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LED PAR 64

DSY-LP-64-177

USER MANUAL

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1. Introduction

Thank you for purchasing our LED PAR 64 light. Please read these instructions carefully before operating to avoid any possible damage and accidents caused by misuse.

The LED PAR 64 light has a hydrodynamic aluminum shell. Three colors of high-brightness LED lights (red, blue, green) are used to create a wide spectrum of colors. Each color can be independently dimmed, faded and so on. It uses a power switch, draws low power and is low weight. The built-in programs include dimming, fade, strobe, gradual change and more. The unit is compatible with the standard DMX 512 signal for external DMX control. Practical uses of the product include dance halls, stage backgrounds, hotels, large-scale performances, drapery uplighting and stage lighting.

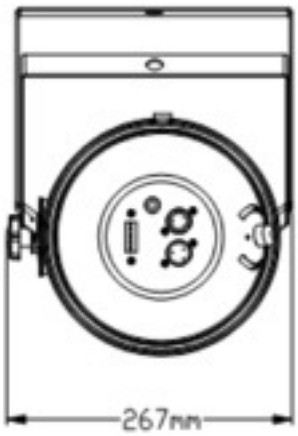
Packing List

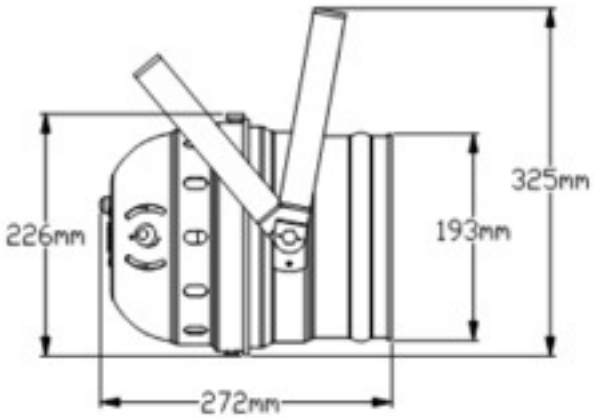
- LED PAR 64 light
- User manual
- Warranty card

2. Safety Information

- Please consult skilled service technicians for any repairs required
- Always disconnect from the power source before setting up, moving and servicing
- Avoid direct eye contact to the light when in operation
- Make sure the power supply voltage is compatible with this light
- Before installation, please check the light's fasteners and mechanical structure is in good condition and not damaged
- The light is designed for indoor use, below 40 degrees celsius
- The fixture may be mounted in any position provided there is adequate room for ventilation. Make sure there are no flammable and explosive items within 0.5 meters.
- Please ensure the ground is always connected

3. Dimensions

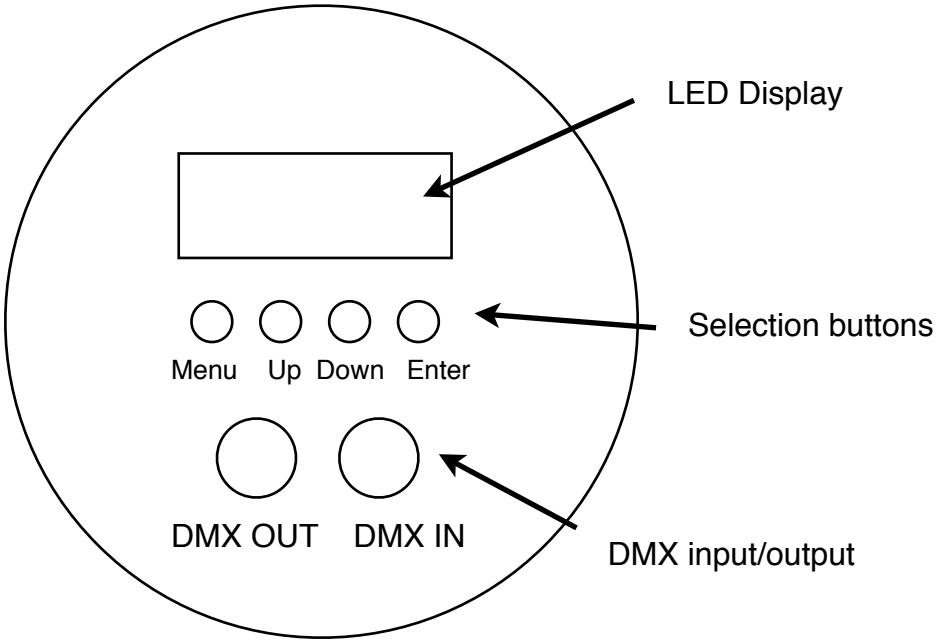




4. Main Function

Channel	DMX Value	Function	Notes	Priority
1	0-255	Red dimming 0—100%		1
2	0-255	Green dimming 0—100%		
3	0-255	Blue dimming 0—100%		
4	0-255	RGB dimming 0—100%	While use this CH, CH1, CH2, CH3 is invalid	
5	0-14	Dimming	When channel 6 is set between 32-223, this channel controls speed of speed from 0-255	2
	15-255	Strobe speed		
6	0-31	Invalid		
	32-63	From dark to bright	Must use in conjunction with channels 1, 2 and 3. Adjust speed with channel 5.	3
	64-95	From bright to dark		
	96-127	From dark to bright, to dark again		
	128-159	RGB gradient		
	160-191	3 colors jumping		
	192-223	7 colors jumping		
	224-255	Sound activated		

