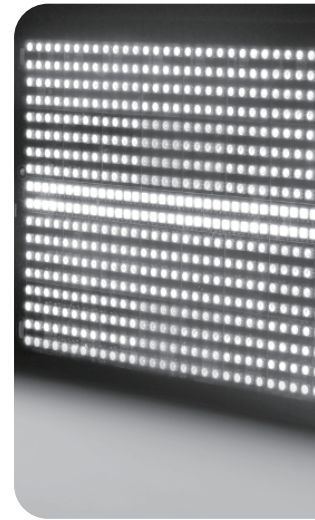
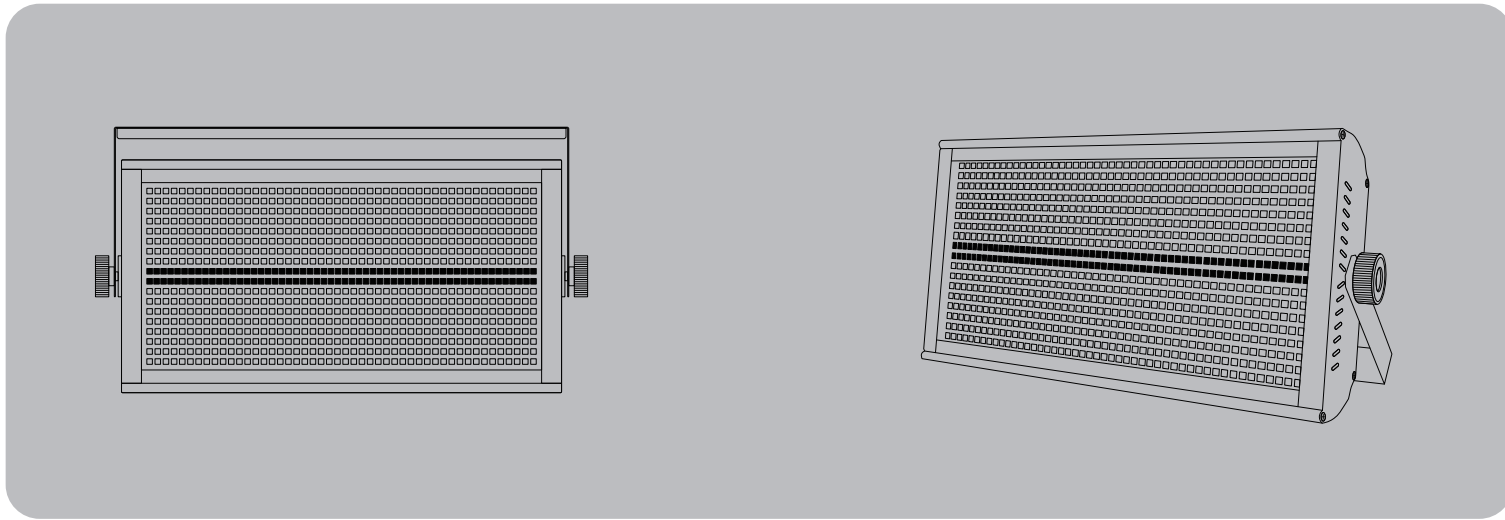


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# ***User Manual***

***250W Strobe Light***

**Model: LF4808**

## DMX512 console channel

After startup, set the address code of all lighting devices. All lighting devices are connected to the DMX512 console with a three-core signal line, and the address code will stop flashing, indicating that the DMX512 console signal has been sent to the lighting device. Using the DMX512 console, the relevant functions are controlled according to the instructions of each channel.

### Description of the channel

4CH	Value	Function
CH1	000-255	R
CH2	000-255	G
CH3	000-255	B
CH4	000-255	W

15CH	Value	Function
CH1	000-255	Aiming
CH2	000-255	R
CH3	000-255	G
CH4	000-255	B
CH5	000-255	W
CH6	000-255	Pigment
CH7	000-255	RGB pattern
CH8	000-255	RGB velocity
CH9	000-255	W pattern
CH10	000-255	W velocity
CH11	000-255	RGBW strobe
CH12	000-255	RGBW pattern
CH13	000-255	RGBW velocity
CH14	000-255	Background color
CH15	000-255	Background color light

