

LIGHT ENGINE USER MANUAL

MODEL: LEI-4121DMX
LEI-4241DMX
LEI-4361DMX

Packing List:

Light Engine	1 Unit
Fiber Connector.....	1 PC
Remote Control.....	1 PC (Optional)
User Manual.....	1 PC
Signal Cable.....	1 PC
Fuse.....	1 PC
Power Cord.....	1 PC



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App Store



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Google Play

LIGHT ENGINE USER MANUAL



Please read the User Manual carefully before operation. Our company reserves the right to interpret the contents of the Manual. The appearance of light engines of different models may vary from the above pictures. Specifications, appearance, functionality, software, etc. are subject to change without prior notice.



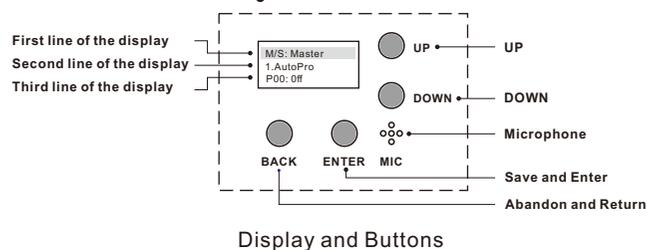
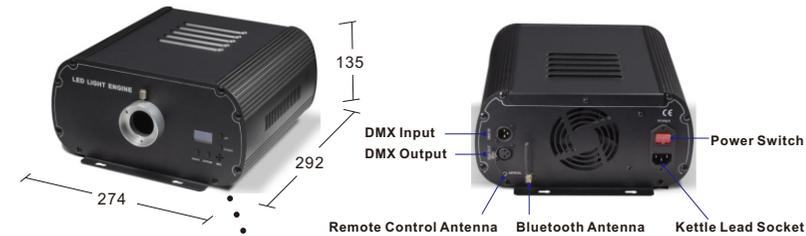
Please read the User Manual carefully before use. If you have any questions about the safe operation and maintenance of light engines, please contact the dealer.

Usage Guidelines

Safety Warnings:

1. The in-house foam needs to be removed before use;
2. Must be installed by a professional.
3. Make sure that the power supply voltage is compatible with this light engine;
4. Prohibit use at high temperature ($\leq 40^{\circ}\text{C}$);
5. Prohibit installation in a small enclosed space to avoid insufficient heat dissipation;
6. Prohibit placing in rain or humid places to prevent the risk of electric shock;
7. No hot plugging or unplugging of power cords;
8. Prohibit looking directly at the LED module through the port of the light engine;

I. Dimensions of the Light Engine



II. Technical Parameters

Item No.	LEI-4121DMX	LEI-4241DMX	LEI-4361DMX
Input Voltage	100V-240V AC	100V-240V AC	100V-240V AC
Power Consumption	80 W	120 W	150 W
LED	1-4X12W	1-4X24W	1-4X36W
Emitting Colors	RGBW	RGBW	RGBW
LED Lifespan	50000H	50000H	50000H
Twinkle	✓	✓	✓
DMX 512	✓	✓	✓
Sound Control	✓	✓	✓
Remote Control	Optional	Optional	Optional
BLE	Optional	Optional	Optional
Dimensions	L292XW274XH135 mm	L292XW274XH135 mm	L292XW274XH135 mm
Weight	5.0Kg	5.5Kg	5.6Kg
Fiber Connector Aperture	MAX: $\phi 30\text{mm}$	MAX: $\phi 30\text{mm}$	MAX: $\phi 30\text{mm}$
Maximum Fiber Strands	$\phi 0.75\text{X}1250\text{PCS}$	$\phi 0.75\text{X}1250\text{PCS}$	$\phi 0.75\text{X}1250\text{PCS}$

III. Light Engine Settings

1. These light engines are DMX512 models, and can be used in two ways: either as a single independent light engine or in a Master/Slave configuration with several light engines connected together using DMX cables. The control methods under different working conditions are as follows:

Working Status	Master/Slave	Built-in Programs	Remote Control	DMX Controller	Sound	APP
Standalone	Master	✓	✓	×	✓	✓
	Slave	×	×	✓	×	×
Multiple Units in Series	Master	✓	✓	×	✓	✓
	Slave	×	×	✓	×	×

