

APP Motorized Full-color Animation Light

MODEL:ZQ02622

USER MANUAL



In order to help you become more proficient in using the device faster, please read this user manual carefully before starting it for the first time!

1. Tips

Thank you for choosing our company's products. We solemnly promise that each product has undergone strict quality inspection before it is launched on the market to ensure optimal performance. After you receive the product, please carefully open the package and check all the contents and spare parts to ensure that the product has not been damaged during transportation and is intact. If you find any damage or missing, please contact us in time and we will handle it for you as soon as possible.

packing list

Stage lighting	1PCS
Power cord	1PCS
User Manual	1PCS
Light hook bracket	1PCS

2. warn

- 2.1 Before any installation or maintenance work on this lamp, please make sure that the power supply has been cut off.
- 2.2 Before using this lamp, please make sure there are no flammable and explosive materials in the scene to avoid danger. At the same time, ensure that the working environment of the lamp is well ventilated and the temperature is appropriate.
- 2.3 The light source of the lamp has strong energy. Do not shine the light source directly into your eyes to avoid eye injuries. The light output window may become hot during operation. Do not touch it to avoid burns.
- 2.4Please keep the lamps away from children and non-professionals.
- 2.5 Do not shake the lamp at will when in use, and do not operate it roughly when installing or using it.
- 2.6 The distance between the lamp and the illuminated object must be more than 0.5 meters and away from open flames.
- 2.7 Please use appropriate and safe wires to connect the lamps.



FCC Statement

1. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference.

(2) This device must accept any interference received, including interference that may cause undesired operation.

2. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. This equipment should be installed and operated with a minimum distance of 20 cm between the radiator and your body.

3. Menu function operation instructions



Menu	Numeric	Describe
Addr	001-512	Address code setting, DMX mode/slave mode
SHnd	SH_0	All programs played
	SH_1	Line program playback
	SH_2	Animation program broadcast
	SH_3	Text program playback (APP editing)
	SH_4	Programming program playback (APP editing)
	SH_5	Hand-painted program playback (APP editing)
	SH_6	Outdoor program broadcast
PLAY	0	Voice-activated playback
	1-100	Automatically play, speed from slow to fast
SEnS	0-99	Voice control sensitivity from low to high (Play setting 0: voice control trigger)
BLth (Bluetooth)	V.000-V.999	Bluetooth device number, used to distinguish different Bluetooth devices when connecting
Head	OFF	Shaking head off (shaking head position manual adjustment)
	ON	Shake head automatically
Pan.h	0-255	Manual selection of horizontal angle (effective when selecting OFF in the Head menu)
TiL.h	0-255	Manual selection of vertical angle (effective when selecting OFF in the Head menu)
Pan.F	0-255	Horizontal angle fine-tuning calibration (press and hold Enter for 3 seconds to unlock and enter adjustment)
TiL.F	0-255	Vertical angle fine-tuning calibration (press and hold Enter for 3 seconds to unlock and enter adjustment)
InuE	1	Horizontal vertical motor normal direction
	2	Horizontal motor Pan reverse

	3	Vertical Motor Tilt Reverse
	4	Horizontal and vertical motors are reversed

4. DMX control channel table

Aisle	Channel Value	Functional Description
CH1	0-255	Horizontal position
CH2	0-255	Horizontal position fine adjustment
CH3	0-255	Vertical Position
CH4	0-255	Vertical position fine adjustment
CH5	0-255	Horizontal and vertical motor speed
CH6	0-250	No function
	251-255	The value is kept for 5 seconds and the motor is reset
CH 7	0-9	Total dimming off
	10-255	Total dimming on
CH8	0-255	Red opening
CH9	0-255	Green opening
CH10	0-255	Blue opening
CH11	0-9	Strobe Off
	10-255	Strobe; speed from slow to fast
CH12	0-34	White-Red-Blue-Purple-Cyan-Yellow-Green (Fixed color selection)
	35-39	Overall color change (Water flow rate is controlled by CH4)
	40-44	Pattern initial color (Water flow rate is controlled by CH4)
	45-46	Colorful rainbow colors (Water flow rate is controlled by CH4)
	47-66	2 segment color selection 2 value steps (water flow speed is controlled by CH4)
	67-96	3-segment color selection 2 -value stepping (water flow speed is controlled by CH4)
	97-126	4-segment color selection 2 value steps (water flow speed is controlled by CH4)
	127-150	8-segment color selection 2 value steps (water flow speed is controlled by CH4)
	151-174	16-segment color selection 2 value steps (water flow speed is controlled

