

PUB8 10W ANIMATION LASER LIGHT PRODUCT MANUAL



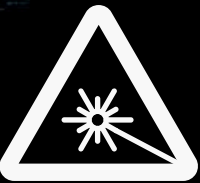
Thank you for purchasing the full-color animation laser light product. In order to better use and operate this product, please read this instruction manual carefully before use. The manual contains important safety advice information and user instructions. Operate strictly in accordance with the procedures to avoid Damage from misuse of personal safety or lighting, and keep the manual for future reference. Each of our products has been strictly tested before leaving the factory and achieves the best beam effect.

After receiving the product, please handle it carefully; check the product for possible damage caused by shipping; and check all cartons with the following accessories:

1. One full-color animated laser light.
2. PIN power cord
3. A user manual

Noticed :

1. Strictly follow the instructions for correct operation, and non-professionals dismantle the lamps and lanterns, the company will not be responsible
2. This product is suitable for indoor/outdoor use, and it is guaranteed to be waterproof, moisture-proof, shock-proof, and dust-proof.
3. According to the characteristics of the semiconductor laser, it can have a stable working environment at a temperature of $-10\sim+45^{\circ}\text{C}$. After 8 hours of continuous work, turn off the light and use the laser for 10 minutes to cool down completely, otherwise the service life of the laser will be shortened .
4. Fixed installation, avoid strong vibration or shock lighting. Don't use dithering. There should be more than 5 meters of separation between the lamp and the illuminated object.
5. Prevent foreign matter from entering the box, so as not to cause malfunction.
6. When the unit is running, ensure that the ventilation and exhaust passages are unobstructed.
7. Before turning on the power, please pay attention to whether the plug is firmly inserted, and ensure that the power supply is well grounded to avoid electric shock.
8. Do not switch frequently, so as not to affect the life of the laser light, and try to avoid turning it on for a long time.
9. Do not tear the sticker label, otherwise the company will not be responsible for the repair.
10. Avoid observing the laser source device at close range, otherwise it may increase the danger.
11. When your hands are wet, please do not touch this product, and do not pull the power cord.
12. Indoor lighting has no user-serviceable parts, do not turn on bulb.
13. When the brightness of the semiconductor laser is reduced or otherwise damaged, please contact your manufacturer.
14. Please pay attention when re-transporting, it is best to use the original packaging. Prevent lamps from vibrating during transportation



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warning:

1. Before installation, please make sure the voltage matches the power supply voltage and indicator light of your logo.
2. Professional installation is required, safe and reliable fixtures are fixed and adjusted to the appropriate irradiation angle.
3. When installing the equipment, make sure to keep at least 5 meters away from extremely flammable and explosive objects (decorations, etc.), and ensure that the distance between the lighting and the wall is more than 15 cm
4. Ensure that the ventilation fan and exhaust passage are not blocked by other equipment or decorative materials.
5. For safety reasons, please use a safety rope that can withstand 10 times the weight of the lamp for auxiliary lifting.
6. For safety reasons, it is very important to ground the power cord.

Installation Notes:

1. Before installing, please make sure the voltage matches the power supply voltage and indicator light you use the logo on.
2. Professional installation is required, and a safe and reliable fixture is fixed and adjusted to a suitable irradiation angle.
3. When installing the equipment, ensure that there are no extremely flammable and explosive items (decorations, etc.) at least 5 meters away, and ensure that the lighting and the wall are separated by more than 15 cm.
4. Make sure the ventilation fans and exhaust passages are not blocked by other equipment or decoration materials.
5. For safety reasons, please use a safety rope that can withstand 10 times the weight of the lamp to assist in hoisting.
6. For safety reasons, it is very important to ground the power cord.

Maintainance

Maintain the product regularly. When using the bulb for a long time, the light on the surface of the lens will absorb dust and reduce the output power of the laser. Please use lens cleaning paper or use an alcohol swab dipped in alcohol to clean the lens to optimize the light output. Be careful not to wipe the lens with a wet cloth or other chemical solvents, The frequency of cleaning depends on the working frequency of the lamp and the frequency of use of the surrounding environment. It is recommended to clean it every 20 days. Regularly wipe down the surface of the chassis with a clean towel and inspect and clean the fan openings.