5. Rear Panel Display and Operation



MENU: Access the menu or return to a previous menu option
UP: Menu selection or parameter increments
DOWN: Menu selection or parameter increments
ENTER: Select the current menu option

6. Instructions for Manual Programming

MENU items:

- ”addr”: DMX mode (A001-A512)
- “SouF”: Sound-activated strobe mode
- “SouA”: Sound-activated no strobe mode
- ”SP”; built-in program speed change mode (SP00-SP15, SP00 is the fastest)
- ”Pr”; Built-in presets (Pr00-Pr15 16 program in all)
- ”ASC”; seven colors jumping (AS00-AS15 speed adjustable)
- ”FAdE”: gradual fade mode (FA00-FA15 speed adjustable)
- ”FLAS”: white strobe/flashing (FL00-FL15 speed adjustable)
- ”rL”: red color brightness adjustment mode (r000-r255, r255 is the brightest)
- ”gL”: green color brightness adjustment mode (g000- g255, g255 is the brightest)
- ”bL”: blue color brightness adjustment mode (b000- b255, b255 the
- brightest)

Press ENTER to access the submenu. This process can be saved automatically, which means you will enter the menu mode saved previously when you activate the light next time. For example, if you want to choose DMX mode A001, operate as follows:

- Press MENU, to go back to the main menu
- Press UP / DOWN until “Addr”
- Press ENTER to choose, the display will blinking
- Press UP / DOWN to change the address code to select “A001”
- Press ENTER to select and store the current menu option. DMX mode will be stored automatically and the screen will stop blinking.

To Select Presets: (Pr- -)

- Press MENU, to go back to the main menu
- Press UP / DOWN until “Pr--”
- Press ENTER to choose, the display will be blinking
- Press UP / DOWN to change the address code to select “pr00”
- Press ENTER to select and store the current menu options. This preset mode will be stored automatically and the screen will stop blinking.

Pr00:red;
Pr01:green
Pr02:blue
Pr03:amber
Pr04:cyan
Pr05:purple
Pr06:white;
Pr07:red+strobe;
Pr08:green+strobe
Pr09:blue+strobe;
Pr10:amber+strobe;
Pr11:cyan+strobe
Pr12:purple+strobe;
Pr13:white+strobe;
Pr14:RGB jumping change;
Pr15: 7 colors jumping change;

Note: ”SP” mode selects the strobe speed for Presets Pr7--- Pr15

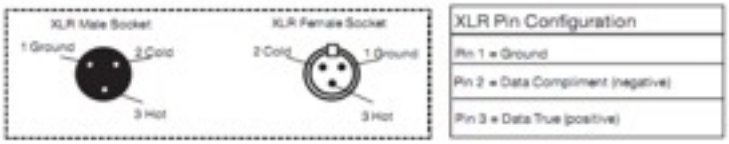
7. Master/Slave Control

The MASTER functions as a master as long as it's not in DMX mode (and ideally no cable plugged into the DMX INPUT on the unit). It sends a signal to the SLAVE through a DMX cable and synchronizes its settings to it. Do not use more than 20 lamps or 60m of DMX cable.

The SLAVE units should be set to DMX mode and the address code set to "A001" to receive the MASTER's signal. Only one light can be set as a master, but multiple lights can be set as slaves.

8. Cable Connection

A standard XLR connection is used for the DMX 512 protocol:



Note: In order to avoid failures and signal interference, it is recommended to connect a 120Ω resistor (1/4W) at the end of the DMX connection as shown below:

Termination reduces signal errors and avoids signal transmission problems and interference. It is always advisable to connect a DMX terminal, (Resistance 120 Ohm 1/4 W) between PIN 2 (DMX-) and PIN 3 (DMX +) of the last fixture.

If using 5-pin DMX, please use a 5-pin to 3-pin cable adapter. Details on configuration below:

3-Pin XLR to 5-Pin XLR Conversion		
Conductor	3-Pin XLR Female (Out)	5-Pin XLR Male (In)
Ground/Shield	Pin 1	Pin 1
Data Compliment (- signal)	Pin 2	Pin 2
Data True (+ signal)	Pin 3	Pin 3
Not Used		Do Not Use
Not Used		Do Not Use