		by CH4)
	175-214	32-segment color selection 2 value steps (water flow speed is controlled by CH4)
	215-247	Analog color mixing: 32 kinds of analog color mixing (analog modulation is effective)
	248-255	Color gradient (Water flow rate is controlled by CH4)
CH 13	0-9	Color does not flow
	10-127	Color flows in a positive direction, speed changes from slow to fast
	128-255	Colors flow in reverse, speed from slow to fast
CH14	0-24	Built-in graphic group 1 (basic geometric patterns)
	25-49	Built-in graphic group 2 (basic geometric patterns)
	50-74	Built-in pattern group 3 (edge bright spot pattern)
	75-99	Built-in graphics group 4 (dot graphics)
	100-124	Built-in graphics group 5 (animation)
	125-255	No function, reserved
CH 15	0-255	Pattern selection (pattern grouping is controlled by CH 14)
CH 16	0-255	Manual selection of pattern size
CH17	0-15	Pattern size selection
	16-55	Speed selection from small to large
	56-95	Speed selection from high to low
	96-135	Size scaling speed selection
	136-175	Two-point irregular cycle scaling
	176-215	Irregular three-point circular zoom
	216-255	Four-point irregular cycle scaling
CH18	0-127	Rotation angle selection
	128-191	Positive rotation speed selection
	192-255	Reverse rotation speed selection
CH19	0-127	Horizontal flip position selection
	128-255	Horizontal flip speed selection
CH20	0-127	Vertical flip position selection
	128-255	Vertical flip speed selection
CH 21	0-255	Horizontal position selection
CH 22	0-255	Vertical position selection

CH 23	0- 1	No waves
	2 -255	X-direction 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)
CH24	0-1	No gradient
	2-63	Manual Gradient 1
	64-127	Manual Gradient 2
	128-153	Automatic gradual drawing (increase)
	154-179	Automatic Gradient (Subtraction)
	180-205	Automatic gradual drawing (increase first, then decrease - reverse direction)
	206-255	Automatic gradual drawing (increase first, then decrease - same direction)
CH25	0-1	No function
	2-202	Built-in effects radio selection , Manual shaking head (color CH12 control , CH12 = 0 default color, speed CH2 6 control)
	203-21 0	Line effect , Manual shaking head (color CH12 control , CH12 = 0 default color, speed CH2 6 control)
	21 1 -2 18	Animation effects , Manual shaking head (color CH12 control , CH12 = 0 default color, speed CH2 6 control)
	2 19 - 226	Outdoor landmarks , Manual shaking head (color CH12 control , CH12 = 0 default color, speed CH2 6 control)
	227-234	All effects , Manual shaking head (color CH12 control , CH12 = 0 default color, speed CH2 6 control)
	235-242	Line effect , Automatic shaking (color CH12 control , CH12 = 0 default color, speed CH2 6 control)
	243-255	All effects , Automatic shaking (color controlled by CH12 , CH12 = 0 default color, speed controlled by CH2 6)
CH26	0-1	System default speed
	2-255	Manually adjust the built-in effect speed from slow to fast
CH27	0-1	Auxiliary light aperture closed
	2-69	Auxiliary light aperture color selection
	70-79	Auxiliary light aperture color jump