Statement

This product is completely and strictly tested in the factory, with good performance and complete packaging. All users should strictly abide by the above warnings and operating instructions, any misuse due to product damage is not covered by our warranty, faults and problems may be caused by negligence in the operation manual or dealers within any operating range and cause laser damage to the human body damages, the company is responsible for.

Technical Parameters

Laser:

red wavelength; 638nm-3w green wavelength; 520nm-3w blue wavelength; 445nm-4w

Galvanometer: 25kpps Scanning angle: +/- 30°

Power consumption: 150 watts

Power supply: 100-240VAC, 50/60Hz

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

1. Main menu list

Note 1: When the 25-pin ILDA port is connected to the computer software signal, the lamp automatically recognizes and switches to software control

Note 2: If the lamp is connected to the computer software via the Ethernet port, please manually set it to the Ethernet port mode in the menu mode settings (refer to the table below)



LightElf main interface



Built-in animation playback



Text playback interface

Contents

- Chapter 1 Installation and Attention - maintenance, statement, safety precautions, warnings, installation notes and technical parameters.
- Chapter 2 Panel Operation - main menu list and hidden menu settings.
- Chapter 3 DMX Channel Description - 16-channel mode and 20-channel mode.
- Chapter 4 LightElf App User Manual - installation, connection, playback, text, programming and hand-drawn functions.

Please read this manual carefully before installation and operation. Keep this manual for future reference. All information is subject to change without prior notice.





Chapter 1 Installation and Attention

1. Product Introduction

Thank you for purchasing the PUB-810W full-color animation laser light. To ensure safe operation and the best performance, please read this manual carefully before use. The manual includes important safety information, installation guidance, user instructions and control references. Operate the product strictly according to the procedures in this manual to avoid personal injury or product damage.

Each product is strictly tested before leaving the factory to ensure a good beam effect and stable performance. After receiving the product, handle it carefully and inspect the packaging and fixture for possible damage caused during shipping.

Packing List

1. One full-color animation laser light
2. One PIN power cord
3. One user manual

2. Notice

1. Follow the instructions for correct operation. Non-professionals should not disassemble the fixture. Damage caused by unauthorized disassembly is not covered by the company.
2. This product is suitable for indoor/outdoor use and is designed to be waterproof, moisture-proof, shock-proof and dust-proof.
3. For stable laser performance, use the product in an ambient temperature of -10 to +45 deg C. After 8 hours of continuous operation, turn the light off and allow the laser to cool for 10 minutes. Otherwise, the laser service life may be shortened.
4. For fixed installation, avoid strong vibration or impact. Do not use the fixture in a shaking environment. Keep more than 5 m between the lamp and the illuminated object.
5. Prevent foreign matter from entering the housing to avoid malfunction.
6. When the unit is running, make sure the ventilation and exhaust passages are unobstructed.
7. Before powering on, make sure the plug is firmly inserted and that the power supply is properly grounded to avoid electric shock.
8. Do not switch the fixture on and off frequently, as this may shorten the service life. Avoid leaving the fixture running unattended for a long period.
9. Do not tear off the label sticker; otherwise, the company may not be responsible for repair.
10. Do not look directly into the laser source at close range. This may increase risk of eye injury.
11. Do not touch the product or pull the power cord with wet hands.
12. There are no user-serviceable parts inside. Do not open the fixture.
13. If the laser brightness is reduced or the fixture is damaged, contact the manufacturer or qualified service personnel.
14. For re-transportation, use the original packaging whenever possible to prevent vibration damage during transport.

3. Warning and Installation Notes

1. Before installation, make sure the voltage matches the rated power supply voltage of the fixture.
2. Professional installation is required. Use safe and reliable fixtures and adjust the irradiation angle appropriately.
3. When installing the equipment, keep it at least 5 m away from flammable or explosive objects such as decorations. Keep more than 15 cm between the fixture and any wall.



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4. Make sure the ventilation fan and exhaust passage are not blocked by other equipment or decorative materials.
5. For safety, use a safety rope that can withstand at least 10 times the weight of the fixture for auxiliary hanging.
6. Grounding the power cord is very important for safe operation.

4. Maintenance

Maintain the product regularly. When the fixture is used for a long time, dust on the lens surface may reduce laser output power. Use lens cleaning paper or an alcohol swab dipped in alcohol to clean the lens and optimize light output. Do not wipe the lens with a wet cloth or other chemical solvents. Cleaning frequency depends on operating frequency and the surrounding environment. It is recommended to clean the optical lens approximately every 20 days. Regularly wipe the housing with a clean towel and inspect and clean the fan openings.

