

STARSHINE LIGHTS PRODUCT MANUAL



J5 5W APP LASER LIGHT PRODUCT MANUAL



Thank you for purchasing the J5 RGB laser projector. For your safety and to ensure proper operation, please read this manual carefully before use. Failure to follow these instructions may result in personal injury or damage to the projector.

● Package list:

When unpacking the product, please check that all of the following items are included:

- Projector 1
- Power cord 1
- User manual 1

● Technical Parameters:

Input Voltage: AC 100-240 V

Frequency: 50/60 Hz

Power Consumption: < 200 W

Declared Total Laser Output: 5,000 mW

Built-in Patterns: Approx. 2,000

Rated Scanner Speed: 25 kpps

Maximum Beam Angle: $\pm 20^\circ$

Maximum Total Scanning Angle: 40°

DMX Channel Modes: 16CH / 20CH

Control Modes: DMX-512, Automatic, Sound-Active, LightElf App, ILDA and Network Control

Cooling System: Fan Cooling

● Instructions:

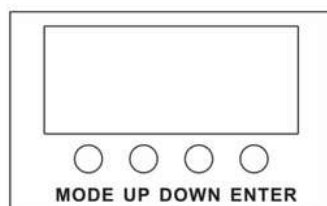
Before connecting the fixture to power, inspect it for any damage caused during transportation.

Check that all screws are secure and that the optical window and housing are undamaged.

Connect the fixture only to a properly grounded AC 100-240 V, 50/60 Hz power supply. Installation and servicing must be performed by qualified personnel.

After switching on the fixture, allow it to complete its automatic self-test before operation. Keep the fixture and DMX cables away from strong electromagnetic interference, including radio transmitters and other high-power wireless equipment.

● LCD Display:



MODE: Open the main menu or return to the previous menu

UP: Move up or increase the selected value

DOWN: Move down or decrease the selected value

ENTER: Confirm and save the selected setting



The LCD display panel is shown below:



 LED indicator

 SelectMenu/Menu selection

1.The main menu list

1. Main Menu

Note 1: When a 25-pin ILDA cable is connected, the fixture automatically switches to ILDA control.

Note 2: When using network control, select Network Control from the Operating Mode menu.

2. Menu Navigation

Use the UP and DOWN buttons to navigate through the menu or adjust a value. Press ENTER to confirm and save the selected setting. Press MODE to return to the previous menu.

LCD Menu Functions

1	DMX Address	1-512	DMX Address settings
2	DMX Channel Mode	16CH/20CH	16CH: Standard Mode, and 20CH: Extended Mode
3	Operating Mode		0 — DMX Control
			1 — Network Control
			2 — Random Playback - Plays all built-in programs randomly
			3 — Line Program Playback
			4 — Animation Program Playback
			5 — Text Playback (text is input by mobile phone App or Applet)
			6 — Custom Program Playback --- playing programming programs (programs are programmed by mobile phone App or Applet)
			7 — Hand-Drawn Pattern Playback--- Plays patterns created using the LightElf app. (patterns are drawn by mobile phone App or Applet)
			8 — Landmark / Outdoor Program Playback
			9 — Standby — Laser output off, laser output is off with the light turned off
4	Playback speed	0	Sound-Active
		1--99	Automatic playback speed (slow to fast)
5	Pattern size	10-100	Pattern size
6	Pattern phase	X+/Y+	Pattern phase
7	Red Output Level	0-100	Red Output Level (analog modulation effective)
8	Green Dimmer	0-100	Green Dimmer (analog modulation effective)



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9	Blue Output Level	0-100	Blue Output Level (analog modulation effective)
10	Modulation Mode	TTL / Analog	modulation mode
11	Language Settings	Chinese/English	Language Settings
12	Firmware Version	VER 2.X	Displays the installed firmware version.

Hidden Menu

Press and hold the MODE button to enter the hidden menu. After completing the settings, press and hold MODE again to exit.

1. Scanner Speed Setting: 15-25 kpps

Adjusts the scanner speed. The rated scanner speed of this model is 25 kpps. Do not set the scanner above 25 kpps.

2. Color Mode: Monochrome / Full Color

Selects monochrome or full-color laser output.

3. Single-Point Protection: On / Off

Enables or disables protection against stationary laser output. Keep this function enabled during normal operation.

4. Sound Sensitivity: 0-100

Adjusts the microphone sensitivity for Sound-Active mode.

5. Display Backlight: Always On / Delayed Off

Always On: The display remains illuminated.

Delayed Off: The display turns off after 15 seconds of inactivity.

6. Factory Reset

Press and hold ENTER for 3 seconds to restore the factory settings.