	80-89	Auxiliary light aperture color gradient
	90-255	Auxiliary light aperture macro effect selection
CH28	0-255	Auxiliary light aperture flow speed from slow to fast

5. Software installation (Android APP/Apple APP)

(You need to grant the software permission to access Bluetooth and positioning, otherwise it will not work properly)

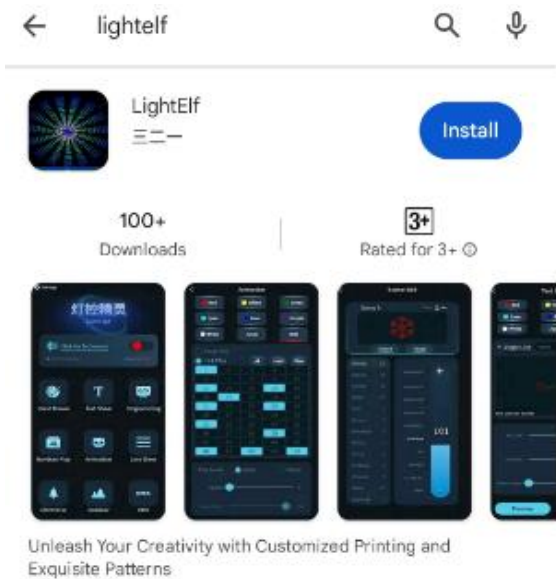
(1) Android APP (install in one of the following two ways, choose one)

①Android APP download and installation address : <https://www.lanzouh.com/s/lightelf>

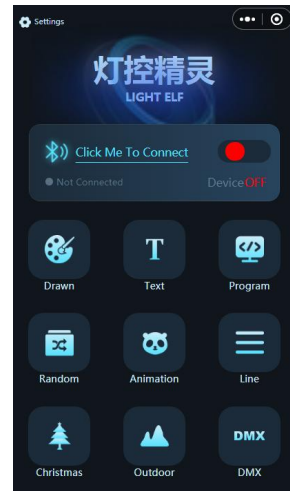
②Log in to Google Play Store and search for "LightElf " to install it

(2) Apple APP

Search for LightElf in Apple's official App Store and install it.

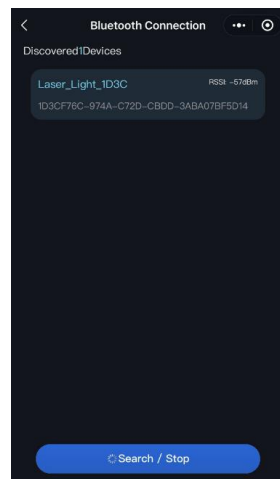


(3) The main interface after the software is successfully started is as shown on the right



6. Connect your device

1. Please connect the device to the power supply 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. Successfully connected to the device



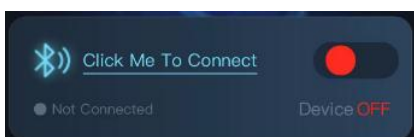
7. Software Settings

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



8. Open and close

1. Click the switch button on the right side of the main interface, and the words "Device ON" will be displayed after it is turned on.
2. Click the switch button on the right side of the main interface, and the words "Device OFF" will be displayed after it is turned off.



9. Introduction to the hand-drawn graffiti function


Click on the hand-drawn graffiti menu in the main interface to enter. Here you can control the display effect of the device by manually drawing patterns, entering text, uploading LOGO pictures or selecting built-in patterns.

A Color selection: The upper part of the interface is the color selection area.

Click different color buttons to select the color to be drawn.