5. Statement

This product is fully tested in the factory and packed completely. Users must strictly follow the warnings and operating instructions in this manual. Damage caused by misuse, negligence or failure to follow the manual is not covered by warranty. The company and dealers are not responsible for problems caused by incorrect operation or unauthorized modification.

6. Technical Parameters

Item	Specification
Model	PUB-8 10W full-color animation laser light
Laser source	Red: 638 nm / 3 W; Green: 520 nm / 3 W; Blue: 445 nm / 4 W
Galvanometer	25 kpps
Scanning angle	+/- 30 degrees
Power consumption	150 W
Power supply	100-240 VAC, 50/60 Hz
Control modes	DMX-512, auto/self-running, sound control, master-slave, ILDA software control, Ethernet/Pangolin network control

Chapter 2 Panel Operation

1. Main Menu List

Note1: When the 25-pin ILDA port is connected to a computer software signal, the fixture automatically recognizes the signal and switches to software control.

Note 2: If the fixture is connected to computer software through the Ethernet port, manually set the menu to Ethernet port mode in Mode Setting.

No.	Menu	Value / Option	Description
1	Address code	1-512	DMX address code setting
2	Channel setting	16CH / 20CH	16CH is simplified channel mode; 20CH is professional channel mode
3	Mode setting	0 - DMX	Console mode
3	Mode setting	1 - Ethernet port	Switch to network port for Pangolin software control
3	Mode setting	2 - Random	All programs play randomly
3	Mode setting	3 - Line	Line program
3	Mode setting	4 - Animation	Animation program
3	Mode setting	5 - Text	Play text program. Text is input by mobile phone APP or applet
3	Mode setting	6 - Programming	Play programming program. Program is created by mobile phone APP or applet
3	Mode setting	7 - Hand-painted	Play hand-painted pattern. Pattern is drawn by mobile phone APP or applet
3	Mode setting	8 - Landmark	Outdoor and landmark program
3	Mode setting	9 - Standby	Lamp light off / standby
4	Play speed	0	Voice control
4	Play speed	1-99	Self-propelled speed; from slow to fast
5	Pattern size	10-100	Pattern size
6	Pattern phase	X+ / Y+	Pattern phase
7	Red light dimming	0-100	Red light dimming (effective in analog modulation mode)
8	Green light dimming	0-100	Green light dimming (effective in analog modulation mode)
9	Blue light dimming	0-100	Blue light dimming (effective in analog modulation mode)
10	Modulation mode	TTL / Analog	Modulation mode setting
11	Language settings	Chinese / English	Menu language setting
12	Software version	VER2.X	Current software version

2. Hidden Menu

Press and hold the MENU button to enter the hidden menu. After setting, press and hold the MENU button again to exit.

No.	Menu	Value / Option	Description
1	Galvanometer speed	15-30K	Galvanometer speed setting. Set carefully to avoid exceeding the actual galvanometer speed
2	Color setting	Monochrome / Full color	Set the light source to monochrome or full color
3	Single-point protection	On / Off	Turn laser galvanometer single-point protection on or off
4	Voice control sensitivity	0-100	Voice control sensitivity adjustment
5	Backlight setting	Always on / Delayed off	Always on: screen stays on. Delayed off: screen turns off after 15 seconds
6	Factory reset	Confirm	Press and hold for 3 seconds to restore factory settings





