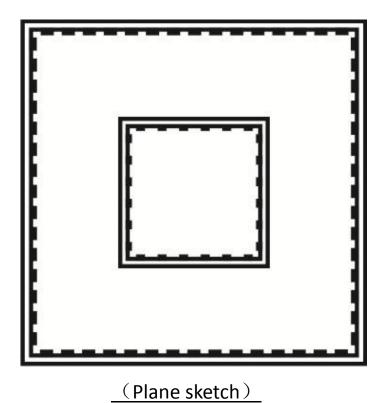
Product Overview

- 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.



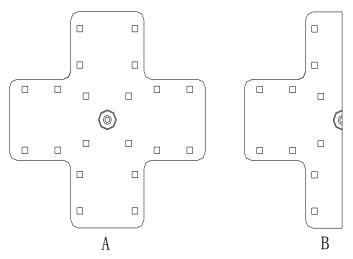
Specification

Main Parameter	
Model	SF-LD50F-II
Control mode	SD control with DMX512, sounds active
Dimension(mm)	L500*W500*H70mm
LED quantity (pcs/unit)	84 pcs
Lamp	LED5050 SMD 3in 1
Max power consumption	20W
Input voltage	AC100-240V,47-63Hz
Output voltage	DC+12V 300W
N.W.	11.18KG
Brightness	Very Bright
Panel material	Tempered glass
Base material	ABS
Load-bearing	500KG/m ²
Protection grade	IP55
Visual angle	180 º
Ambient temperature	-20~ +60°C
Lifespan	≥50, 000 hours
Insulation grade	CLASSE II

Connection of LED dance floor

Attention: the panel surface is tempered glass, please avoid knocking against the corner of termpered glass.

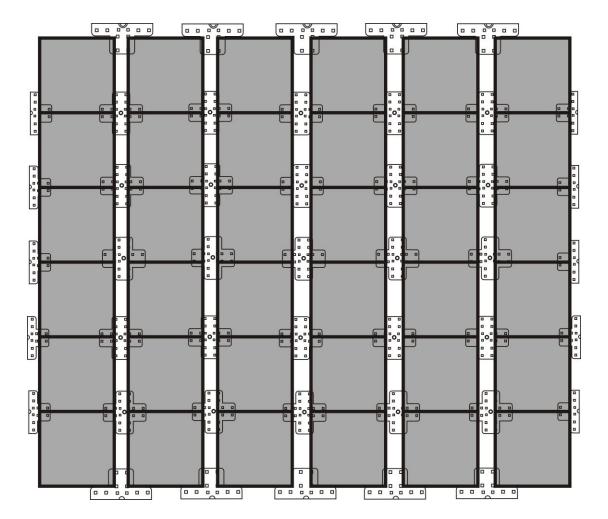
1. LED dance floor sketch map (6*6 panels)



Panel lock A and Panel lock B

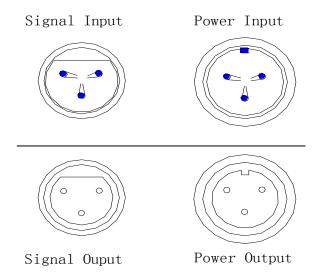
(1) The setting of LED dance floor is subject to the place of SD controller and power socket.

- (2) The LED dance floors have to be connected by signal cable and power cable in sequence. (please avoid positioning of signal cable reversed),
- (3) The base of LED dance floor have to be connected by panel lock (as shown)



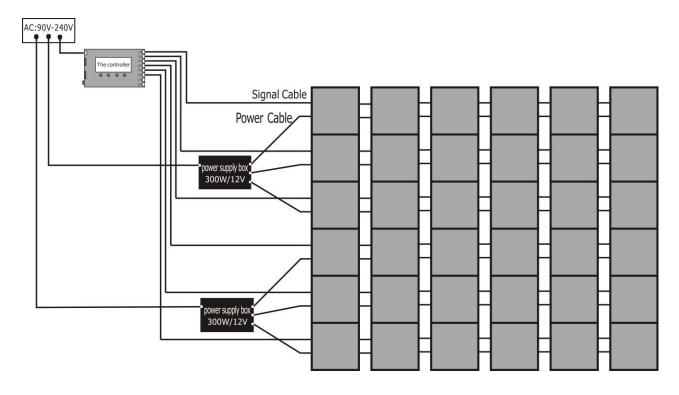
2. LED dance floor sketch map (6*6 panels)

