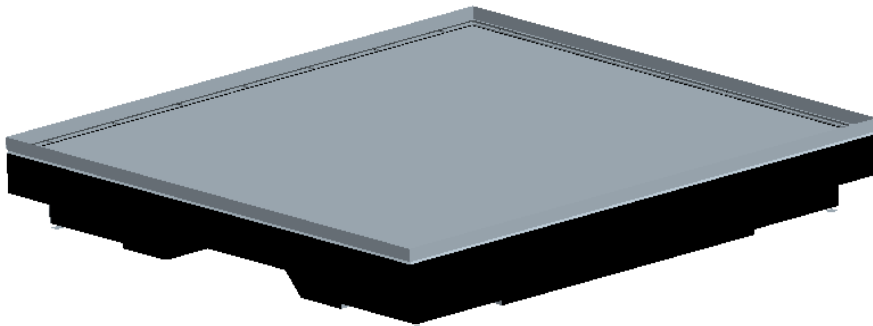


# LED 3D INFINITE DANCE FLOOR

## Product Overview

1. The product is latest updated LED mirror divided dance floor light.
2. With adopted the principle of mirror reflection on this product, the plane effect is transformed to be stereo-effect.
3. With used the technology of SLR partitioning inside and outside, the product's effect is infinitely extended on one direction, which will bring visual impact to customer.
4. Square shape appearance, this product is portable and is convenient to mounting & dismounting.
5. The Application field of this product is widely. They can be used for bar, evening show, KTV, coffee house. Meanwhile, they can be used for commercial illumination, public decoration and home decoration.



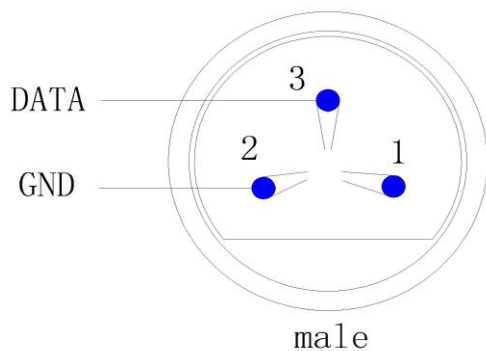
(Plane sketch)

## Specification

### Main Parameter

Model	LED 3D INFINITE DANCE FLOOR
Control mode	SD control with DMX512, sounds active PC control
Dimension(mm)	L500*W500*H70mm
Input Signal	TTL
LED quantity ( pcs/unit )	60pcs
Lamp	LED5050 SMD 3in 1
Max power consumption	12W
Input voltage	AC 90-265V,50-60Hz
N.W.	10KG
Brightness	Very Bright
Panel material	Tempered glass
Base material	ABS
Load-bearing	500KG/m <sup>2</sup>
Protection grade	IP55
Visual angle	180 °
Ambient temperature	-20~ +60 °C
Lifespan	≥50, 000 hours
Insulation grade	CLASSE II

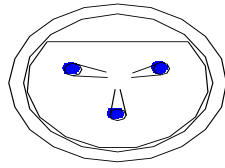
## Signal port definitions



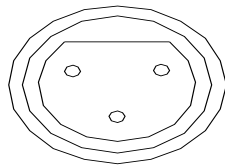
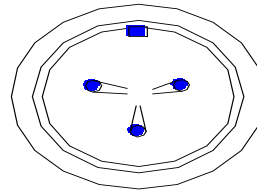
## SET UP

1. Before installation, please be sure to distinguish clearly the ac power input port of lamps and lanterns and the controller signal input port, avoid the wrong line and burn the lamps and lanterns.