Chapter 3 DMX Channel Description

1. 16-Channel Mode

Channel	Function	DMX-512 value	Control content
CH1	Total dimming	0-255	Master switch/dimming (dimming function, analog modulation is effective)
CH2	Strobe	0-9 10-	No strobe
CH2	Strobe	255 0-	Strobe speed from slow to fast
CH3	Color	34 35-	White-red-blue-purple-cyan-yellow-green (fixed color selection)
CH3	Color	39 40-	Overall color change (water flow speed controlled by CH4)
CH3	Color	44 45-	Pattern initial color (water flow speed controlled by CH4)
CH3	Color	46	Colorful rainbow (water flow speed controlled by CH4)
CH3	Color	47-66	2-segment color selection, 4 numerical steps (water flow speed controlled by CH4)
CH3	Color	67-96	3-segment color selection, 4 numerical steps (water flow speed controlled by CH4)
CH3	Color	97-126	4-segment color selection, 4 numerical steps (water flow speed controlled by CH4)
CH3	Color	127-150	8-segment color selection, 4 numerical steps (water flow speed controlled by CH4)
CH3	Color	151-174	16-segment color selection, 4 numerical steps (water flow speed controlled by CH4)
CH3	Color	175-214	32-segment color selection, 4 numerical steps (water flow speed controlled by CH4)
CH3	Color	215-247	Analog color mixing, 32 types (effective in analog modulation mode)
CH3	Color	248-255	Color gradient drawing (water flow speed controlled by CH4)
CH4	Color flow speed	0-9 10-	Color does not flow
CH4	Color flow speed	127	Color flows forward, speed changes from slow to fast
CH4	Color flow speed	128-255	Color flows backward, speed changes from slow to fast
CH5	Graphics selection	0-255	Pattern selection (pattern grouping is controlled by CH6)
CH6	Graphics group selection	0-24	Built-in static graphics group 1 (basic geometric patterns)
CH6	Graphics group selection	25-49	Built-in static graphics group 2 (basic geometric patterns)
CH6	Graphics group selection	50-74	Built-in static graphics group 3 (edge bright spot patterns)
CH6	Graphics group selection	75-99	Built-in static graphics group 4 (dot patterns)
CH6	Graphics group selection	100-124	Reserved
CH6	Graphics group selection	125-149	ILDA animation group 1
CH6	Graphics group selection	150-174	ILDA animation group 2
CH6	Graphics group selection	175-199	ILDA animation group 3 (temporarily reserved)
CH6	Graphics group selection	200-224	ILDA animation group 4
CH6	Graphics group selection	225-255	Hand-drawn graphics (graphics edited by APP)
CH7	Pattern size	0-255	Manual pattern size selection
CH8	Pattern automatic scaling	0-15	Pattern size selection
CH8	Pattern automatic scaling	16-55	Speed selection from small to large



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Channel	Function	DMX-512 value	Control content
CH8	Pattern automatic scaling	56-95	Speed selection from large to small
CH8	Pattern automatic scaling	96-135	Size scaling speed selection
CH8	Pattern automatic scaling	136-175	Two-point irregular cycle scaling
CH8	Pattern automatic scaling	176-215	Three-point irregular cycle scaling
CH8	Pattern automatic scaling	216-255	Four-point irregular cycle scaling
CH9	Pattern rotation around center	0-127	Rotation angle selection
CH9	Pattern rotation around center	128-191	Forward rotation speed selection
CH9	Pattern rotation around center	192-255	Reverse rotation speed selection
CH10	Pattern rotation around X axis	0-127	Horizontal flip position selection
CH10	Pattern rotation around X axis	128-255	Horizontal flip speed selection
CH11	Pattern rotation around Y axis	0-127	Vertical flip position selection
CH11	Pattern rotation around Y axis	128-255	Vertical flip speed selection
CH12	Horizontal movement	0-255	Horizontal position selection
CH13	Vertical movement	0-255	Vertical position selection
CH14	X position waves	0-1	No waves
CH14	X position waves	2-255	Wave amplitude and speed adjustment (amplitude from small to large, speed from slow to fast; one gear for every 32 values, 8 gears in total)
CH15	Built-in dynamic effects	0-1	No function
CH15	Built-in dynamic effects	2-202	Built-in effect single selection (color CH3 control, CH3=0 default color, speed CH16 control)
CH15	Built-in dynamic effects	203-214	Line effect (color CH3 control, CH3=0 default color, speed CH16 control)
CH15	Built-in dynamic effects	215-224	Animation effect (color CH3 control, CH3=0 default color, speed CH16 control)
CH15	Built-in dynamic effects	225-234	Outdoor landmark effect (color CH3 control, CH3=0 default color, speed CH16 control)
CH15	Built-in dynamic effects	235-255	All effects are played randomly (color CH3 control, CH3=0 default color, speed CH16 control)
CH16	Built-in dynamic effect speed	0-1	System default speed
CH16	Built-in dynamic effect speed	2-255	Manual adjustment of built-in effect speed from slow to fast



