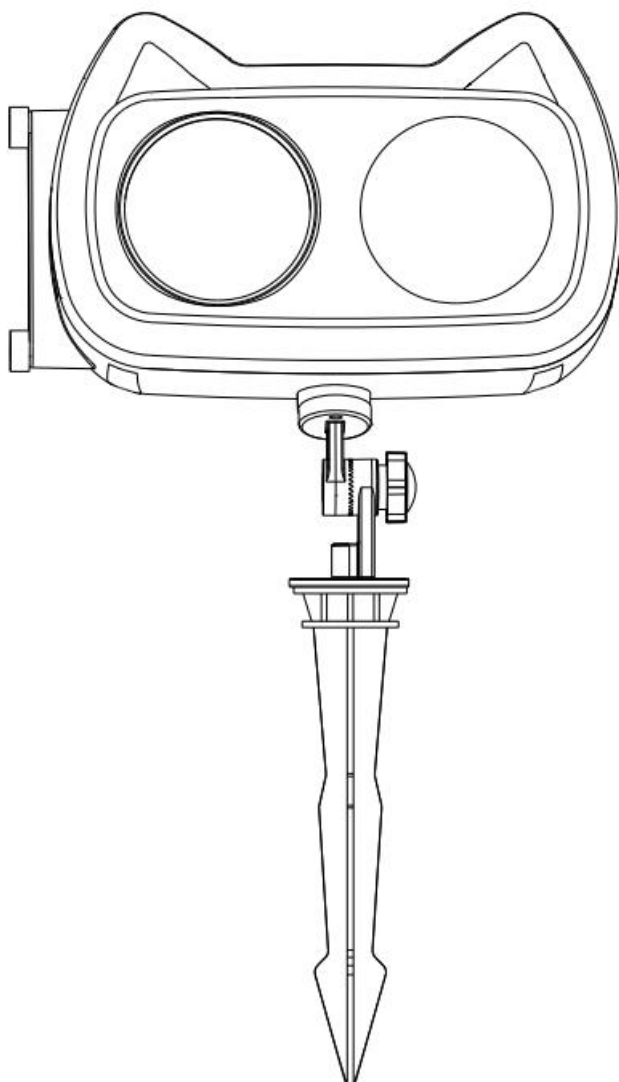# Card Projector Lamp Instructions

Use only the supplied transformer

Important Safety Measures

Preventive measures should be taken to reduce the risk of fire, electric shock or injury when using electrical appliances.

Preventive measures include, but are not limited to:

Read all instructions

Caution! As a guide only.

This product uses polarized plugs, which can reduce the risk of electric shock. Therefore, it is only suitable for unidirectional polarized outlet. If the plug does not fit, turn it upside down and insert it again. If it still does not fit, contact the manufacturer in a timely manner. Unless the plug can be inserted completely, do not use an extension cable to insert it and do not replace it with another plug.

If the system or other device is damaged, do not attempt to open the protective housing or operate the device. If the device requires warranty service such as opening the protective device, please contact the manufacturer. If you open the protective housing by yourself, the warranty will be voided.

When the lamp body power cord connector is plugged into the power supply, it is directional. If the orientation is not correct, the power supply or power cord will be damaged.

The correct way of insertion is shown in the following figure.

Power cord red circle protruding position   Power supply Red circle in the recessed position
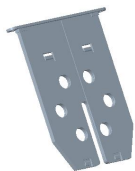

Correct connection method: Insert the power cord protruding position corresponding to the power supply recessed position
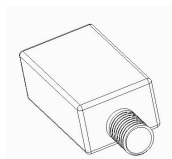
Before use

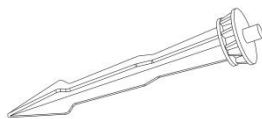Open the package and make sure all necessary accessories are included.

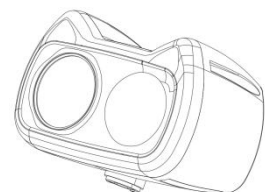**Note:** For your convenience, there is a card inside the projection lamp
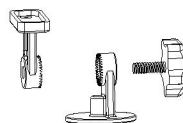

| Cards | Power | Grounding plug | Projection lamp |

| Base stand (optional) | Screws | Support plate | Remote control |

Assembling:

