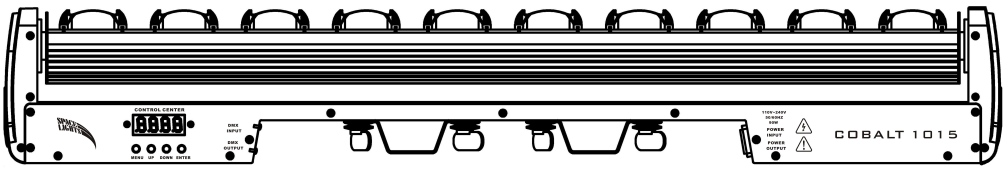
COBALT 1015

User manual



Please read this user manual before using this product

1. Checking before using

No.	Item	Quan	Unit
1	COBALT 1015	1	piece
2	Power cable with blue head	1	piece
3	User manual	1	piece

★For security reasons and in accordance with the terms, reassemble or modify the product is not allowed without permission. Please note that due to human damage caused by improper use of the product, it will break the warranty qualification. Moreover, the unprofessional operation may lead to short circuits, burns or electric shock, and so on.

★This device has been full inspection before shipping. For your safety, please operate it according the User Manual.

★If any damage caused by improper operation will result in the termination of the warranty claims. The manufacturer does not accept any responsibility of property damage due to improper operation or personal injury due to non-compliance with the operating instructions.

★Keep the manual in a safe place for future reference as well as after the product sale, lease, etc.

★Note: Based on product improvements, specification may change without notice. Changes in product specifications related rights will be reserved.

2. Safety Instruction

1. When opening the packing, take all accessories out, and remove the light to a horizontal table for good operation. First check whether the accessories are complete, then check carefully whether the whole light has no damage. If there is any damage, please contact us as soon as possible.

2. AC Power: Check whether the local power supply is accordance with the
requirements of the product rated voltage.

3. The product is only suitable for indoor working environment. The light should
keep dry, keep away from wet, overheat or dusty environment. Don't come into contact with water and other liquids to prevent or reduce the risk of electric shock or fire.

4. Please do not install the light directly on the surface of the combustible substance.

5. The people who install, operate and maintain of light professional certificate required.

6. When there are faults of the light, please stop using the light immediately. Don't try to repair, please contact the nearest authorized technical assistance center, if the parts damage, always use the same type of parts replaced.

7. Don't touch any electrical wiring in the process of operation to prevent the risk of electric shock.

8. To make sure the light working environment temperature, the highest do not exceed 40℃, the lowest do not exceed - 20 ℃.

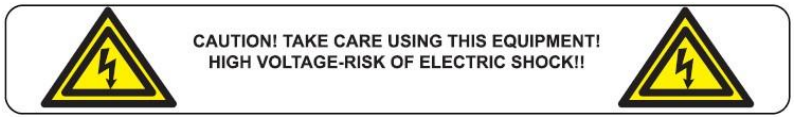
9. Under the stable cooling working situation, the highest temperature of the housing of the light can reach 80 ℃, please do not touch.

10. The light is design according to the type of electric shock protection. The light should be use in good connection grounding power system and the earth sign port of the light should be connected to the installing fixtures.

11. Do not use the damage of the insulating layer wire and also do not use the power cord overlap on the other wire. When not in use or clean the light, please disconnect the power, don't pull the plug in hard or just drag the wires.

12. There are no components inside for maintenance. Before start operation the light, please check whether all of the shell is installed. In the case of the shell open used the light is prohibited.

Note: Before performing any installation, repair and cleaning of the lamp, please confirm that the power cable has been cut off.



3. Product specification

Voltage: AC100~240V 50/60HZ

Power: 10 * 15W (180W)

Lamp beads: 10 four in one LED lamp beads

Control mode: DMX512, self-propelled, master-slave, voice control, with RDM function.

Channels: CH7, CH13, CH43

Dimming: 32bit 0~100% linear dimming

Features: Y shake head+beam+burst

Operating temperature: - 30 ℃~50 ℃

Stroboscopic frequency: 1~30HZ

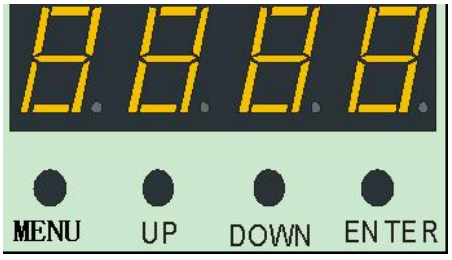
Appearance: metal, black

Connection mode: DMX512 input/output/power input/output.