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2. 20-Channel Mode

Channel	Function	DMX-512 value	Control content
CH1	Total dimming	0-255 0-	Main switch/dimming (dimming function, analog modulation is effective)
CH2	Red light dimming	255 0-255	Red light linear dimming
CH3	Green light dimming	0-255	Green light linear dimming
CH4	Blue light dimming	0-9 10-	Blue light linear dimming
CH5	Strobe	255 0-34	No strobe
CH5	Strobe	35-39 40-	Strobe speed from slow to fast
CH6	Color	44 45-46	White-red-blue-purple-cyan-yellow-green (fixed color selection)
CH6	Color		Overall color change (water flow speed controlled by CH7)
CH6	Color		Pattern initial color (water flow speed controlled by CH7)
CH6	Color		Colorful rainbow (water flow speed controlled by CH7)
CH6	Color	47-66	2-segment color selection, 4 numerical steps (water flow speed controlled by CH7)
CH6	Color	67-96	3-segment color selection, 4 numerical steps (water flow speed controlled by CH7)
CH6	Color	97-126	4-segment color selection, 4 numerical steps (water flow speed controlled by CH7)
CH6	Color	127-150	8-segment color selection, 4 numerical steps (water flow speed controlled by CH7)
CH6	Color	151-174	16-segment color selection, 4 numerical steps (water flow speed controlled by CH7)
CH6	Color	175-214	32-segment color selection, 4 numerical steps (water flow speed controlled by CH7)
CH6	Color	215-247	Analog color mixing, 32 types (effective in analog modulation mode)
CH6	Color	248-255	Color gradient (water flow speed controlled by CH7)
CH7	Color flow speed	0-9 10-	Color does not flow
CH7	Color flow speed	127	Color flows forward, speed from slow to fast
CH7	Color flow speed	128-255	Color flows reversely, speed from slow to fast
CH8	Graphics 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)
CH9	Graphics group selection	25-49	Built-in static graphics group 2 (basic geometric patterns)
CH9	Graphics group selection	50-74	Built-in static graphics group 3 (edge bright spot patterns)
CH9	Graphics group selection	75-99	Built-in static graphics group 4 (dot patterns)
CH9	Graphics group selection	100-124	Reserved
CH9	Graphics group selection	125-149	ILDA animation group 1
CH9	Graphics group selection	150-174	ILDA animation group 2
CH9	Graphics group selection	175-199	ILDA animation group 3 (temporarily reserved)
CH9	Graphics group selection	200-224	ILDA animation group 4
CH9	Graphics group selection	225-255	Hand-drawn graphics (graphics edited by APP)
CH10	Pattern size	0-255	Manual selection of pattern size
CH11	Pattern automatic scaling	0-15	Pattern size selection
CH11	Pattern automatic scaling	16-55	Speed selection from small to large
CH11	Pattern automatic scaling	56-95	Speed selection from large to small



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Channel	Function	DMX-512 value	Control content
CH11	Pattern automatic scaling	96-135	Size scaling speed selection
CH11	Pattern automatic scaling	136-175	Two-point irregular cycle scaling
CH11	Pattern automatic scaling	176-215	Three-point irregular cycle scaling
CH11	Pattern automatic scaling	216-255	Four-point irregular cycle scaling
CH12	Pattern rotation around center	0-127	Rotation angle selection
CH12	Pattern rotation around center	128-191	Forward rotation speed selection
CH12	Pattern rotation around center	192-255	Reverse rotation speed selection
CH13	Pattern rotation around X axis	0-127	Horizontal flip position selection
CH13	Pattern rotation around X axis	128-255	Horizontal flip speed selection
CH14	Pattern rotation around Y axis	0-127	Vertical flip position selection
CH14	Pattern rotation around Y axis	128-255	Vertical flip speed selection
CH15	Horizontal movement	0-255	Horizontal position selection
CH16	Vertical movement	0-255	Vertical position selection
CH17	X-direction waves	0-1	No waves
CH17	X-direction waves	2-255	Wave amplitude and speed adjustment (amplitude from small to large, speed from slow to fast; one gear for every 32 values, 8 gears in total)
CH18	Gradient pattern	0-1	No gradual drawing
CH18	Gradient pattern	2-63 64-	Manual gradual drawing 1
CH18	Gradient pattern	127	Manual gradual drawing 2
CH18	Gradient pattern	128-153	Automatic gradual drawing (increase)
CH18	Gradient pattern	154-179	Automatic gradual drawing (decrease)
CH18	Gradient pattern	180-205	Automatic gradual drawing (increase first, then decrease - reverse direction)
CH18	Gradient pattern	206-255	Automatic gradual drawing (increase first, then decrease - same direction)
CH19	Built-in dynamic effects	0-1	No function
CH19	Built-in dynamic effects	2-202	Built-in effect single selection (color CH3 control, CH3=0 default color, speed CH20 control)
CH19	Built-in dynamic effects	203-214	Line effect (color CH3 control, CH3=0 default color, speed CH20 control)
CH19	Built-in dynamic effects	215-224	Animation effect (color CH3 control, CH3=0 default color, speed CH20 control)
CH19	Built-in dynamic effects	225-234	Outdoor landmark effect (color CH3 control, CH3=0 default color, speed CH20 control)
CH19	Built-in dynamic effects	235-255	All effects are played randomly (color CH3 control, CH3=0 default color, speed CH20 control)
CH20	Built-in dynamic effect speed	0-1	System default speed
CH20	Built-in dynamic effect speed	2-255	Manual adjustment of built-in effect speed from slow to fast