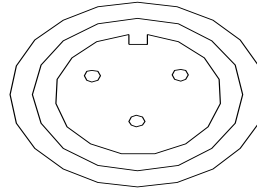
Signal Input



Power Input

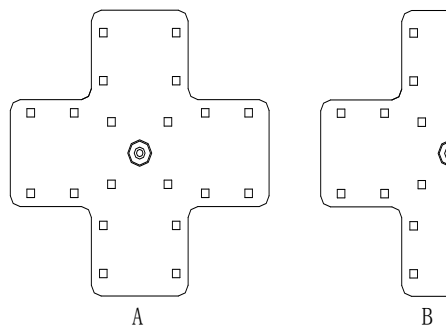


Signal Output



Power Output

2. The fixed base A and B



3. The laying of lamps and lanterns, the starting point to put the SD card controller of lamps and lanterns and power socket as a benchmark.

4. Place the first piece of lamps and lanterns, and connect the power cord and signal lines (avoid signal input and output port position against), orderly arrangement is put in turn.

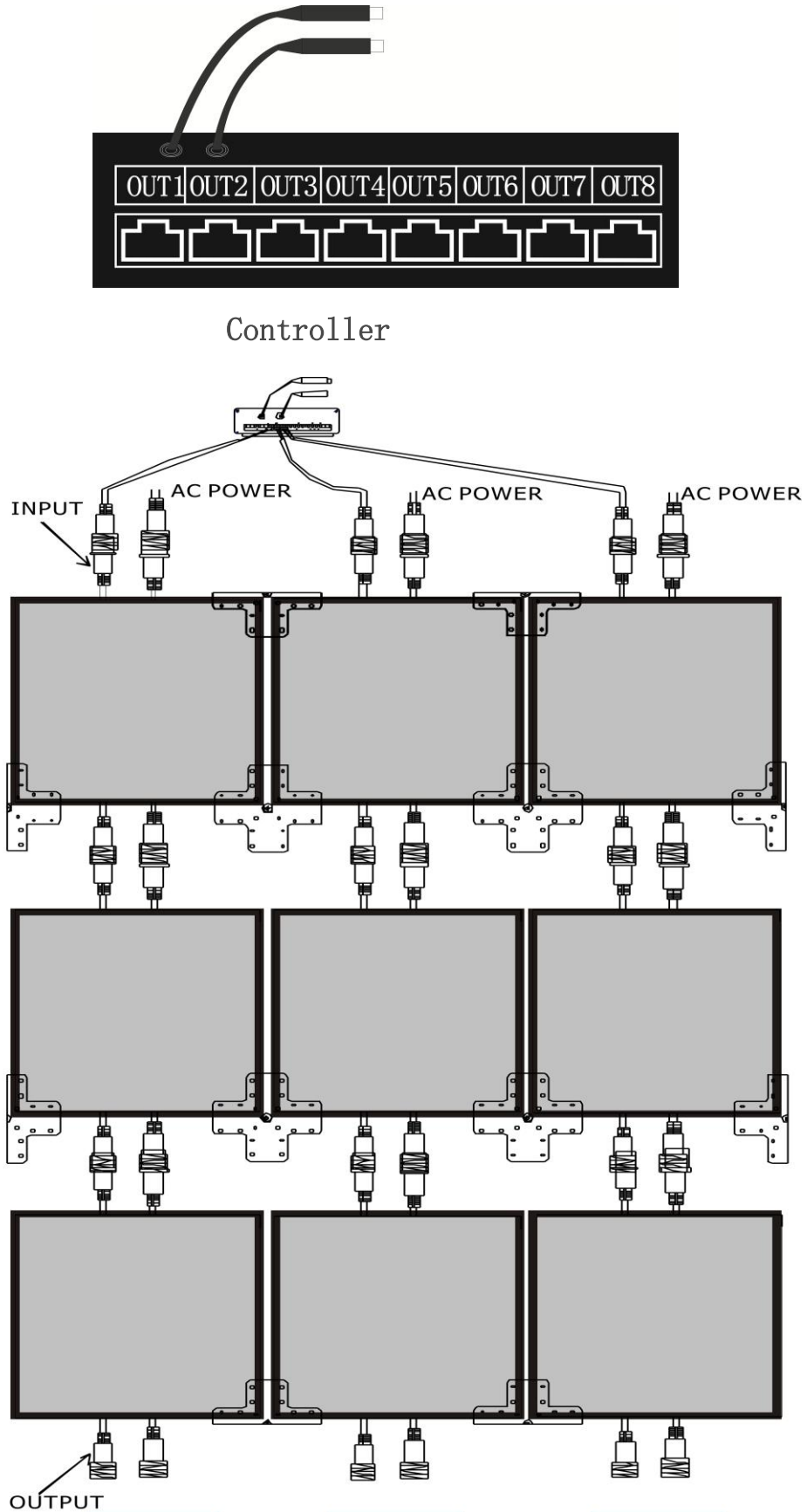
5. With a fixed base connection between various pieces of lamps and lanterns.

