

Kool Light Perfomer Laser – Instruction manual

Technical Parameters:

Rated voltage: AC110V/ AC230V \pm 10%

Rated frequency: 50HZ~60HZ

Power consumption: 40W

Laser power: 40mw

Laser wavelength: 532nm

Laser source: solid semiconductor laser generator

Color: emerald green

Pattern: 25 pcs patterns installed

Scanning system: 3-5kpps vibratory mirror scanner

Control mode: music active, automatic & DMX-512

Control channels: 4 DMX-512 channels

Cool system: fan

Operating environment: indoor

Package Size: 310mm \times 240mm \times 85mm

Gross weight: 2.5kg

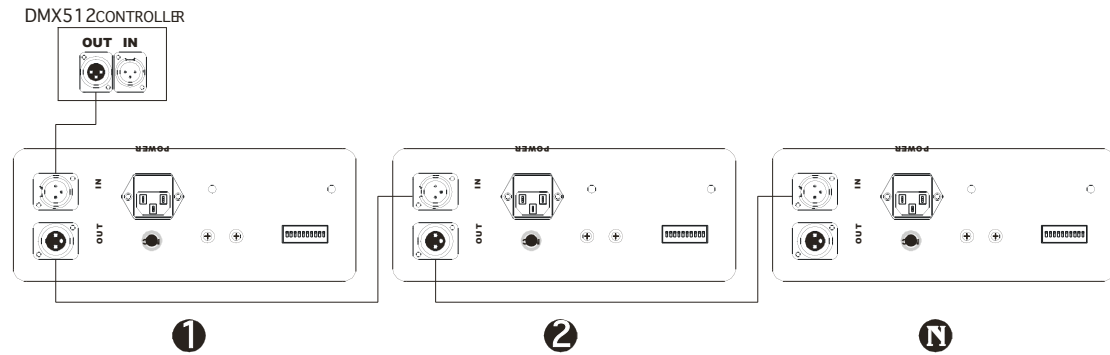
● Channel's function:

Channel		DMX-512scale 0~255	Controlling
CH1	Pattern automatic mode	0~63	Laser source switch
		64~127	DMX-512 control mode
		128~191	Automatic mode
		192~255	Music active mode
CH2	Pattern selection	0~255	For 25 effect patterns selecting
CH3	Pattern left/right turning	0~255	For adjustment of left/right turning
CH4	Pattern up/down turning	0~255	For adjustment of up/down turning

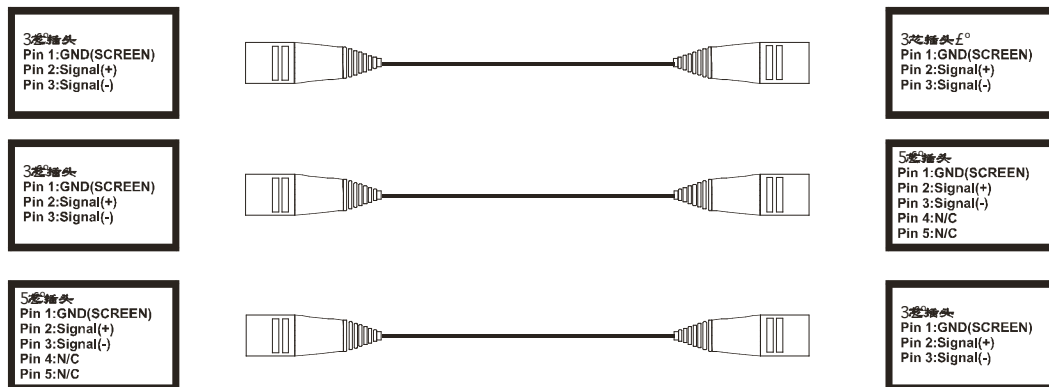
Signal Connection and Address Code Dialing

When the controller transmits DMX512 standard signals, the connection of which is

accomplished through the “input” and “output” 3-pin XLR socket. When a console signal outputs to the unit, it must correspond to the Pin 1 Ground, Pin 2 Positive and Pin 3 Negative of the XLR socket on the unit. If it does not work just try exchanging the Pin 2 and Pin 3 (these 2 pins are generally do not need exchanged for consoles). The signal wire length should not exceed 100m in order to avoid the interference of the other signals by any other electric appliances.



If your DMX-512signal controller adopt 5 pins XLR plug, you need one transfer line, the transfer method as following:



Signal Connection and Address Code Dialing

When control signals from the console inputs into whirlwind series laser light projector. The projector must be assigned a data start address code, so that a unit may act on the corresponding control signal. Thus, when any controller is used, every unit must have its own data start address accordingly, the address of the first unit is set as 1, the second unit has also 4 channels, so its address code is 5, the third unit is set at 9, so on and so forth (the setting method will also depend on the specific console, the above is just for general cases).

The details of DMX-512 signal control mode address switch as follow:

Lamp no.	Start address	Control switch (ON)
1	1	1
2	5	1、3
3	9	1、4
4	13	1、3、4
5	17	1、5
6	21	1、3、5
7	25	1、4、5、
8	29	1、3、4、5
9	33	1、6
10	37	1、3、6
⋮	⋮	⋮

The laser is controlled by on/off switch address code. 1 to 9 are the numerical value DMX 512 signal, 1 and 10 are the exchange switch of sound activated control and DMX512 signal control. When No.1 to No.10 are off, it works automatically; when No.1 and No.10 both are on, it is controlled by DMX-512 signal; when No.1 is on but No.2-10 are off, it is music active mode.

	MODE	Control switch (ON)
1	Automatically mode	No.1 ~ No.10 OFF
2	DMX-512 control mode	No.1 and No.10 ON
3	Music active mode	No.1 ON, No.2~10 OFF