152CH	Value	Function
CH1	000-255	Linear light change of the red light beads in section 01.
CH2	000-255	Linear change of the green bead in section 01.
CH3	000-255	Linear light change of the blue lamp beads in section 01.
CH4	000-255	Part 2 has a linear dimming with a red light bead.
CH5	000-255	Part 2 The green light bead slopes linearly.
CH6	000-255	Linear light change of the blue lamp beads in section 02.
...	...	...
CH142	000-255	Paragraph 48 has a linear dimming of a red light bead.
CH143	000-255	The green light bead in segment 48 is linearly tilted.
CH144	000-255	The blue lamp beads in segment 48 change linearly.
...	...	...
CH145	000-255	Part 1 shows the white lamp bead being tilted linearly
CH146	000-255	Part 2 shows the white lamp bead being tilted linearly.
CH147	000-255	In Part 3, the white lamp beads are tilted linearly
CH148	000-255	Part 4 has a linear dimming of a white light bead.
CH149	000-255	Part 5 has a linear dimming of a white light bead.
CH150	000-255	Part 6 shows the white lamp bead being tilted linearly.
CH151	000-255	Part 7 is a linear dimming with a white lamp bead.
CH152	000-255	Part 8 shows the white lamp bead being tilted linearly.

### ③ S mode (Speed Adjustment)

During the above M/N/q mode adjustment process, you can use MENU to find the corresponding S mode to adjust the speed of the light's flowing/gradient effect.

Take the above "① M mode and N mode combined output" as an example:

Press MENU -> Find q\*\*\*-> Use UP/DOWN to select q000-> press enter! (This clears the q mode set in Step ②)

Press MENU -> Find M\*\*\* -> Use UP/DOWN to select M063 (color change in the upper and lower areas) -> Press enter!

Then press MENU again, the screen displays S000. Hold and press UP/DOWN until S255 is reached -> Press ENTER! The speed of the color change in the upper and lower areas will be adjusted.

Press MENU -> Find N\*\*\* -> Use UP/DOWN to select N001 (white light flow in the middle area) -> Press enter!

Then press MENU again, the screen displays S000. Hold and press UP/DOWN until S255 is reached -> Press ENTER! The speed of the middle strip-shaped white light will be adjusted.

You can combine M mode/N mode/q mode with other numerical values of S mode according to your preferences.

If you want to add a flashing/strobe effect:

Press MENU -> Find P\*\*\* -> Use UP/DOWN to select P000 (Off) or P001-P255 (On, higher values mean faster flashing) -> Press ENTER!

## Master and subordinate control

① Two or more identical lighting devices are connected to three-core signal lines using DMA. The lighting device is provided to any address code from A001 to A512, either to a host, and other lighting devices as subordinate. All slave display screens do not flicker; when using the host gradient, pulse, jump, and self effects, all slave machines synchronize the gradient, pulse, jump, and self effects.

Special note: 1. Only one host can be set up for a set of lighting devices. If there are multiple hosts, all lighting devices will flash randomly and not synchronized.

② When the DMX512 console is closed, all the lighting devices must work properly.

## Factory Settings

When entering any address code from A001 to A512, press the menu button for 3 seconds to enter the factory setting. Factory settings mainly include the output power of each lamp, fan setting mode, temperature protection point setting, and parameter transmission function. Press the menu button for 3 seconds to exit any mode in the factory settings.

## Secondary menu parameter table:

R255-R032	Modify the red light bead current (R032-R255) up or down, confirm to save, the default is R245.
G255-G032	Modify green bead current (R032-R255) up or down, confirm save, default is R245.
B255-B032	Modify the blue light bead current (R032-R255) up or down to confirm the save, default to R245.
W255-W032	Modify the white bead current (R032-R255) up or down, confirm to save, default to R245.
FAN0-FAN1	Fan setting: FAN 0 lamp bead lights up to start the fan, FAN 1 reaches the set temperature protection point to start the fan, and confirm that the key is saved.
T040-T070	Set the temperature protection point, modify the parameters up or down (40 C ~70 C), press the confirmation button to save, the default is T065.
SEND	Send the factory setting parameters of the machine to the other three-core signal lines connected in parallel with the lamp, and press the menu button for 3 seconds to confirm the transmission parameters