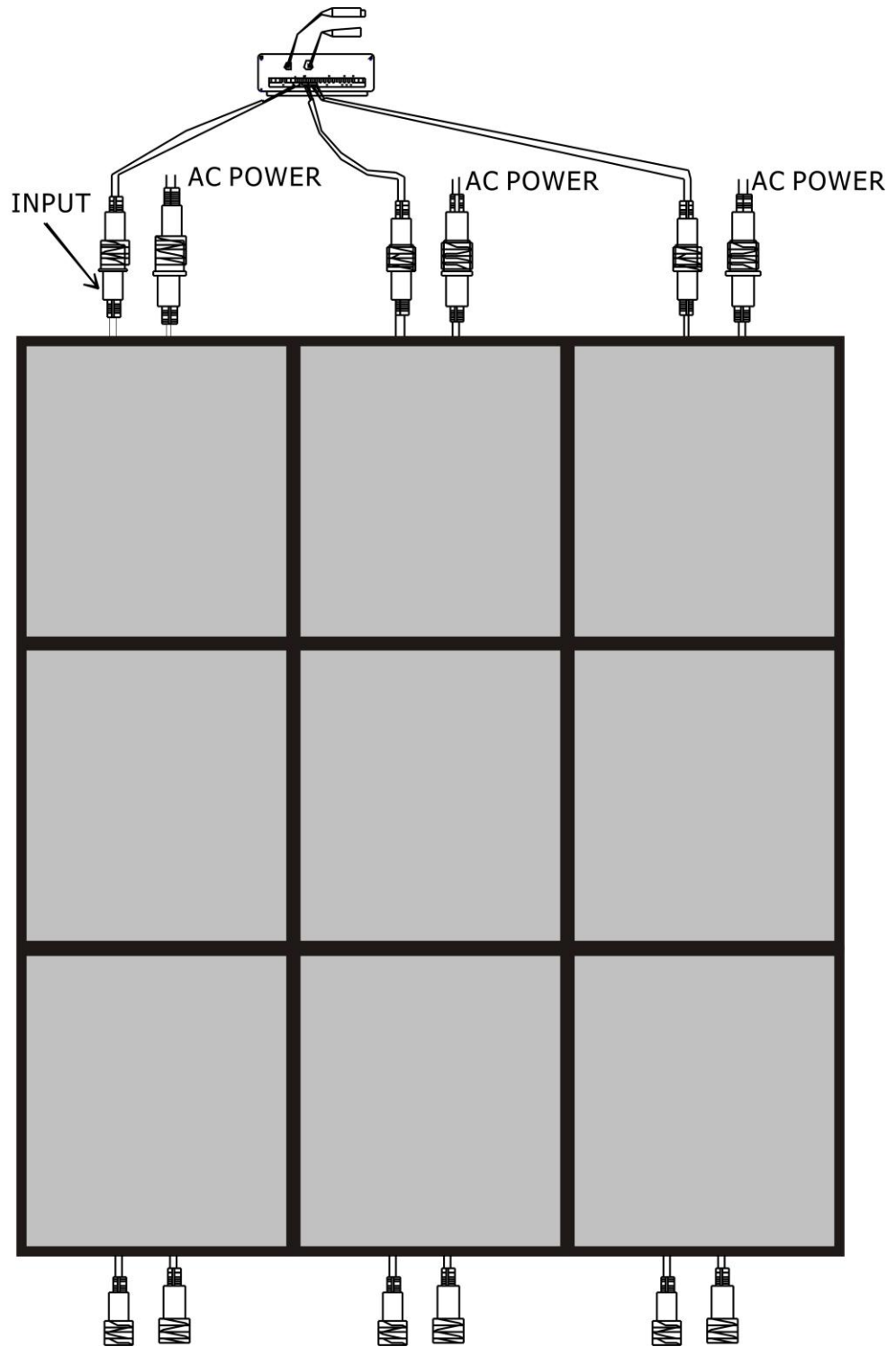
6. Each column of the first piece of lamps and lanterns is connected to external power and signal lines. The same column of lamps and lanterns, connect the power cord after a signal lines and before a signal wire and power cable.