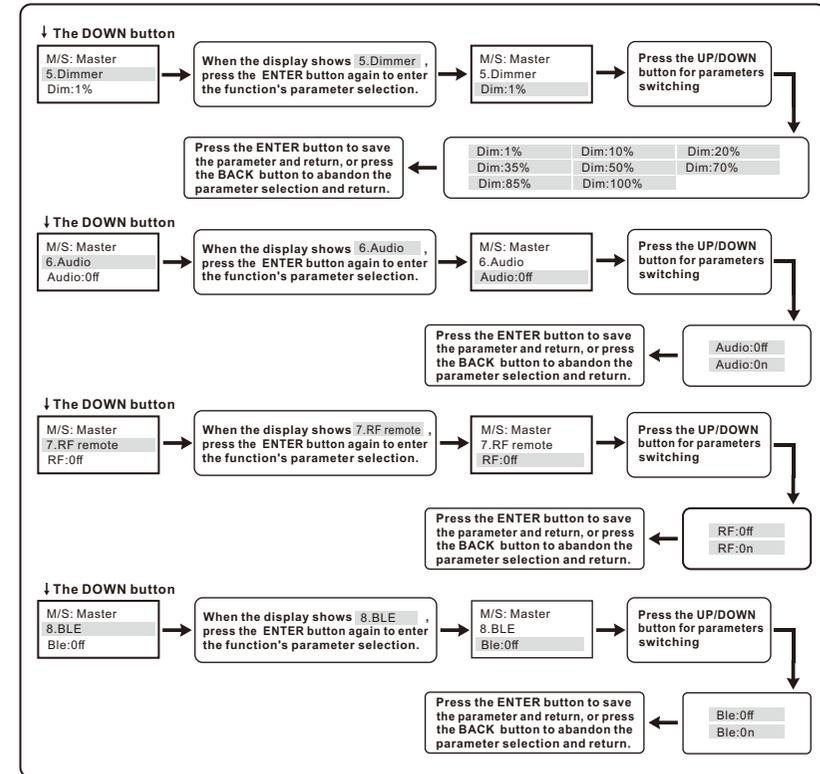
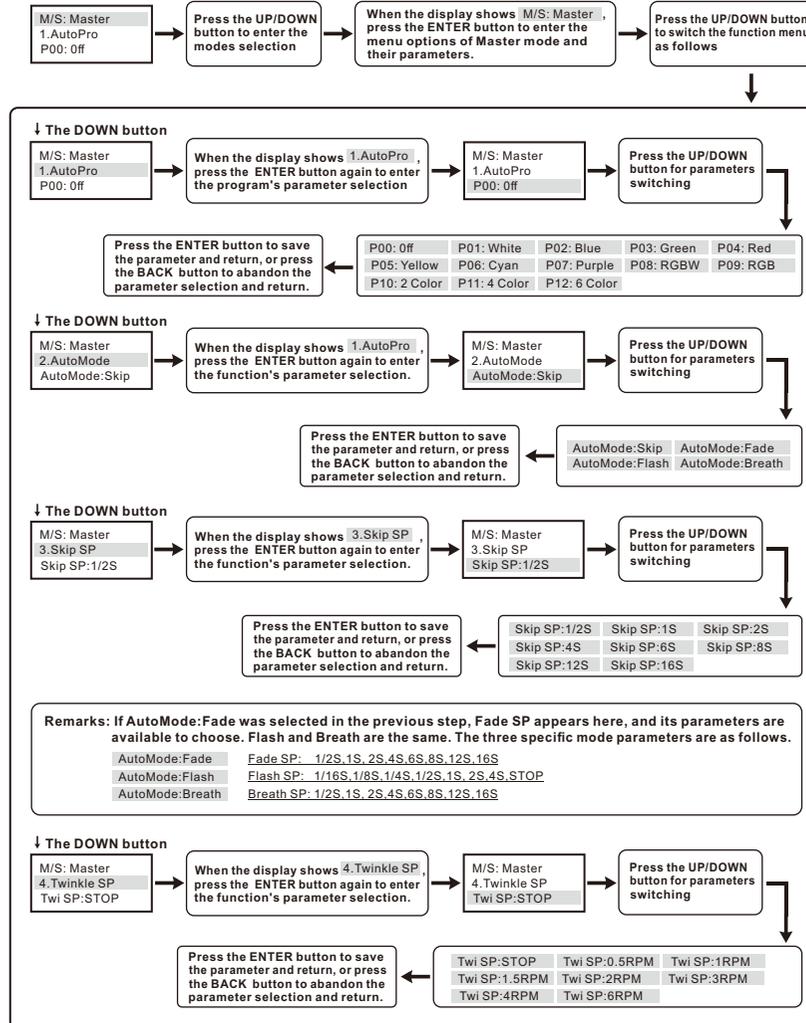
2. Operating instructions for the display and buttons