B Draw a pattern: The middle part of the interface is the pattern control area, in which you can do the following operations

1. Manual drawing

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

② Use your finger to draw the pattern you want on the large screen area in the middle

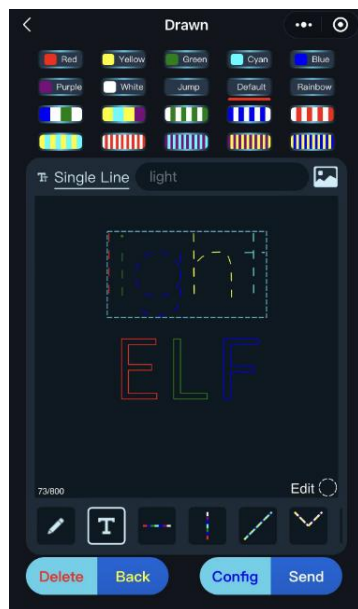
2. Text Input

① Click the icon to  switch to text input function

② Enter text in the input box

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

④ You can also choose different fonts on the left side of the input box



3. Select a built-in pattern

① Slide the pattern list to view all built-in patterns

② After clicking the pattern, drag your finger in the middle of the screen and drop it



4. Use a logo image. It is recommended to use a logo image with clear lines and simple patterns.

① Click the icon and  select a logo picture

② You can zoom and move the image to make the logo area fully visible

③ Click the "Recognize Pattern" button

④ After the image is successfully recognized, click the OK button

Note: The default stroke mode recognizes the edge lines of the pattern;

In addition, there is a pattern skeleton extraction mode; users can switch modes by themselves

For best results

5. Pattern Editing

① Select the pattern: Click the small edit circle in the lower right corner of the

middle area .


② Then slide your finger on the drawn pattern to select it

③ Move pattern: Move your finger in the middle area, and the selected pattern will move accordingly.

④ Zoom in and out the pattern: Use two fingers to slide relative to each other in the middle area, and the selected pattern will be zoomed in and out accordingly.

⑤ Change color: Click the button in the color selection area above, and the selected pattern will change color accordingly

⑥ Delete pattern: When a pattern is selected, a delete button will appear in the lower

left corner . Click it to delete the pattern.

6. Graphics operation and parameter configuration

① The Clear and Back buttons can be used to edit the drawn pattern.

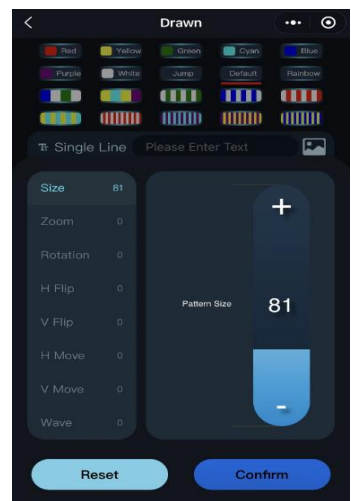
Clear operation, after clearing, you can redraw the pattern

② Click the configuration button to configure the parameters.

Shape size, rotation angle, flip, horizontal and vertical movement

Click the parameter to be configured on the left, and slide up and down on the right

Change the parameter value and click the OK button to save the parameter.



- ③After the pattern is drawn, click the send button to
Display pattern effect

10. Introduction to text playback function

Click the text playback menu in the main interface to enter. Here you can set the text display effect, which supports up to 100 characters.

The upper part is the color selection area. Click the corresponding button to select the color of the text. The middle part is the text setting area.

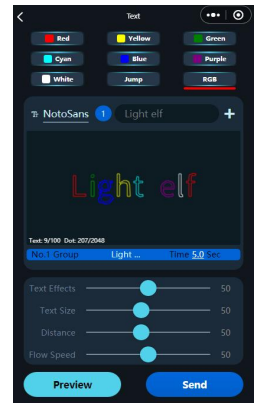
- ①Click on the left to select the font
- ②The middle is the text input box
- ③The number on the left side of the text input box indicates the current text group
- ④Click the "+" on the right side of the input box to add a text group.

Supports up to 4 groups

- ⑤ Click on the playback time of the group to modify the time
- ⑥After entering the text, click the preview button in the lower left corner.