- (1) The first panel of Each line should be connect with external power cable and signal cable. On the one line of LED dance floor, the signal and power cable of latter LED dance floor should be connected with the former's signal and power cable.
- (2) There are 8 line signal output on a controller, each line can be connected with more than 40 piece of LED dance floor, the effect of controller can be merged together.
 There are 8 line signal output on a controller, each line signal output have to connected with LED dance floor in sequence(The serial number of signal output must be same as serial number of led dance floor).
- (3) The controller can be connected with DMX controller, then LED dance floor can be controlled via DMX controller.



(Plugs of signal & power)

Attention: each power supply only can be connected with 20 piece of LED dance floor in series.



Connection map

Operating instructions for DMX control mode

DMX Channel list:

Channel	Function	DMX value	Description		
		0-28	Volume 1		
		29-57	Volume 2 (Revised, blank)		
		58-86	Volume 3 (Revised, blank)		
		87-115	Volume 4 Revised, blank)		
1	Volume	116-144	Volume 5 Revised, blank)		
		145-173	Volume 6 Revised, blank)		
		174-202	Volume 7 Revised, blank)		
		203-231	Volume 8 Revised, blank)		
		232-255	Volume 8 Revised, blank)		
		0-34	Speed 5		
		35-69	Speed 6		
		70-104	Speed 7		
2	Speed -	105-139	Speed 8		
2		140-174	Speed 9		
		175-209	Speed 10		
		210-244	Speed 11		
		245-255	Speed 12		
3	Mode on ten	0-128	Value "0"		
3	digit	129-255	Value "5"		
		0-49	Value "0"		
	Mode on ten digit	50-99	Value "1"		
4		100-149	Value "2"		
		150-199	Value "3"		
		200-255	Value "4"		
5	Mode on	0-128	Value "0"		
<u> </u>	units digit	129-255	Value "5"		
		0-49	Value "0"		
	Mode on - units digit -	50-99	Value "1"		
6		100-149	Value "2"		
		150-199	Value "3"		
		200-255	Value "4"		

Channel	1	2	3	4	5	6
	Volume	Speed	Mode on te	en digit	Mode on ι	units digit

	9			4		4
	8	12				
	7	11	5	3	5	3
	6	10				
Slider	5	9		2		2
location	4	8				
	3	7		1		1
	2	6	0		0	
	1	5		0		0

Attention:

- 1. Under DMX mode, there are 28 patterns in controller.
- 2. Channel 1: Volume, which is revised function, blank.
- 3. Channel 2: Speed, which can change speed of patterns.
- 4. The digit sum of the value of Channel 3 & Channel 4 is stand for the number on ten digit.
- 5. The digit sum of the value of Channel 5 & Channel 6 is stand for the number on units digit.

For example, under DMX mode, volume=1, speed=7, mode=62. The sliders on each channel will be the graphic like as below,

Channel	1	2	3	4	5	6
	Volume	Speed	Mode on ten digit		Mode on units digit	
			_			
			-			
			•			
Sliders						
location						
		•	=		•	
				•	-	
	•					

Channel	1	2	3	4	5	6
			5			
Sliders						
location						2
		7			0	
				1		
	1					

Operating instructions for SD control mode

Description for each menu in SD controller

Menu	Value	Description			
DMX address 001	001-255	Under DMX mode and setting DMX address			
Languages	Chinese/ English	Change language			
Brightness	1-5	Revised. Default will be "1", other else are			
		blank			
Auto mode 00 (mode 1)	Auto mode 00; Mode	To choose one of pattern to play,			
	from 1 to 99	automatically			
Speed	5-12	To adjust the speed of pattern running			
Volume	1-9	Revised. Default will be "1", other else are			
		blank			

The detail operating instructions under the SD control mode.

1, DMX address setting.

Click "menu" to choose the menu of DMX address, click "up" or "down" to change DMX address, then click "ENTER" to save the setting.