The Display	The First Line	the first-level menu, Master/Slave
	The Second Line	The second-level menu, built-in programs or function
	The Third Line	the third-level menu, the parameters
The Buttons	BACK	BACK: Pressing the BACK button will abandon the existing selection and return to the previous level of the menu. Pressing continuously will return to the work status display and switch between multiple pages
	ENTER	1. When no menu is selected, pressing the ENTER button will enter the first-level menu. 2. When there is a menu selected, pressing the ENTER button will: a. save the existing selection and enter the next-level menu; b. save the existing selection and return to the second-level menu when the selected menu is a third-level one.

The Buttons	UP/DOWN	1. When the ENTER button is not pressed, pressing the UP or DOWN button will display the current mode menu. 2. After pressing the ENTER button, pressing the UP or DOWN button can scroll up and down the currently selectable functions or parameters. Then press the ENTER button to save or BACK to abandon the selection.
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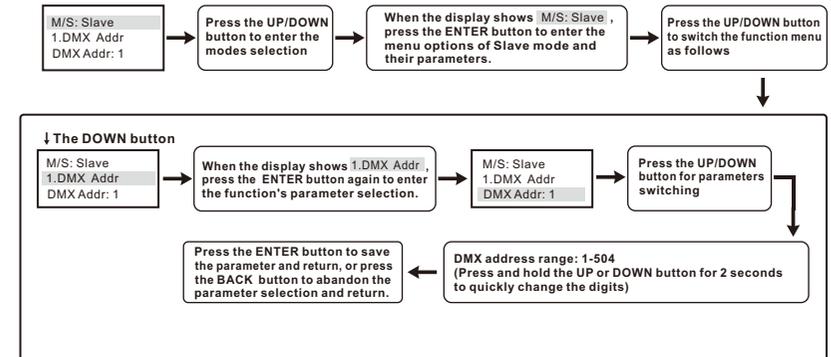
3. The Settings of a Master light engine

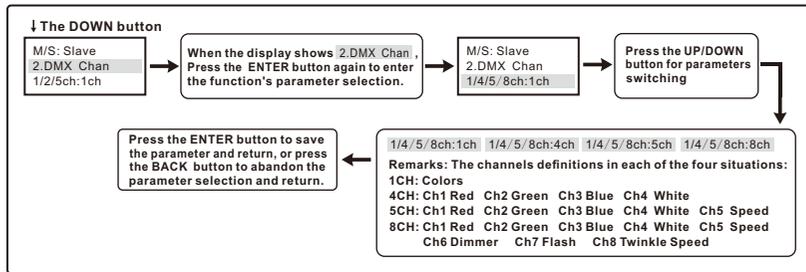
Press the ENTER button to enter the setup mode. When the text turns black and the background is highlighted, this level of the menu is ready for editing



3. The Settings of a Slave light engine

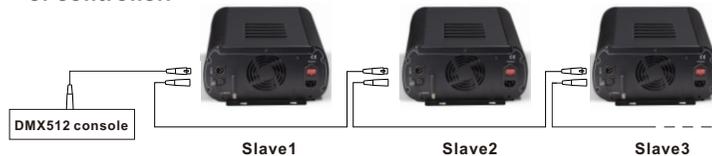
Press the ENTER button to enter the setup mode. When the text turns black and the background is highlighted, this level of the menu is ready for editing