IP grade: IP20

Size: Weight:7.5KG

4.Definition of display panel and keys



MENU **UP** **DOWN** **ENTER**

Menu key: Select function

Up key: parameter addition

Down key: decrease the parameter

Confirm key: confirm and save

5.Menu functions

After power on, press the menu key to display the menu menu in turn; Press the UP or DOWN key to modify the function parameters, and the OK key to save the current functions and parameters (with power down memory after saving).

Menu Menu：

A001	➡	A512	Set the address code, modify the address code (A001~A512) upward or downward, and press OK to save.
CH7	➡	CH43	Switch CH7, CH13 and CH43 channels up or down, and press OK to save.
M000	➡	M126	There are 127 built-in effects. Modify the built-in effects upward or downward, and press OK to save.
S000	➡	S255	Modify the running speed of the built-in effect (S000~S255) up or down, and press OK to save.
R255	➡	R000	Modify the brightness of red lamp beads (R000~R255) up or down, and press OK to save.
G255	➡	G000	Modify the green lamp bead brightness (G000~G255) upward or downward, and press OK to save.
B255	➡	B000	Modify the brightness of blue lamp beads (B000~B255) up or down, and press OK to save.
W255	➡	W000	Modify the brightness of white lamp beads (W000~W255) upward or downward, and press OK to save.
Soud	➡	Soud	Voice mode..
M000	➡	M255	Adjust the Y-axis motor parameters (M000~M255) up or down, and press OK to save.
T000	➡		Display temperature, for example, T045 indicates that the current lamp temperature is 45 ℃; If 10K thermistor is not installed, T000 is displayed.

6.Master slave control

Two or more identical lamps are connected with DMX three core signal lines. All lamps are set with any address code from A001 to A512, and any one is set as the host, while other lamps are slave; When the master is used to adjust the gradient, pulse change, jump change, voice control, dimming, and self-propelled effects, all slave computers synchronize the gradient, pulse change, jump change, voice control, dimming, and self-propelled effects.

Special attention: 1. Only one host can be set for a group of lamps. If there are multiple hosts, all lamps will flash randomly and not synchronize.

3. All lamps can only work when DMX512 console is turned off.

7.Factory Settings

When any address code is A001~A512, press the menu key for 5 seconds to enter the factory setting. Factory setting mainly includes the functions of output power of each circuit of lamps, fan setting mode, setting temperature protection point and sending parameters. Press the menu key to exit any mode in factory setting for 5 seconds.

Factory Setting Mode Table：

R255	➡	R032	Modify the red lamp bead current (R032-R255) up or down, and press OK to save.
G255	➡	G032	Modify the green lamp bead current (G032-G255) up or down, and press OK to save it.
B255	➡	B032	Modify the blue lamp bead current (B032-B255) up or down, and press OK to save.
W255	➡	W032	Modify the white lamp bead current (W032-W255) up or down, and press OK to save it.
M000	➡	M255	Modify the operating speed of Y-axis motor (M000~M255) up or down, and press OK to save.
FAN0	➡	FAN1	Fan setting: start the fan when FAN0 is powered on, start the fan when FAN1 reaches the set temperature protection point, and press the OK key to save.
T040	➡	T070	Modify the temperature parameters up or down (40 ℃~70 ℃), and press the Enter key to save.
Send	➡	Send	Send the factory setting parameters of the machine up or down to the lamps connected in parallel with all other three core signal lines; To confirm the sending parameters, press the menu key for 5 seconds to exit, and to deny the parameters, press the OK key to cancel the sending.

8.DMX512Console

After power on, set the address codes of all lamps, and then connect all lamps to DMX512 console in parallel with three core signal lines, the address codes will stop flashing, indicating that DMX512 console signals have been sent to lamps, and DMX512 console is used to control relevant functions according to the instructions of each channel。

CH7Channel Description：

passageway	Channel value	basic function
1	000-255	Y-axis motor
2	000-255	Y-axis motor speed
3	000-255	Linear dimming of red lamp beads.
4	000-255	Green lamp bead linear dimming.
5	000-255	Linear dimming of blue lamp beads.
6	000-255	Linear dimming of white lamp beads.
7	000-255	Reset: When the parameter value is 150-255, the whole machine will be reset. The console parameter value must be pulled below 10 and then pushed to 150-255 to be useful. When the parameter value is 000-149, it is useless and cannot be reset.