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DMX-512 Channel Description:

1、16CH Mode

Channel		DMX Value	Function / Description
CH1	Master Dimmer	0-255	Master switch/dimmer (dimming function, analog modulation active)
CH2	Strobe	0-9	Non-strobing
		10-255	Strobe rate from slow to fast
CH3	Colors	0-34	White-Red-Blue-Purple-Cyan-Yellow-Green (Fixed color selection)
		35-39	Overall color change (flow speed is controlled by CH4)
		40-44	Initial color of pattern (flow speed is controlled by CH4)
		45-46	Seven rainbow colors (flow speed is controlled by CH4)
		47-66	2-Segment Color Effect; speed controlled by CH4
		67-96	3-Segment Color Effect; speed controlled by CH4
		97-126	4-Segment Color Effect; speed controlled by CH4
		127-150	8-Segment Color Effect; speed controlled by CH4
		151-174	16-Segment Color Effect; speed controlled by CH4
		175-214	32-Segment Color Effect; speed controlled by CH4
		215-247	Analog Color-Mixing Presets
		248-255	Color Gradient; speed controlled by CH4
CH4	Color flow rate	0-9	No color movement
		10-127	Forward color flow, slow to fast
		128-255	Reverse color flow, slow to fast
CH5	Graphic Selection	0-255	Pattern selection (pattern grouping is controlled by CH6)



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CH6	Graphics group selection	0-24	Built-in Static Graphics Group 1 (Basic Geometric Patterns)
		25-49	Built-in Static Graphics Group 2 (Basic Geometric Patterns)
		50-74	Built-in Static Graphics Group 3 (Edge Highlight Pattern)
		75-99	Built-in Static Graphics Group 4 (Punching Graphics)
		100-124	Reserved
		125-149	ILDA Animation Group 1
		150-174	ILDA Animation Group 2
		175-199	ILDA Animation Group 3 (Reserved)
		200-224	ILDA Animation Group 4
		225-255	App-created hand-drawn graphics (graphics are edited by App)
CH7	Pattern size	0-255	Manual pattern size adjustment
CH8	Automatic scaling of patterns	0-15	Fixed Pattern Size
		16-55	Automatic Scale Up, Slow to Fast
		56-95	Automatic Scale Down, Slow to Fast
		96-135	Continuous Scaling, Slow to Fast
		136-175	Irregular Cyclic Scaling — Mode 1
		176-215	Irregular Cyclic Scaling — Mode 2
		216-255	Irregular Cyclic Scaling — Mode 3
CH9	Pattern Center Rotation	0-127	rotation angle selection
		128-191	Clockwise rotation speed
		192-255	Counter-clockwise rotation speed
CH10	Pattern rotates around the X axis	0-127	Horizontal flip position selection
		128-255	Horizontal flip speed selection
CH11	Pattern rotates around Y axis	0-127	Vertical flip position selection
		128-255	Vertical flip speed selection



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CH12	Horizontal movement	0-255	Horizontal position selection
CH13	Vertical movement	0-255	Vertical position selection
CH14	Wave in X direction	0-1	Wave effect off
		2-255	Wave amplitude and speed adjustment (amplitude from small to large, speed from slow to fast, every 32 values of a gear, a total of 8 gears)
CH15	Built-in dynamic effects	0-1	No function
		2-202	Built-in effect selection (color CH3 control, CH3=0 default color, speed CH16 control)
		203-214	Line effect (color CH3 control, CH3=0 default color, speed CH16 control)
		215-224	Animation effect (color CH3 control, CH3=0 default color, speed CH16 control)
		225-234	Outdoor landmark effect (color CH3 control, CH3=0 default color, speed CH16 control)
		235-255	All effects play randomly (color CH3 control, CH3=0 default color, speed CH16 control)
CH16	Built-in speed of dynamic effects	0-1	the default speed of the system
		2-255	Manual effect speed adjustment, slow to fast

Channel mode 20CH

Channel		DMX Value	Function / Description
CH1	Master Dimmer	0-255	Master switch/dimmer (dimming function, analog modulation active)
CH2	Red Dimmer	0-255	Red linear dimming
CH3	Green Dimmer	0-255	Green linear dimming
CH4	Blue Dimmer	0-255	Blue linear dimming
CH5	Strobe	0-9	Non-strobing
		10-255	Strobe rate from slow to fast



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CH6	Colors	0-34	White-Red-Blue-Purple-Cyan-Yellow-Green (Fixed color selection)
		35-39	Overall color change (flow rate is controlled by CH7)
		40-44	Initial color of pattern (flow speed is controlled by CH7)
		45-46	Seven rainbow colors; flow speed is controlled by CH7.
		47-66	2 Segmental color selection 4 numerical step (flow speed is controlled by CH7)
		67-96	3 Segmental color selection 4 numerical step (flow speed is controlled by CH7)
		97-126	4 Segmental color selection 4 numerical step (flow speed is controlled by CH7)
		127-150	8 Segmental color selection 4 numerical step (flow speed is controlled by CH7)
		151-174	16 segment color selection 4 numerical step (flow speed is controlled by CH7)
		175-214	32 segment color selection 4 numerical step (flow speed is controlled by CH7)
		215-247	Analog color mixing Total 32 analog color mixing (analog modulation effective)
		248-255	Color gradient (flow speed is controlled by CH7)
CH7	Color flow rate	0-9	No color movement
		10-127	Forward color flow, slow to fast
		128-255	Reverse color flow, slow to fast
CH8	Graphic Selection	0-255	Pattern selection (pattern grouping is controlled by CH9)
CH9	Graphics group selection	0-24	Built-in Static Graphics Group 1 (Basic Geometric Patterns)
		25-49	Built-in Static Graphics Group 2 (Basic Geometric Patterns)
		50-74	Built-in Static Graphics Group 3 (Edge Highlight Pattern)
		75-99	Built-in Static Graphics Group 4 (Punching Graphics)
		100-124	Reserved
		125-149	ILDA Animation Group 1
		150-174	ILDA Animation Group 2
		175-199	ILDA Animation Group 3 (Reserved)
		200-224	ILDA Animation Group 4
		225-255	App-created hand-drawn graphics (graphics are edited by App)
CH10	Pattern size	0-255	Manual pattern size adjustment