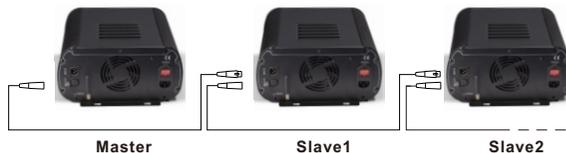


- * If all light engines operate synchronously, the DMX address of all slave machines should always set as "1".
- * If each machine needs to be individually programmed and controlled using a DMX512 console, the DMX address of the first Slave machine should be 1, the second one needs to be 9 (the channels number plus 1), and the third needs to be 17 and so on

5. Connection diagram of Slave light engines when there is a DMX console or controller.



6. Connection diagram of light engines in Master and Slave Control Mode.



IV. Use of remote control:

1. Before using the remote control:

- (1) There is a ON/OFF switch on the right side of the remote control, which needs to be pulled to the "ON" state (pulled upward).
- (2) Choose the right model of the battery and make sure it has enough power.
- (3) The remote control needs to be paired with the light engine before use (Factory paired).
- (4) After the pairing is completed, the remote control is ready for use.
- (5) The light engine accepts the control of the paired remote control only.

2. How to pair the remote control with a light engine:

- (1) Set the light engine to be a Master, and turn on the remote control function in the display. The display as shown on the right.

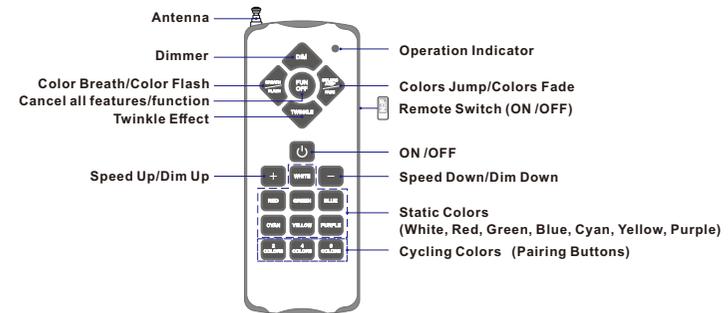
M/S: Master
7.RF remote
RF:0n

- (2) Press and hold any of the three pairing buttons on the remote control and turn on the light engine. When the light engine flashes 3 times, pairing is done.

3. The pairing rules of the remote control and the light engine:

- (1) The three buttons on the bottom of the remote control are pairing buttons.
- (2) Each of the three buttons can be paired with multiple light engines and will have the same effect.
- (3) Each light engine can only be paired with a maximum of three buttons with different functions. These three buttons can come from different remote controls
- (4) Once the light engine is successfully paired with a remote control, the pairing function cannot be canceled, but can be overwritten.
- (5) For the same light engine, the pairing button with the same function can overwrite the previous pairing button.

4. Remote control button function description:



Remarks:

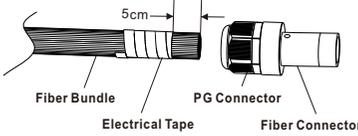
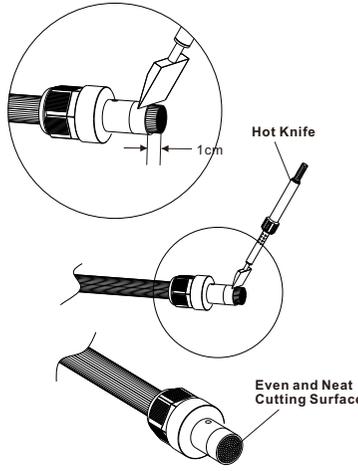
- (1) Operation overview: Please always operate the remote control in the following order. Firstly, choose colors; secondly, choose a function/feature; thirdly, press "+" or "-" to adjust.
- (2) Breath/Flash button: For single and cycling colors, press it to select one of the Breathing and Flashing features, and press it again to select the other. Then press "+" or "-" button to adjust the color Breathing/Flashing rate.
- (3) Colors Jump/Fade button: For cycling colors, press it to select one of the Jumping and Fading features, and press it again to select the other. Then press "+" or "-" button to adjust the colors Jumping or Fading rate.
- (4) DIM button: Press it and the light engine will automatically output medium or full brightness according to its current brightness value. Then press "+" or "-" button to dim up or down the light engine
- (5) Twinkle button: Press it, and the light engine will automatically output a medium/full speed according to the current wheel speed value. Then press "+" or "-" to change the twinkling rate.
- (6) When FUN OFF is pressed, the light engine will emit single or cycling colors (Jump/Fade) with no other features.
- (7) The remote control can work alone or together with the APP and/or the OELD display buttons.
- (8) The light engine has a memory function. When it shuts down or loses power during normal operation, the machine will automatically resume the last program on restart.