A preview effect can be generated in the middle of the screen

- ⑦Click the send button to display the text effect on the device



10.1 There are four configuration parameters in the following part

- ①Text accuracy: adjust the text display accuracy to achieve the best effect. Some models do not support this function.
- ②Text size: Adjust the text size to change the size of the text displayed on the device
- ③Display viewing distance: adjust the size of the display area (used to adjust the projection distance)
- ④ Flow speed: Adjust the flow speed to change the speed at which the text moves from left to right. When it is set to 0, the text will stop moving.

11. Personalized Programming

Click on the personalized programming menu in the main interface to enter. By editing the pattern of each scene, the device will play in sequence according to the

programmed scenes to meet your personalized needs. It can support up to 20 scene editing.

11.1 Scene Management

- ①Click the Add Scene button at the bottom of the page to add a new scene
- ② Click the delete icon on the left in the scene list to delete the scene.
- ③ Click the number on the right in 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

11.2 Scene Editing

- ①Click on the selection graphic at the top of the page

After pressing the button, various graphic options pop up.

Selection interface, a total of 7 groups

Including dynamic graphics. Click a

graphics can be displayed on the device in real time

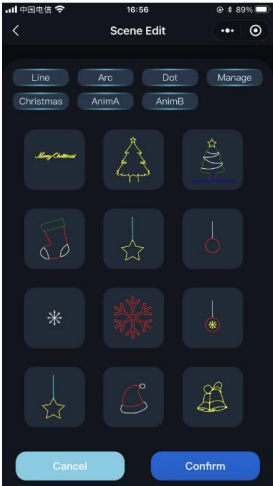
See the effect of this graphic. Select

When finished, click the OK button to save.

- ② You can also modify the following

Parameters to select the graphics.

Select Graphics from the Channel menu



Group or graph, and slide on the right

Slide up and down to select

③In addition to graphic selection, you can also set different display effects. Just select the parameters on the left and then

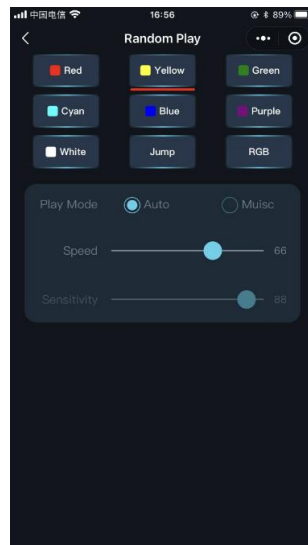
Then slide up and down on the right side of the slide to slide up and down to select

12. Built-in program playback

The system has hundreds of built-in lighting programs for you to choose from.

Click to play any edit. Random playback built-in

All programs can be played, or specific programs can be played.



12.1 Random Play: All programs are played randomly

① Click the random play menu in the main interface to enter

②Click the color button above to select a color

③The playback mode supports two modes: self-propelled and voice-controlled.

Adjustable self-propelled speed and voice control sensitivity

12.2 Line playback, animation playback, outdoor program playback

① Click the corresponding program menu in the main interface to enter


② For the color and play mode settings in the program, refer to the random play page

③ Selecting loop means that the 50 programs in this category will be played in sequence.

You can also select some of the programs to play. Just click to play the program.



13. Shaking head settings

The head shaking setting can control the  XY angle of the head shaking of the lamp . For devices that support head shaking, you can click the icon to open the setting menu (in programming mode, please set the XY angle in the programming channel)

13.1 Shaking Head Mode

- ① Automatic: The XY movement of the head runs according to the built-in program .
- ② Manual: XY manual control of the head, details are as follows:

- 1) X coarse adjustment: X shaking motor position coarse adjustment
- 2) X fine adjustment : X shaking motor position fine adjustment
- 3) Y coarse adjustment: Y shaking motor position coarse adjustment
- 4) Y fine adjustment : Y shaking motor position fine adjustment

13.2 Direction of shaking the head

- ① X+ Y+: X positive, Y positive
- ② X+ Y-: X positive, Y negative
- ③ X- Y+: X reverse direction, Y positive direction
- ④ X- Y-: X reverse, X forward