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CH11	Automatic scaling of patterns	0-15	Fixed Pattern Size
		16-55	Automatic Scale Up, Slow to Fast
		56-95	Automatic Scale Down, Slow to Fast
		96-135	Continuous Scaling, Slow to Fast
		136-175	Irregular Cyclic Scaling — Mode 1
		176-215	Irregular Cyclic Scaling — Mode 2
		216-255	Irregular Cyclic Scaling — Mode 3
CH12	The pattern rotates around the center of the	0-127	rotation angle selection
		128-191	Clockwise rotation speed
		192-255	Counter-clockwise rotation speed
CH13	Pattern rotates around the X axis	0-127	Horizontal flip position selection
		128-255	Horizontal flip speed selection
CH14	Pattern rotates around Y axis	0-127	Vertical flip position selection
		128-255	Vertical flip speed selection
CH15	Horizontal movement	0-255	Horizontal position selection
CH16	Vertical movement	0-255	Vertical position selection
CH17	Wave in X direction	0-1	Wave effect off
		2-255	Wave amplitude and speed adjustment (amplitude from small to large, speed from slow to fast, every 32 values of a gear, a total of 8 gears)
CH18	Progressive Pattern Drawing	0-1	No gradient drawing
		2-63	Manual Progressive Drawing 1
		64-127	Manual Progressive Drawing 2
		128-153	Automatic Draw-In
		154-179	Automatic Erase
		180-205	Automatic Draw-In, Then Erase — Reverse Direction
		206-255	Automatic Draw-In and Erase — Bidirectional



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CH19	Built-in dynamic effects	0-1	No function
		2-202	Built-in effect selection (color CH6 control, CH6=0 default color, speed CH20 control)
		203-214	Line effect (color CH6 control, CH6=0 default color, speed CH20 control)
		215-224	Animation effect (color CH6 control, CH6=0 default color, speed CH20 control)
		225-234	Outdoor landmark effect (color CH6 control, CH6=0 default color, speed CH20 control)
		235-255	All effects play randomly (color CH6 control, CH6=0 default color, speed CH20 control)
CH20	Built-in speed of dynamic effects	0-1	Default system speed
		2-255	Manual effect speed adjustment, slow to fast



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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



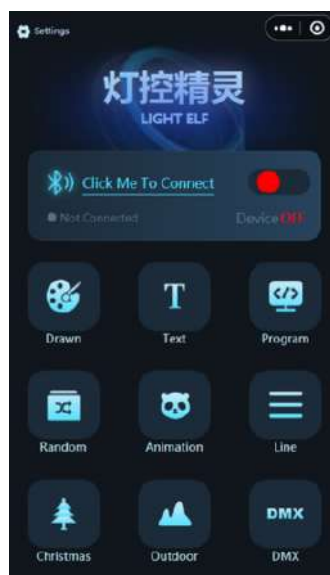
iOS App

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



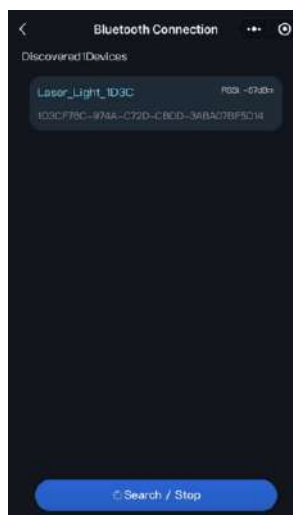


After the software starts successfully, the main interface is as shown on the right.



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.

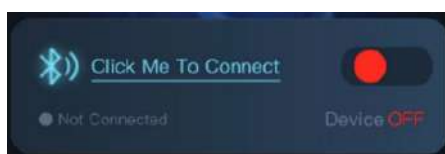


Turn the laser on and off

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.



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.

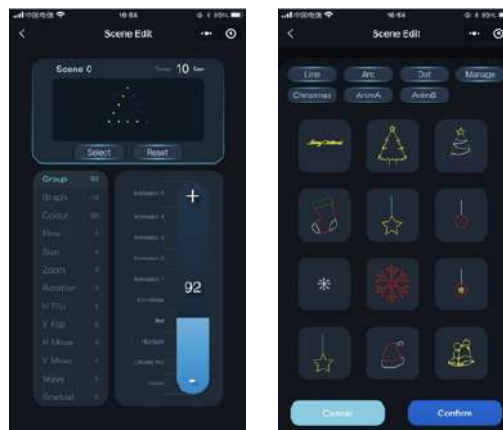
Scene management

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.