(Attention: Under DMX control mode, Control signals will be sent out from DMX controller only, other functions on SD controller will be invalid; Under DMX control mode, LED dance floor will enter the blank-out status if the value of CH3, CH4, CH5, CH6 was "255")

2. Language setting.

Click "menu" to choose Language option, click "up" or "down" to choose language version, Click "ENTER" to save the settings.

3. Brightness setting

It is revised function. The default must be "1", otherwise SD controller can't work normally.

4. Patterns setting

Click "menu" to choose "auto mode 00" option, click "up" or "down" to choose pattern, then click "enter" to save the settings.

Attention:

Under the menu of Auto mode 00, LED dance floor will automatically play all of patterns in turns:

Under mode 1~8, patterns will accompany by external sounds to change;

Under mode 9~15, patterns will accompany by internal audio signal to change;

Under mode 16~95, patterns will be played by user option.

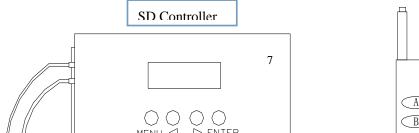
5. Speed setting

Click "menu" to choose "speed" option, click "up" or "down" to choose speed of pattern, then click "enter" to save the settings.

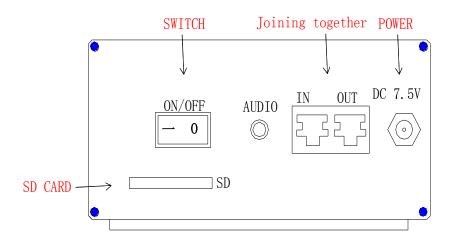
6. Volume setting

- 7、 It is revised function. The default must be "1", otherwise SD controller can't work normally.
- 8. Usage of remote device

Under mode 1~95, pattern can be changed via click "C" or "D" button on the remote device.

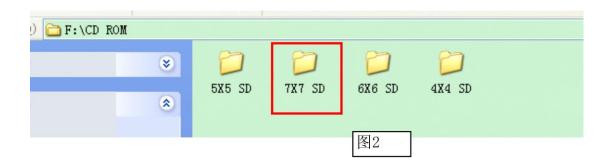






Operation instructions for SD controller & patterns file. (Use 7 x 7 piece of LED dance floor as example)

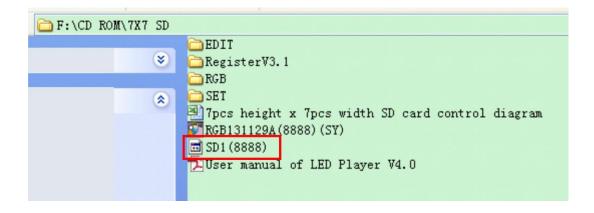
1. Open CD disk that we provided, and find out folder named as "7 X 7 SD" (the size of patterns can be customized by customer requirement.). Copy the folder "7 X 7 SD" and paste on computer.

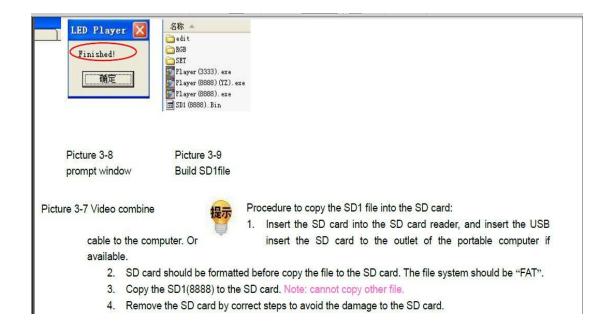


2. Insert SD card into computer. The SD card has to be formatted before paste the folder "7 X 7 SD"; Pull out SD card and insert SD into SD controller, then patterns can be played normally.

(Attention: there is only one pattern file in SD card, otherwise patterns files won't be played normally.)







3. Attention:

Each patterns file in folder and LED player one-to-one correspondence. For example, the patterns file "7 X 7 SD" can't be use in the LED player for the size of 6 X 6 patterns.

Regarding how to program the patterns by software, please check the detail in CD disk.

Notes:

- 1. It is not allow to pulling out signal cable & SD disk as fixture power on.
- 2. It is not allow to switching on LED dance floor & SD controller as the same time, otherwise it will be easy to break the SD controller by current impacting.
- 3. This user manual is only for off-line SD controller. Regarding on-line controller use, please check the user manual in CD disk.

Thank you for using the product