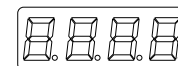
## Safety Notes

- Please read the following notes carefully because they include important safety information about the installation, usage, and maintenance of this product.
- Always make sure that the voltage of the outlet to which you are connecting this product is within the range stated on the decal or rear panel of the fixture.
- This product is for indoor use only! To prevent risk of fire or shock, do not expose this fixture to rain or moisture.
- Make sure there are no flammable materials close to the unit while operating.
- Always install this product in a location with adequate ventilation, at least 20 inch(50 cm) from adjacent surfaces.
- Be sure that no ventilation slots on the unit's housing are blocked.
- Always disconnect this product from the power source before cleaning it or replacing fuse.
- Make sure to replace the fuse with another of the same type and rating
- If mounting this product overhead, always secure it to a fastening device using a safety cable.
- The maximum ambient temperature (Ta) is 104°F (40°C).
- In the event of a serious operating problem, stop using the unit immediately.
- Make sure the power cord is not crimped or damaged.
- Never disconnect the power cord by pulling or tugging on the cord.
- Always avoid direct eye exposure to the light source when this fixture is on.

## Technical Specifications

Voltage	AC100~240V 50 / 60 HZ
Power supply	250W / 24V
Light source	768x0.2W 5050 RGB light beads, 112x1W 5054 White light beads
Control mode	DMX512/Auto/Master-slave/RDM
Channel	4CH, 15CH, 152CH
Dimming	32bit 0~100% Linear dimming
Operating temperature	-30°C~50°C
Floribe frequency	1~30 Hz
Connection mode	DMX512 input / output / power input / output.
IP level	IP20

## Button Instruction



<b>&lt;MENU&gt;</b>	Press it to find an operation mode or to back out of the current menu option
<b>&lt;UP&gt;</b>	Use it to scroll up the list of options or to find a higher value
<b>&lt;DOWN&gt;</b>	Use it to scroll down the list of options or to find a lower value
<b>&lt;ENTER&gt;</b>	Use it to activate a menu option or a selected value

After pressing the menu button, press the upper and lower buttons to modify the function parameters, and press the confirmation button to save the current function and parameters (use power-off memory after saving).

## Menu description:

No.	Menu item	Screen Display	Function Description	Operation Steps and Notes
1	A - Select Address Code	A001	Select the address code of the light	1. After turning on, A001 will be displayed. 2. Use up/down to modify the address code (A001-A512), press ENTER to save. Default is A001.
2	CH - Select Channel	CH15	Select the working mode channel of the light	1. Press MENU to find CH*** 2. Use up/down to switch channel numbers: CH04, CH15 (default), C152 3. Press ENTER!
3	P - Adjust Strobe	P030	Make the light flash like a strobe light, which can be superimposed on other effects!	1. Press MENU to find P*** 2. Use up/down to select. P000: Strobe off ; P001-P255: Strobe on (the higher the value, the faster it flashes. Needs to be used in combination with other effects, otherwise no light will be emitted) 3. Press ENTER! Key Feature: As long as it is P001-P255, no matter which main effect you choose from M (menu item 4), N (menu item 6), or q (menu item 8), the strobe effect will be superimposed, equivalent to adding a "strobe filter".
4	M - RGB Area Effect Mode	M001	Control the dynamic color effects of the upper and lower areas of the light	1. Press MENU to find M*** 2. Use up/down to select the mode. M000: Solid color mode (color is determined by R/G/B) ; M001-M063: 63 dynamic effects (such as gradient up and down, jumping) 3. Press ENTER! Note: The effect is displayed in the upper and lower halves of the light and can be combined with N or W mode.
5	S - Adjust M Mode Speed	S255	Adjust the speed of the dynamic effect saved in M mode (step 4 of the menu)	1. Press MENU to find S*** 2. Use up/down to change the speed value S000 = Slowest ; S255 = Fastest 3. Press ENTER!
6	N - White Light Area Effect Mode	N005	Control the dynamic white light effect in the middle area of the light (not compatible with W mode)	1. Press MENU to find N*** 2. Use up/down to select the mode. N000: No white light effect (white light brightness is determined by W) ; N001-N063: 63 white light dynamic effects (such as flowing light, flashing) 3. Press ENTER! Note: The effect is displayed in the middle area of the light and can be combined with M mode.
7	S - Adjust N Mode Speed	S255	Adjust the speed of the dynamic effect saved in N mode (step 6 of the menu)	1. Press MENU to find S*** 2. Use up/down to change the speed value S000 = Slowest ; S255 = Fastest 3. Press ENTER!
8	q - Comprehensive Built-in Effect Mode	q058	Play preset overall light animation effects	1. Press MENU to find q*** 2. Use up/down to select the mode. q000: Combination mode (the effect is determined by other settings, more complex) ; q001-q063: 63 preset effects (directly play built-in animations) 3. Press ENTER! Note: The effects q001-q063 are mainly affected by P (strobe) superposition, and R/G/B/W/M/N have little effect on them.
9	S - Adjust q Mode Speed	S255	Adjust the speed of the dynamic effect saved in q mode (step 8 of the menu)	1. Press MENU to find S*** 2. Use up/down to change the speed value S000 = Slowest ; S255 = Fastest 3. Press ENTER!
10	R - Adjust Red Light Brightness	R200	Control the brightness of the red light. After saving, it can be combined with G mode (step 11 of the menu) and B mode (step 12 of the menu) to achieve mixed light effects	1. Press MENU to find R*** 2. Use up/down to change the brightness R000 = Red light off (darkest) ; R255 = Red light brightest (default) 3. Press ENTER! Function: Single-color output

