

# C Show

## User Manual

An effortless lighting system. Everyone can host music light shows at home.



Scan the QR code to download the APP

Experience a brand-new interactive lighting journey

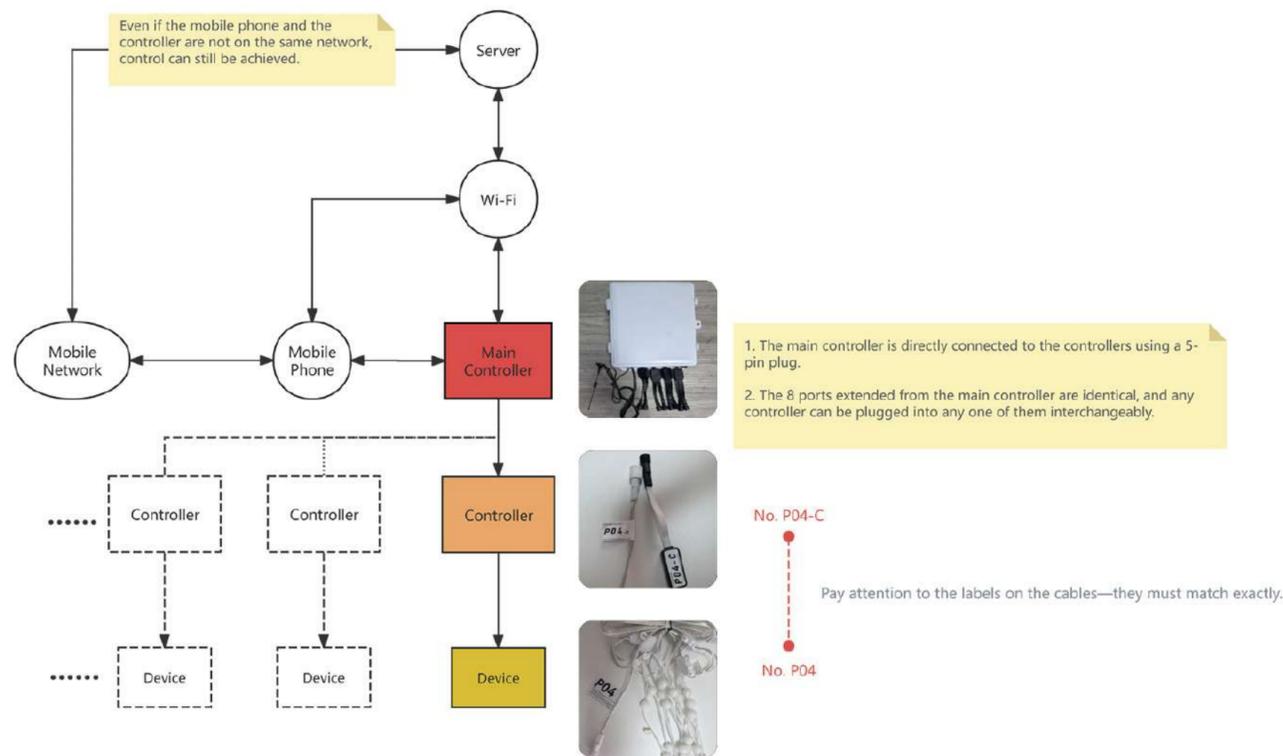
This is an incredibly inspiring lighting control system.

Before using this system, please be sure to carefully read the user manual and watch the demonstration video.

This will ensure a better user experience.



## C Show Lighting System Workflow



Multiple master controllers can synchronize within the same wireless network environment.

## Pre-Installation Preparation

### Network Connection

• **WiFi Support:** The device's wireless communication module is only compatible with 2.4GHz WiFi networks following the IEEE 802.11b/g/n protocol standards. It does not currently support WiFi 5 or higher-standard networks operating in the 5GHz frequency band.

