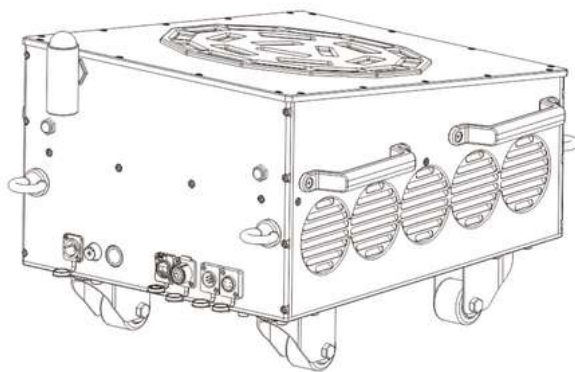


STARSHINE LIGHTS PRODUCT MANUAL



Landmark Laser Light PRODUCT MANUAL



Thank you for using this series of laser lights. For the personal safety of you and others and for better use of laser lights, please read carefully before use and operate according to the regulations to avoid personal safety and damage to the light due to improper use.

Packing List

Please check whether the following items are missing when you open the laser light box:

- 1 laser of this series.
- 1 RGB control box.
- 1 emergency stop control box.
- 1 dedicated power cord.
- 1 RGB signal line.
- 1 emergency stop signal line.

Product Introduction

This laser light is a projection-type landmark laser light. The characteristics of the projection-type landmark laser are that the laser beam is collimated and emitted after beam expansion, and is projected over a long distance. In the clear night, the beam is visible, its color is pure, and it has a strong visual impact. The shell of this laser light is made of sturdy and durable anti-oxidation and resistant materials, which reasonably balances heat dissipation, structural strength, durability, safety and security. Physical heat dissipation and partially closed optical path design effectively prevent dust from entering the laser light, greatly protecting the laser light path and circuit.

This projection-type landmark laser light has a built-in program that can be controlled by DMX512 signals to change the three colors of red, green and blue, switch color modes, and adjust color brightness.

Safety precautions

Therefore, laser lights are dangerous:

l It is forbidden to project lasers onto flammable and explosive items, and it is forbidden to project lasers onto any items that are prone to burns or scalds for a long time or at close range.

l It is forbidden to project lasers directly into the eyes.