1. Install the grounding plug and remove the screw from the grounding plug.
2. Install the pivot with the screw. (See Figure 1)
3. Plug the two-post adapter into the socket of the power transformer. Tighten to help protect the contactor from the weather.
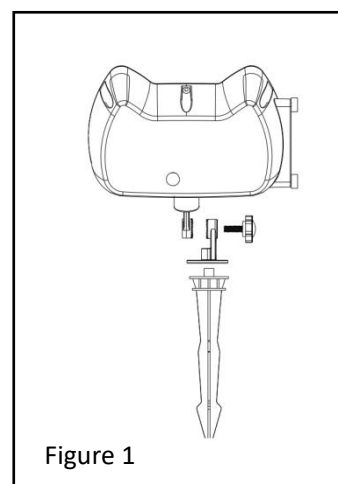

Figure 1

Installation of cards

1. Unscrew the two screws on the card cover fixed in the projector lamp housing and remove the card cover(see Figure 2). A card has been placed in the card cover frame for installing differentcards.
To install another card, remove the card placed in the card frame. Also be careful to avoid touching the card image. The card is easy to remove.

Note: Replacing the card, you need to remove out the waterproof rubber ringon the card, then put the new card in.

2. Reinsert the card into the projection lamp body, taking care to use the arrow on the card in front of the projection lamp to correctly insert the card (see Figure 2) and tighten the screws. Note: If you turn on the projection lamp and find the image moving backwards, you may have installed the card backwards. If this is the case, remove the card, rotate it and reinstall it.
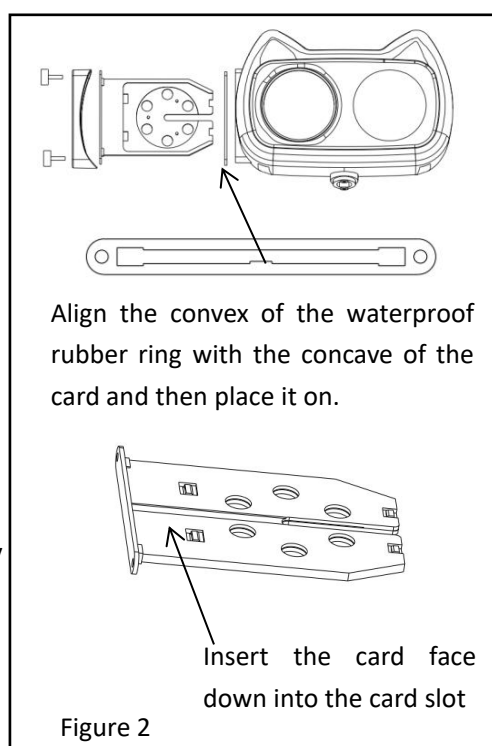

Align the convex of the waterproof rubber ring with the concave of the card and then place it on.

Insert the card face down into the card slot

Figure 2

Placement of projection lamp

The projection lamp can be fixed to the ground, and after removing the grounding plug, it can also be fixed to steady hanging fixture and secure cable.Place the projection lamp approximately 10 to 15 feet in front the projection surface (see Figure 3).After the projection lamp has been turned off, you may need to adjust the distance for the best results.
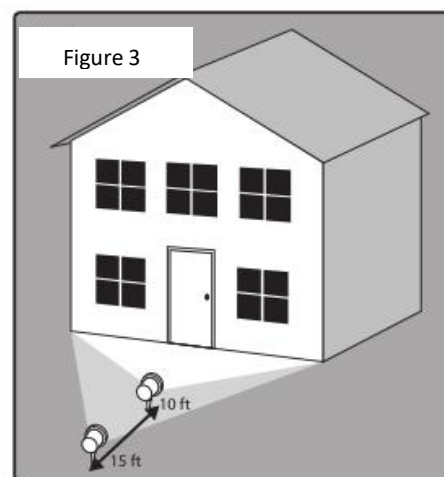

Figure 3

10 ft

15 ft

Note: If you insert a different card, you may need to adjust the distance to obtain clear images.

The angle is adjusted by loosening and tightening the screws
  (see Figure 4).
Use only the provided power cord to connect to a properly grounded outdoor outlet.Do not use dimmers.
In order to ensure the service life of the product, it is recommended to take a half hour break after working for 6 hours.

Angle adjustment

Figure 4
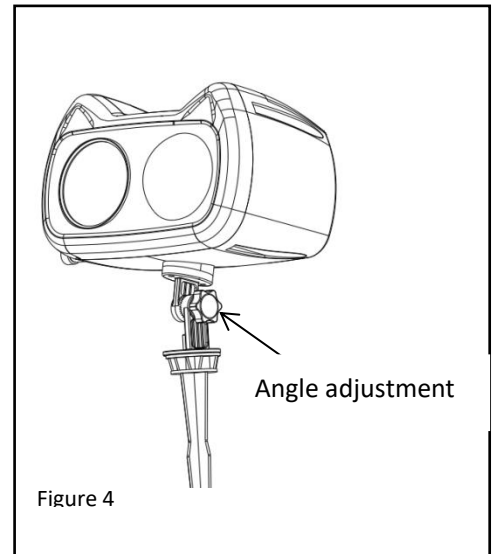
Remote control function description.