Chapter 4 LightElf App User Manual

1. Software Installation

The LightElf system supports WeChat Mini Program, Android App and iOS App. Bluetooth and location permissions must be granted; otherwise, the software may not connect or operate normally.

Platform	Installation Method
WeChat Mini Program	Open WeChat and scan the mini program QR code to use it.
Android App	Download from https://www.lanzouh.com/s/lightelf , or scan the QR code and open the download in the default browser. You can also search for LightElf in the Google Play Store.
iOS App	Search for LightElf in Apple App Store and install it.



WeChat Mini Program QR



Android download QR



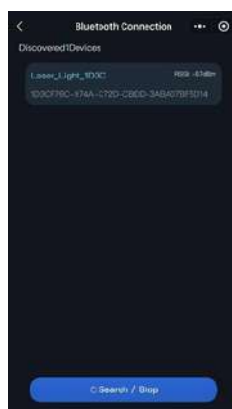
Google Play Store search

2. Main Interface and Connection

1. Turn on the laser light equipment before use.
2. Open the software and click "Click Me To Connect" on the main interface.
3. Select Laser_Light_xxxx in the Bluetooth list.
4. After successful connection, the device status will be displayed in the app.



Main interface



Bluetooth device list

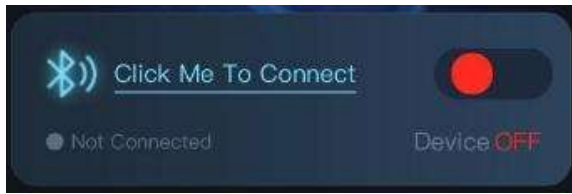


Connected status

3. Turn the Laser On and Off

1. Click the switch button on the right side of the main interface. After turning on, "Device ON" will be displayed.
2. Click the switch button again to turn the fixture off. After closing, "Device OFF" will be displayed.





Device OFF



Device ON

4. Software Settings

1. The fixture address code, display range and XY-related parameters can be set in the software.
2. The software menu language can be changed at the bottom of the settings page.



Software settings interface



5. Built-in Program Playback

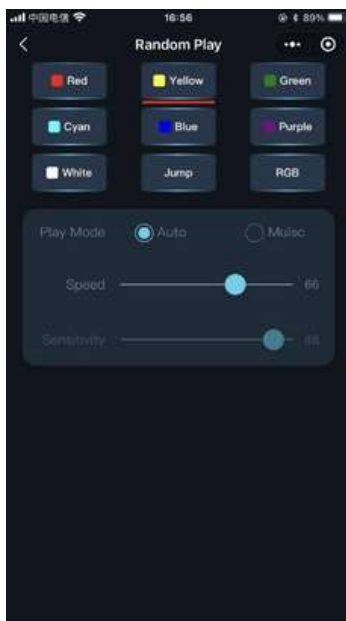
The system includes hundreds of built-in light programs. The fixture can play all built-in programs automatically or play selected programs without additional editing.

Random Playback

1. Click the Random Play menu on the main interface.
2. Click the color buttons at the top to select the laser color.
3. Playback mode supports Auto and Music. Use the sliders below to adjust the auto speed and voice-control sensitivity.