Technical parameters

Dimensions: L607.5*W490*H392mm

Net weight: 51.6Kg

Output power: R34W+G40W+B40W=114W

wavelength: R638nm/G520nm/B445nm

Light output range: \varnothing 290mm

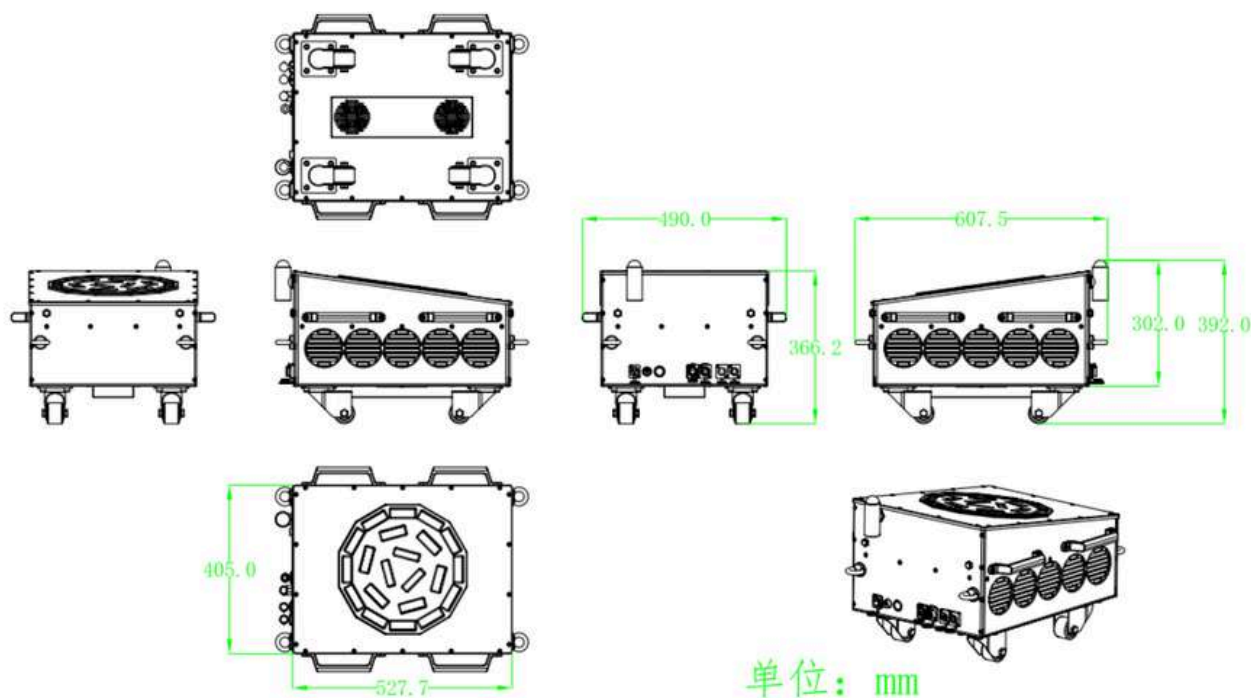
Projection distance: > 5Km

Control mode: emergency stop control, RGB adjustment control, DMX control

Rated voltage: 100-240V 50Hz/60Hz

Maximum power consumption: 835 W

Packing: Aviation box (including wheels)L670*W540*H570

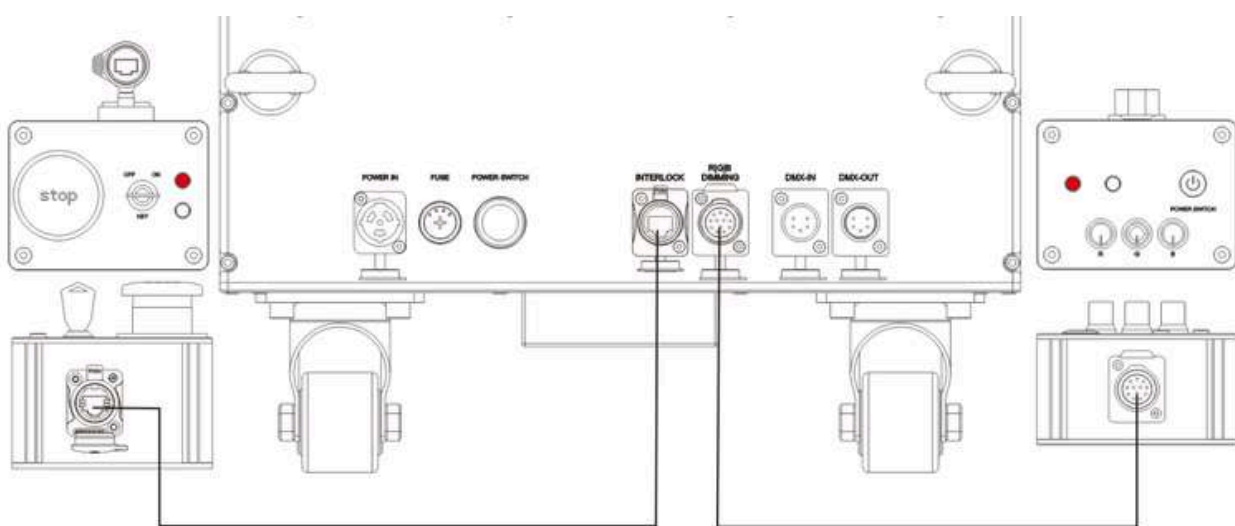


Operating Instructions

As shown in the figure below, after plugging in the power supply and turning on the power, press the switch key, the emergency stop box on the left and the RGB adjustment control box indicator lights on the right are always white; then turn on the emergency stop box key and press the RGB adjustment control switch, the red indicator light flashes, and the laser light alarm flashes red and emits a "beep beep beep" warning sound, and the laser will emit light after 8 seconds. Connect to the DMX512 console to realize its functions according to the channel description.

Note: If any of the emergency stop switch, key lock and RGB control switch is not turned on, the laser will not emit light.





Signal wiring diagram

DMX Channel Description

Serial	illustrate	Numeric	Function
CH1	Macro Function	0-15	Closed
		16-60	Auto mode, 5 values change to one function
		61-100	Strobe
		101-240	Strobe, every 20 values one mode switches color
		241-255	Manual mode, CH2-CH4 control
CH2	RGB dimming	0-255	Red from dark to bright
CH3		0-255	Green from dark to bright
CH4		0-255	Blue from dark to bright
CH5	Total dimming	0-255	Total brightness from dark to bright
CH6	none		
CH7	Strobe control	0-255	Strobe from slow to fast

Care Instructions

Warning: You must turn off the power and unplug the power cord first, and wait until the laser cools down before cleaning.

l To use this product safely and efficiently, please clean it regularly. (Recommended once every six months)

l Do not use highly corrosive liquids. It is best to use a medical cotton swab dipped in a small amount of acetone or pure alcohol to clean the lens.

l Pay special attention when cleaning the lens. Use a soft cloth and be gentle. Do not touch the lens with hard objects.

