left side of the input box (Note: Mini Program Version the font library is limited, some text or symbols may not be included,

Select the built-in pattern

Sliding pattern list View all built -in patterns

After clicking the pattern, you can drag and drop with your fingers in the middle of the screen





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Use logo images to generate patterns

1. Click the icon  , select a logo picture
2. Resize and reposition the image until the entire logo fits within the selection area.
3. Click the "Identification Patterns" button
4. After the picture recognition is successful, click the OK button
5. Note: Edge Mode traces the outer outline of the logo.
6. In addition, Skeleton Mode extracts the center lines of the image.; the user can switch mode by itself to achieve the best effect



Pattern editing

1. Select the pattern: click the editor's small circle  at the bottom right of the middle area, then slide your fingers on the pattern drawn and you can choose
2. Move the Pattern: Drag the selected pattern to move it., and the selected pattern moves with it
3. Scale the Pattern: Use two fingers to slide in the middle area, and the selected pattern will be zoomed in
4. Change the Pattern Color: Select a color from the color controls to change the selected pattern's color., and the selected pattern will change the color
5. Delete the pattern: When the pattern is selected, the delete button will Appear at the bottom left  , click to delete the pattern

Graphic operation and parameter configuration

1. Use Clear to remove all graphics and Undo to reverse the previous action.. After clearing, you can re -draw the pattern
2. Tap the Settings icon to adjust the pattern size, rotation, flip direction, and horizontal or vertical position. Select a parameter on the left, adjust its value using the controls on the right, and tap OK to save the settings.
3. After the pattern is drawn, click the sending button to display the pattern effect on the device

Text playback function introduction

Click the text playback menu to enter in the main interface. Here you can set the text display effect. Up to 100 characters are supported.

- A. The above part is the color selection area, click the corresponding button to select the text color
- B. The middle part is the text setting area (as shown in the figure)
1. Click to select fonts on the left
 2. In the middle of the text input box
 3. The number on the left side of the text input box represents the current text group
 4. Click "+" on the right side of the input box to add text group, support up to 4 groups
 5. Click the time of the group playback time to modify the time
 6. After the text input is completed, click the preview button in the lower left corner to generate a preview in the center of the screen
 7. Click the sending button to display the text effect on the device



There are four configuration parameters below

1. Text Detail: regulate text display accuracy to achieve the best effect, Some models do not support this function
2. Text size: adjustment text size can change the size of the text on the device
3. Display Range: adjust the display area size (the projection distance is long and near adjustment and use)
4. Scroll Speed: The speed of adjusting the Scroll Speed can change the speed of the text from left to right.

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Custom Programming

The Custom Programming function allows you to create and arrange scenes for personalized laser shows. Up to 20 scenes can be created and played in sequence.

Scene management

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

Scene editing

Select the graphic icon at the top of the page to open the pattern library. Seven graphic groups are available, including dynamic patterns. Tap a pattern to preview it on the fixture in real time, then tap OK to save it.

You can also select a parameter from the menu on the left and use the slider on the right to adjust its value.



Built-In Program Playback

The fixture includes hundreds of built-in programs that can be played without creating a custom scene. You can play all programs randomly, play an entire category in sequence or select individual programs.

A. Random Playback: Plays all built-in programs randomly.

Use the controls below to select Automatic or Sound-Active mode and adjust the playback speed or microphone sensitivity.

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

1. Click the corresponding program menu in the main interface to enter
2. Use the same color and playback-mode settings described in the Random Playback section.
3. Enable Cycle to play all 50 programs in the selected category in sequence. You can also select individual programs for playback.
4. Tap an individual program to play it.