CH13Channel Description：

passageway	Channel value	basic function
1	000-255	Y-axis motor
2	000-255	Y-axis motor speed
3	000-255	General dimming
4	000-255	Stroboscopic
5	000-255	Linear dimming of red lamp beads.
6	000-255	Green lamp bead linear dimming.
7	000-255	Linear dimming of blue lamp beads.
8	000-255	Linear dimming of white lamp beads.

9	000-255	pattern
10	000-255	speed
11	000-255	Background color
12	000-255	Background tone light
13	000-255	Reset: When the parameter value is 150-255, the whole machine will be reset. The console parameter value must be pulled below 10 and then pushed to 150-255 to be useful. When the parameter value is 000-149, it is useless and cannot be reset.

CH43Channel Description：

passageway	Channel value	basic function
1	000-255	Y-axis motor
2	000-255	Y-axis motor speed
3	000-255	The first red lamp bead dims linearly.
4	000-255	The first green lamp bead dims linearly.
5	000-255	The first blue lamp bead dims linearly.
6	000-255	The first white lamp bead dims linearly.
…	…	… …
39	000-255	Linear dimming of the tenth red lamp bead
40	000-255	Linear dimming of the tenth green lamp bead
41	000-255	Linear dimming of the tenth blue lamp bead
42	000-255	Linear dimming of the tenth white lamp bead
43	000-255	Reset: When the parameter value is 150-255, the whole machine will be reset. The console parameter value must be pulled below 10 and then pushed to 150-255 to be useful. When the parameter value is 000-149, it is useless and cannot be reset.

9.Mode effect （Prompt: mode code 9~120, push and pull RGB to change the background color。）

Channel value	Mode code	effect
0-1	**0**	No effect
2-3	**1**	R Red light.
4-5	**2**	G Green light.
6-7	**3**	B Blue light.
8-9	**4**	W White light.
10-11	**5**	RG red green dye lamp.
12-13	**6**	RB red blue dye lamp.
14-15	**7**	GB green blue dye lamp.
16-17	**8**	Comprehensive 1-7 effect circulation.
18-19	**9**	R A red light runs away.
20-21	**10**	G A green light runs away.
22-23	**11**	B A blue light runs away.
24-25	**12**	W A white light runs away.
26-27	**13**	RG, a red and green dye lamp, runs with water.
28-29	**14**	RB A red and blue dye lamp ran away.

30-31	**15**	GB A green and blue dye lamp runs with water.
32-33	**16**	Comprehensive 9-15 effect cycle.
34-35	**17**	R Two red lights run with water.
36-37	**18**	G The two green lights run with water.
38-39	**19**	B Two blue lights are running away.
40-41	**20**	W Two white lights run with water.
42-43	**21**	RG two red and green dye lights run with water.
44-45	**22**	RB's two red and blue dye lamps run with water.
46-47	**23**	GB Two green and blue dye lamps run with water.
48-49	**24**	Comprehensive 17-23 effect cycle.
50-51	**25**	R Three red lights run with water.
52-53	**26**	G The three green lights run with water.
54-55	**27**	B The three blue lights run with water.
56-57	**28**	W The three white lights run with water.
58-59	**29**	RG three red and green dye lights run with water.
60-61	**30**	RB's three red and blue dye lamps run with water.
62-63	**31**	GB Three green and blue dye lamps running with water.
64-65	**32**	Comprehensive 25-31 effect cycle.
66-67	**33**	R A red light refreshes.
68-69	**34**	G A green light refreshes.
70-71	**35**	B A blue light refreshes.
72-73	**36**	W A white light refreshes.
74-75	**37**	RG refreshes with a red and green dye lamp.
76-77	**38**	RB A red blue dye lamp refreshes.
78-79	**39**	GB A green and blue light refreshes.
80-81	**40**	Comprehensive 33-39 effect cycle.
82-83	**41**	R Two red lights refresh.
84-85	**42**	G Two green lights refresh.
86-87	**43**	B Two blue lights refresh.
88-89	**44**	W Two white lights refresh.
90-91	**45**	RG two red and green dye lights refresh.
92-93	**46**	RB two red and blue dye lights refresh.
94-95	**47**	GB Two green and blue dye lights refresh.
96-97	**48**	Comprehensive 41-47 effect cycle.
98-99	**49**	R A red light runs back and forth.
100-101	**50**	G A green light runs back and forth.
102-103	**51**	B A blue light runs back and forth.
104-105	**52**	W A white light ran back and forth.
106-107	**53**	RG runs back and forth with a red and green dye lamp.
108-109	**54**	RB runs back and forth with a red and blue dye lamp.
110-111	**55**	GB A green and blue dye lamp runs back and forth.
112-113	**56**	Comprehensive 49-55 effect cycle.
114-115	**57**	R Two red lights run back and forth.
116-117	**58**	G Two green lights run back and forth.
118-119	**59**	B Two blue lights run back and forth.
120-121	**60**	W Two white lights run back and forth.
122-123	**61**	RG runs back and forth with two red and green dye lights.