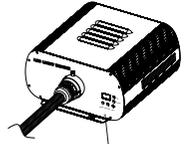
V. Mobile APP Control

On the cover page of the User Manual, there are QR codes for downloading the corresponding mobile phone APP. After downloading, make sure that the BLE setting on the light engine is "ON". Then connect the light engine to the APP and operate it. For the specific connection steps and operation methods, please refer to the APP Instruction Manual (Please contact the sales for it)

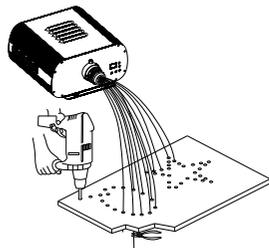
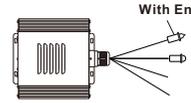
VI. Fiber Bundle Assembly and Installation

1. Fiber connectors/couplings assembly

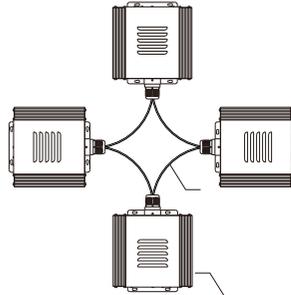
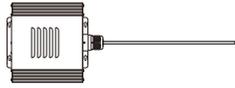
 <p>Fiber Bundle Electrical Tape PG Connector Fiber Connector</p>	<p>Step A:</p> <p>Cut the fiber strands to the desired length. Bundle one end together and make the surface flush. Tighten the bundle with an electrical tape at 5cm away from the end. Loosen the nut on the PG connector, insert the harness end into it. For the sheathed fiber cables, peel off the sheath 10cm before the assembly.</p> <p>Remarks:</p> <p>The fiber bundle needs to match the fiber connector in size. If the port aperture is bigger than the bundle, insert dead fiber strands into the fiber connector to make it full. Make sure that the fiber strands are straight in the fiber connector, which is better for light output.</p>
 <p>Hot Knife 1cm Even and Neat Cutting Surface</p>	<p>Step B:</p> <ol style="list-style-type: none"> 1. Push the fiber bundle 1cm out of the fiber connector, and fasten the nut of the PG connector. 2. Heat the hot knife to about 250 degree Celsius. Hold the hot knife firmly and cut the fiber bundle flush with the fiber connector. The angle between the hot knife and the fiber pot is suggested to be 25-30 degrees as shown in the left pictures <p>Remarks:</p> <p>If the fiber bundle is not cut well, for example, the surface is not even, not neat, or in other bad conditions, loosen the nut and push the fiber bundle 1cm out of the connector again, and repeat the cutting procedure.</p>

 <p>LED Light Engine</p>	<p>Step C:</p> <p>Loosen the screw on the light engine port ferrule, and insert the ready fiber connector into the ferrule. Then tighten the screw against the countersunk holes on the fiber connector.</p>
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2. Fiber strands installation on ceilings

	<ol style="list-style-type: none"> 1. Drill holes on the ceiling as required by the pattern. Insert the fiber strands into the holes and glue them with the resin adhesive. Cut the fiber ends flush with the ceiling or leave 2-3mm protrusion. 2. The fiber strands cannot be folded in half, and the bending radius should not be less than 10 times of its diameter.
 <p>With End Pieces</p>	<p>Fiber tail ends can be mounted with end fittings to present more optical effects.</p>

3. Side Lighting Fiber Optic.

<p>Multi sets Double Lighting</p>  <p>LED Light Engine</p>	<p>Single End Lighting</p>  <p>Double Ends Lighting Fiber Optic</p> 
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