7. **A controller can control eight columns, 20 pieces**, each column can meet multiple controller to control the effect of the lamps and lanterns can joining together. 8 signal output to a controller according to the order, in turn, connect the corresponding column (that is, the controller signal output end of serial number and arrangement of lamps and lanterns column number).

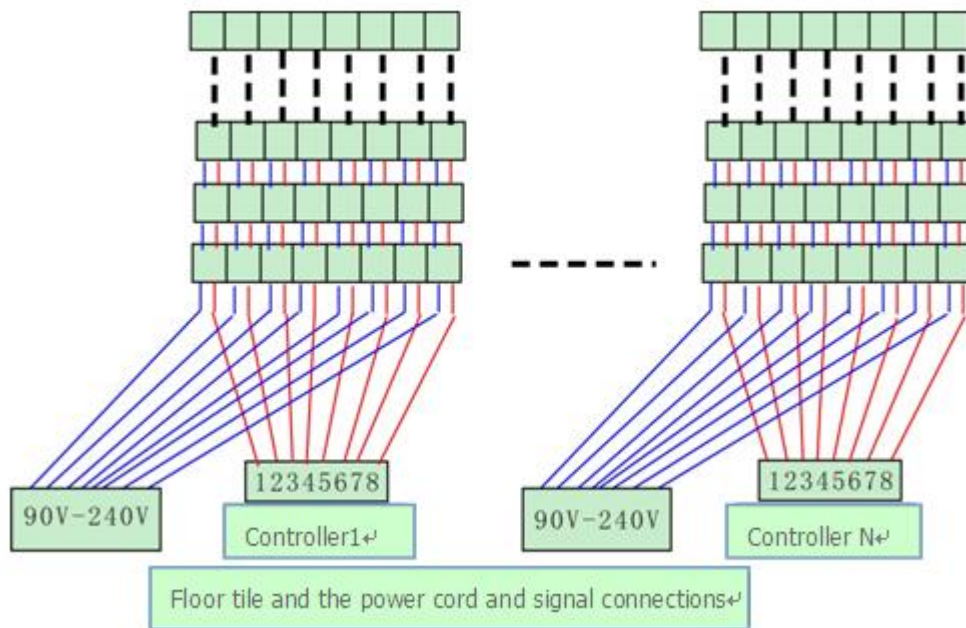
8. Controller can connect DMX controller, the effect of the lamps and lanterns is controlled by DMX controller