### Connection Distance

• **Under ideal conditions without obstructions or strong electromagnetic interference, the maximum line-of-sight communication distance between the WiFi signal and the controller can reach up to 20 meters. The actual communication distance may vary due to factors such as router transmission power (must comply with local radio transmission power regulations), antenna gain, surrounding electromagnetic environment (e.g., interference sources like microwaves and Bluetooth devices), wall material, and thickness, which may cause varying degrees of signal attenuation.**

## System and Compatibility

• **APP Compatibility:** The mobile application (APP) is compatible with Android 7.0 (API Level 24) and above, as well as iOS 12.0 and above.

## Audio Output Compatibility

• The device is equipped with a standard 3.5mm TRS (Tip-Ring-Sleeve) audio output interface with an output impedance of  $32\Omega$ . The output level range complies with the LINE OUT standard (200mV-2V RMS). It can directly drive all active speaker devices supporting a 3.5mm audio input interface and can also be connected to passive speaker systems via an audio adapter (requires an external power amplifier).

## Controller and LED Lights

• **Adding Controllers via APP:** The mobile APP does not impose software restrictions on the number of controllers that can be added. It supports managing multiple controllers via WiFi direct connection or router networking. The actual number of controllers the system can stably manage depends on the total number of LED lights. Under hardware conditions where the mobile phone CPU frequency is  $\geq 2.0\text{GHz}$  and  $\text{RAM} \geq 4\text{GB}$ , testing has shown that the system can support concurrent control of up to 30,000 LED lights. Exceeding this number may cause operational delays or slow responses.

## APP Download:

Scan the QR code with your phone to download the APP.