Line, Animation, Christmas and Outdoor Show Playback

1. Click the corresponding program menu on the main interface.
2. The color and playback mode settings are the same as the Random Play page.
3. Select Loop Play to play all 50 programs under this category in order.
4. You can also select only part of the programs and click to play the show.



Random Play



Animation playback



6. Text Playback Function

Click the Text Playback menu on the main interface. This page sets the text display effect and supports up to 100 characters.

Interface Areas

1. The top area is the color selection area. Click a color button to select the text color.
2. The middle area is the text setting area. Select the font on the left and enter text in the input box.
3. The number on the left side of the text input box indicates the current text group.
4. Click the "+" button on the right side of the input box to add a text group. Up to 4 groups are supported.
5. Click the group playback time to modify the duration.
6. After entering text, click Preview to generate a preview in the middle of the screen.
7. Click Send to display the text effect on the fixture.

Configuration Parameters

1. Text accuracy: adjusts text display precision to achieve the best effect. Some models may not support this function.
2. Text size: changes the size of the text projected by the fixture.
3. Display range: adjusts the display area size according to the projection distance.
4. Flow speed: adjusts the speed of text movement from left to right.



Text playback interface



7. Personalized Programming

Click the Personalized Programming menu on the main interface. By editing each scene pattern, the laser equipment can play scenes in sequence to meet personalized requirements. A maximum of 20 scene editors is supported.

Scene Management

1. Click the New Scene button at the bottom of the page.
2. Click the delete icon on the left side of the scene list to delete a scene.
3. Click the number on the right side of the scene list to modify the scene playback duration.
4. Click the corresponding Edit button in the scene list to enter the scene editing page.

Scene Editing

1. Click the graphic selection button at the top of the page to open the selection interface. There are 7 groups, including dynamic graphics.
2. Click a graphic to preview the effect on the fixture in real time, then click OK to save.
3. You can also choose a group or graphic from the channel menu on the left and slide the control on the right to select it.
4. In addition to graphic selection, display effects can be adjusted by selecting parameters on the left and changing values on the right.



Scene list



Scene edit parameters



Graphic selection

Pattern Editing

1. Select a pattern by clicking the small edit circle at the bottom-right of the middle area, then slide your finger on the drawn pattern.
2. Move the selected pattern by dragging it in the middle area.
3. Scale the selected pattern by sliding with two fingers in the middle area.
4. Modify the color by clicking a color button in the top color area.
5. When a pattern is selected, the Delete button appears at the bottom-left. Click it to delete the pattern.

Graphic Operation and Parameter Configuration

1. Use Clear and Undo to clear or restore drawn patterns. After clearing, you can draw again.
2. Click the configuration button to set size, rotation angle, flip, horizontal movement and vertical movement. Select a parameter on the left and slide up/down on the right to change its value. Click OK to save.
3. After the pattern is drawn, click Send to display the pattern effect on the fixture.



8. Hand-drawn Graffiti Function

Click the Hand-drawn Graffiti menu on the main interface. This page can control the display effect by manually drawing patterns, entering text, selecting built-in patterns, or generating patterns from logo images.

Color Selection

The upper area of the interface is the color selection area. Click different color buttons to select the laser drawing color.

Draw Patterns

1. Click the drawing icon to switch to manual drawing mode.
2. Draw the desired pattern in the middle screen area with your finger.
3. You can click the picture icon to add a background image to make drawing easier.

Text Input

1. Click the text icon to switch to text input mode.
2. Enter text in the input box.
3. Drag and drop the text with your finger in the middle of the screen.
4. Choose different fonts on the left side of the input box. Note: the Mini Program font library is limited. If more complete fonts are required, use the APP version.

Select Built-in Pattern

1. Slide the pattern list to view all built-in patterns.
2. After clicking a pattern, drag and drop it with your finger in the middle of the screen.

Use Logo Images to Generate Patterns

1. Click the image icon and select a logo picture.
2. Scale and move the picture so the logo area displays completely.
3. Click the "Identification Patterns" button.
4. After picture recognition succeeds, click OK.
5. Default edge mode extracts the outline edge of the pattern.
6. The user can also switch to skeleton extraction mode to achieve the best effect.



Drawn parameter configuration



Hand-drawn drawing page



Display and XY settings