Note: The machine has a 6-hour automatic shutdown function, that is, work for 6 hours and shut down for 18 hours before starting again. This function automatically cycles
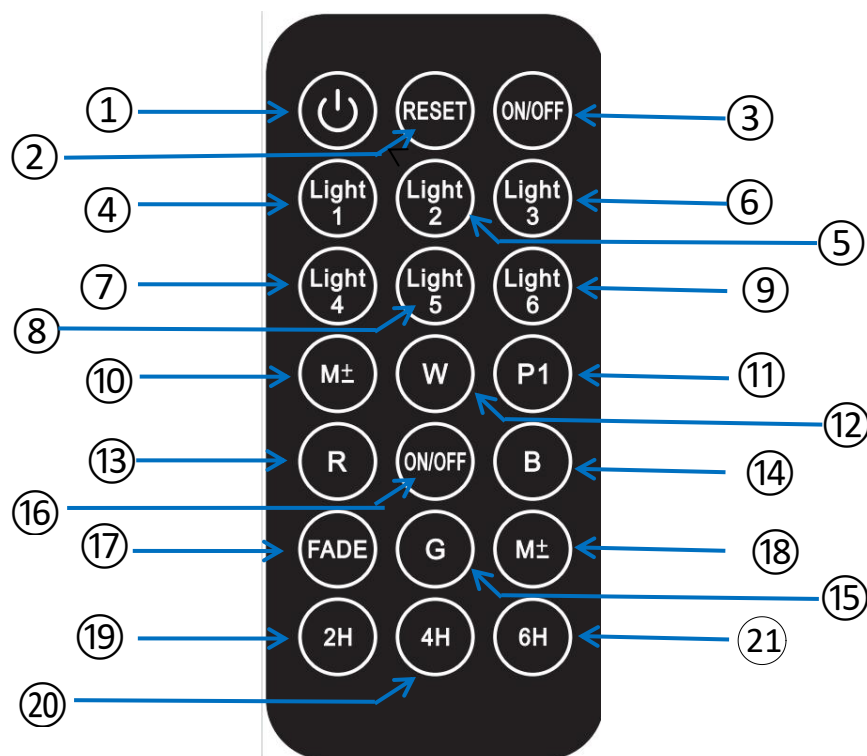
① Power switch, press to turn off the whole unit

② Reset button (reset to ON state)

③ Patterned light switch

④ Pattern light 1. (Press to turn it on, press again to turn it off)

⑤ Pattern light 2. (Press to turn it on, press again to turn it off)

⑥ Pattern light 3. (Press to turn it on, press again to turn it off)

⑦ Pattern light 4. (Press to turn it on, press again to turn it off)

⑧ Pattern light 5. (Press to turn it on, press again to turn it off)

⑨ Pattern light 6. (Press to turn it on, press again to turn it off). Six patterns can form a variety of projection combinations

⑩ Motor + / - (cycling as Medium-Fast-Stop-Medium-Fast)

⑪ Image switching (press to turn on pattern light 1234, then press again to turn off pattern light 1 and turn on pattern light 2345, and again to turn off pattern light 2 and turn on pattern light 3456, and so on)

⑫ White light button, press to turn on White light, and press again to turn it off

⑬ Red light button, press to turn on the red light, and press again to turn it off

⑭ Blue light button, press to turn on the blue light, and press again to turn it off

⑮ Green light button, press to turn on the green light, and press again to turn it off (Note: the four colored RGBW buttons can be combined to form a double mixed color projection)

⑯ Water pattern light switch

⑰ Mode switch (press once for dual-color cycle: blue&red - blue&green - blue&white - red&green - red&white - green&white, and press again for single-color cycle: blue - red - green - white)

⑱ Motor + / - (cycling as Medium-Fast-Stop-Medium-Fast)

⑲ 2-hour timer

⑳ 4-hour timer

㉑ 6-hour timer

Product Specifications

Card Projector Lamp Power	7.5W
Power input	100-240V AC 50/60Hz 1500mA (used with power supply transformer)
Usage scenarios	Indoor/outdoor
Maintenance	Maintenance-free, no parts requiring user interference

FCC Statement

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

•Reorient or relocate the receiving antenna.

•Increase the separation between the equipment and receiver.

•Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

•Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.