124-125	**62**	RB runs back and forth with two red and blue dye lights.
126-127	**63**	GB Two green and blue colored lights run back and forth.
128-129	**64**	Comprehensive 57-63 effect cycle.
130-131	**65**	R Run back and forth with a red light at each end.
132-133	**66**	G Run back and forth with a green light at each end.
134-135	**67**	B Run back and forth with a blue light at each end.
136-137	**68**	W Run back and forth with a white light at each end.
138-139	**69**	RG runs back and forth with one red and green dye lamp at each end.
140-141	**70**	RB runs back and forth with a red and blue dye lamp at both ends.
142-143	**71**	GB runs back and forth with one green and blue dye lamp at each end.
144-145	**72**	Comprehensive 65-71 effect cycle.
146-147	**73**	R Run back and forth with two red lights at each end.
148-149	**74**	G Run back and forth with two green lights at each end.
150-151	**75**	B Run back and forth with two blue lights at each end.
152-153	**76**	W Run back and forth with two white lights at each end.
154-155	**77**	RG runs back and forth with two red and green colored lights at each end.
156-157	**78**	RB runs back and forth with two red and blue dye lights at both ends.
158-159	**79**	GB Two green and blue colored lights run back and forth at each end.
160-161	**80**	Comprehensive 72-79 effect cycle.
162-163	**81**	R A red light refreshes back and forth.
164-165	**82**	G A green light refreshes back and forth.
166-167	**83**	B A blue light refreshes back and forth.
168-169	**84**	W A white light refreshes back and forth.
170-171	**85**	RG refreshes back and forth with a red and green dye lamp.
172-173	**86**	RB A red blue dye lamp refreshes back and forth.
174-175	**87**	GB A green and blue colored light refreshes back and forth.
176-177	**88**	Comprehensive 81-87 effect circulation.
178-179	**89**	R A red light running with a shadow.
180-181	**90**	G A green light running with a shadow.
182-183	**91**	B A blue light is running with a shadow.
184-185	**92**	W A white lamp running with a shadow.
186-187	**93**	RG a red and green dye lamp running with a shadow.
188-189	**94**	RB A red and blue dye lamp ran with a shadow.
190-191	**95**	GB A green and blue dye lamp running in water has a shadow.
192-193	**96**	Comprehensive 89-95 effect cycle.
194-195	**97**	R Two red light pendulums.
196-197	**98**	G Two green light pendulums.
198-199	**99**	B Two blue light pendulums.
200-201	**100**	W Two white light pendulums.
202-203	**101**	RG two red and green colored light pendulums.
204-205	**102**	RB two red and blue dye lamp pendulums.
206-207	**103**	GB Two green and blue colored light pendulums.
208-209	**104**	Comprehensive 97-103 effect cycle.
210-211	**105**	R A red light accumulates.
212-213	**106**	G A green light accumulates.
214-215	**107**	B A blue light is stacked.
216-217	**108**	W A white lamp is stacked.

218-219	**109**	RG A red and green dye lamp is stacked.
220-221	**110**	RB A red blue dye lamp accumulates.
222-223	**111**	GB One green and blue dye lamp is stacked.
224-225	**112**	Comprehensive 105-111 effect cycle.
226-227	**113**	R A red light accumulates back and forth.
228-229	**114**	G A green light is stacked back and forth.
230-231	**115**	B A blue light is stacked back and forth.
232-233	**116**	W A white lamp is stacked back and forth.
234-235	**117**	A red green dye lamp of RG is stacked back and forth.
236-237	**118**	RB A red and blue dye lamp is stacked back and forth.
238-239	**119**	GB A green and blue dye lamp is stacked back and forth.
240-241	**120**	Comprehensive 113-119 effect cycle.
242-243	**121**	Colorful effect 1.
244-245	**122**	Colorful effect 2.
246-247	**123**	Three colorful effects.
248-249	**124**	Red wave.
250-251	**125**	Green waves.
252-253	**126**	Blue waves.
254-255	**127**	Mode code 9-126 cycle; After the mode codes 124, 125 and 126, the colorful waves are over.