9. 3 \* 3 installation schematic diagram



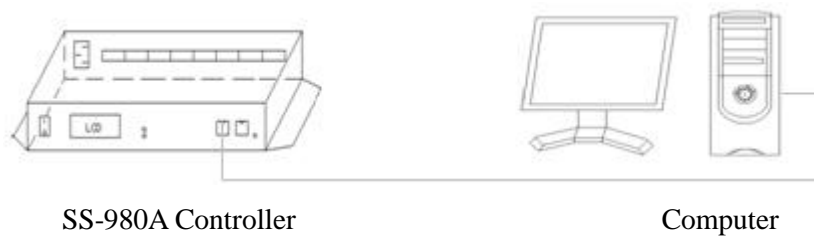


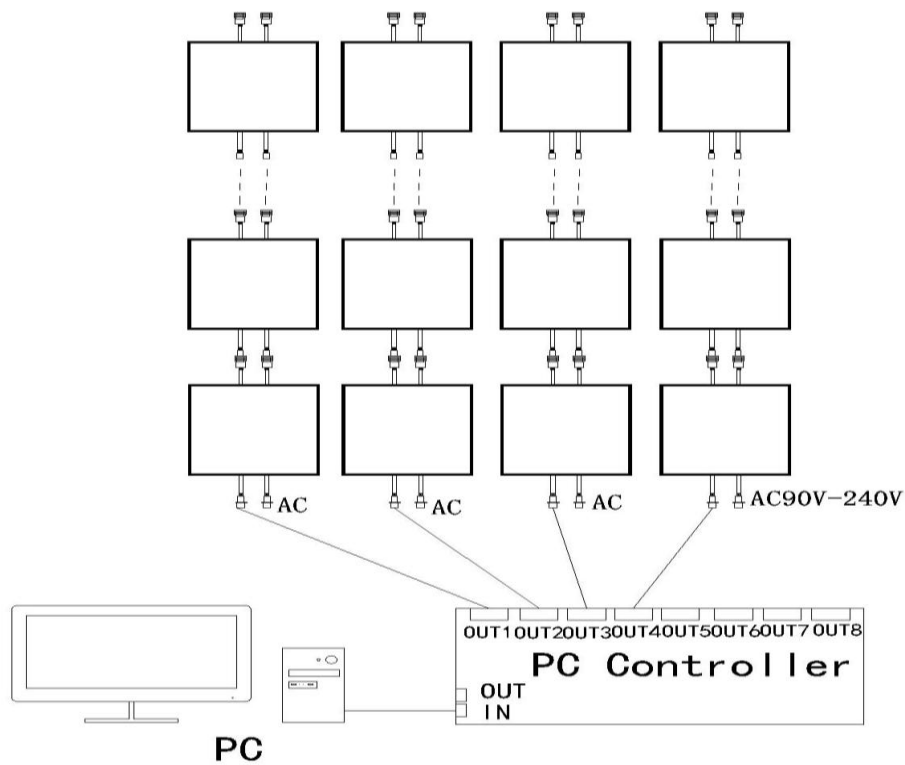
**Floor tile connection diagram :**



**PC Controller On-line , as picture below:**

UDP controller, model: SS-980A

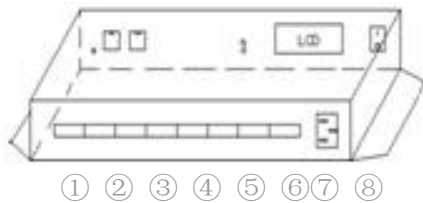




**Sequence of output lines interface:**

5P interfaces from left to right, numbers in turn:

Type	1	2	3	4	5
Normal 980 output	ground	data	lock	clock	enable
	GND	DATA	LE	CLK	OE



YT-S980A output line interface as 8 pieces of 5P interface, respectively are 1-8, as above picture.

**A PC controller has eight outputs, every output can connect 20 lamps and lanterns.**

**Attention:**

1. Plug in or pull out plug signal and SD card in power up situation are not allowed.
- 2, Please do not turn on light and SD controller at the same time, it will cause the current to impact SD controller easily.
- 3, Please do not put the product on the easy-loose or easy-shock place.
- 4, To avoid the electric shock, please ask the technical people to fix this product.
- 5, Please do not combine or break up the lights under power on.
- 6, Please read the user manual and instruction of controllers before using this product.

**Thank you for using the product**