No.	Menu item	Screen Display	Function Description	Operation Steps and Notes
11	G - Adjust Green Light Brightness	G150	Control the brightness of the green light. After saving, it can be combined with R mode (step 10 of the menu) and B mode (step 12 of the menu) to achieve mixed light effects	1. Press MENU to find G*** 2. Use up/down to change the brightness G000 = Green light off (darkest) ; G255 = Green light brightest (default) 3. Press ENTER!
12	B - Adjust Blue Light Brightness	B080	Control the brightness of the blue light. After saving, it can be combined with R mode (step 10 of the menu) and G mode (step 11 of the menu) to achieve mixed light effects	1. Press MENU to find B*** 2. Use up/down to change the brightness B000 = Blue light off (darkest) ; B255 = Blue light brightest (default) 3. Press ENTER!
13	W - Adjust White Light Brightness	W100	Control the brightness of the white light in the middle area (not compatible with N mode)	1. Press MENU to find W*** 2. Use up/down to change the brightness. W000 = White light off (darkest) ; W255 = White light brightest (default) 3. Press ENTER!
14	T - Check Temperature	T045	Display the current internal temperature of the light (if supported)	Display option, no adjustment needed

### 1. Combination Relationships Between Different Modes

- ① P Mode (Step 3) can add a strobe effect to any other mode. If abnormal flashing of the lights is detected, please prioritize adjusting the P mode to P000
- ② M mode (Step 4) and N mode (Step 5) can be combined with each other to achieve a mixed effect
- ③ q mode is a dynamic effect preset within the system. That is, no matter how M mode and N mode are combined, as long as q mode is activated to q001-q063, the lights will only display the q effect
- ④ When pressing the menu button to access R mode (Step 10), the color output by the light is RGB mixed color. That is, it is no longer affected by the saved effect of M/N/q mode, and only outputs mixed color light in relation to the value of R mode (red ratio) in step 10, G mode (green ratio) in step 11, and B mode (blue ratio) in step 12

### 2. Operation Guide - Must Read for Beginners

Help you easily adjust cool and flashy colors, flashes, and dynamic effects for stage lights!

#### 1. Adjust color:

##### ① Selecting Single Color

Press MENU -> Find R\*\*\* -> Use UP/DOWN to adjust the desired red brightness (e.g., R255 for the brightest red) -> Press ENTER!

##### ② Transitioning from Single Color to Mixed Color

Similarly, adjust G\*\*\* (green) , B\*\*\* (blue) to achieve a mixed color effect.

For example: R255 G000 B000 = Pure Red ; R255 G255 B000 = Yellow; R255 G255 B255= White

##### ③ Adjusting White Light in the Middle Area

Press MENU -> Find W\*\*\* -> Use UP/DOWN to adjust the brightness of the strip-shaped white light in the middle (if not needed, adjust to W000) -> Press ENTER!

#### 2. Dynamic Effect Implementation:

##### ① M mode and N mode combined output

Press MENU-> Find M\*\*\* -> Use UP/DOWN to select M001 (Color gradient in the upper and lower areas.) -> Press ENTER!

Then press MENU -> Find N\*\*\* -> Use UP/DOWN to select N001 (white light flowing in the middle area) -> Press ENTER!

This will output the combined effect of the upper, middle and lower areas. You can choose other numerical combinations of M mode and N mode according to your preferences.

##### ② q mode (Multi-color Preset Animation)

Press MENU -> Find q\*\*\* -> Use UP/DOWN to select q058\*\* -> Press ENTER!

This will output the preset combination effect for the upper, middle, and lower areas.

You can choose other values in q mode according to your preference.