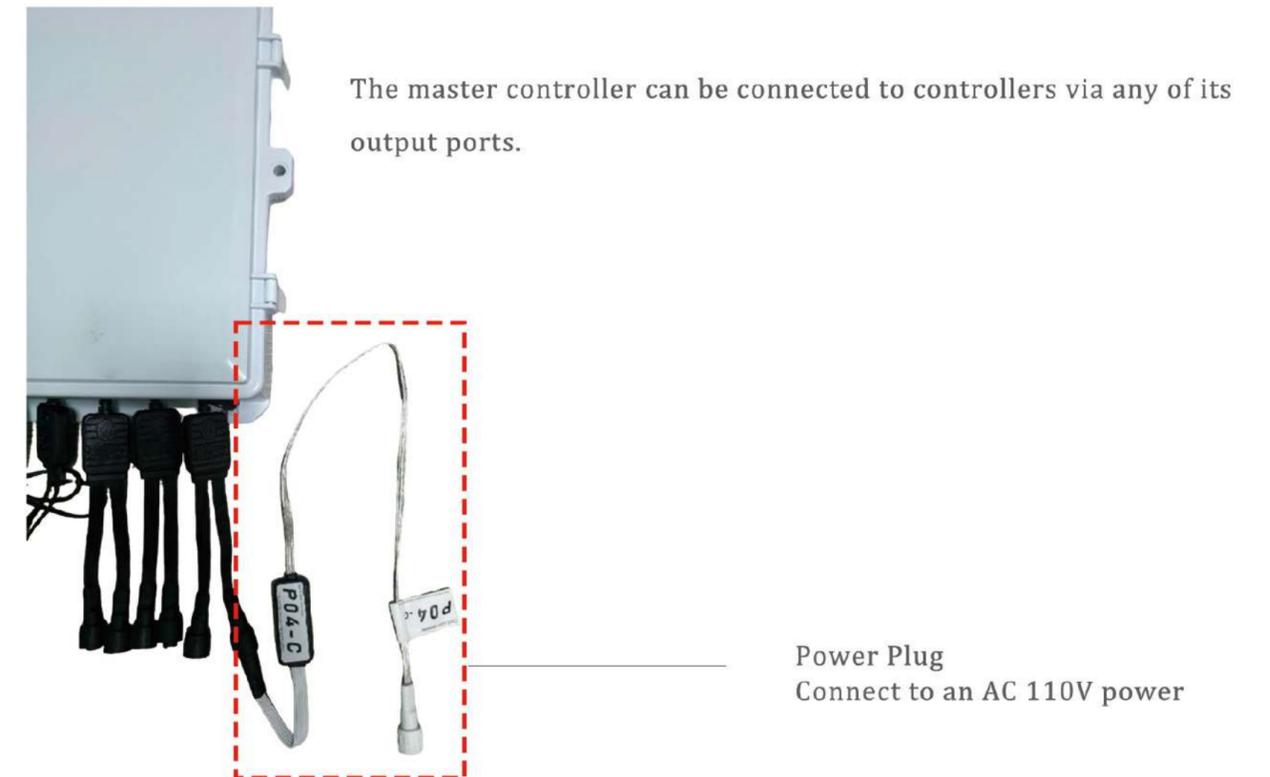


## C Show Main Controller

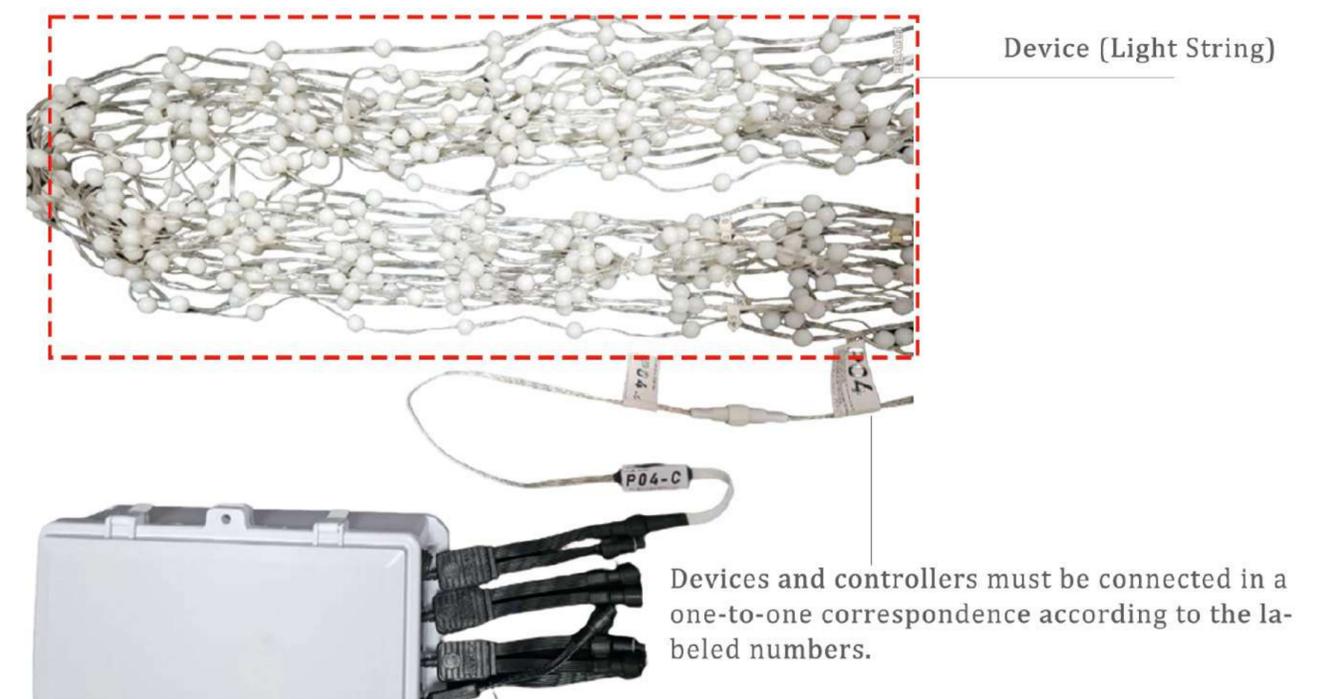
The main controller unit is housed in a weatherproof enclosure. When used outdoors, ensure the door is fully closed to prevent ingress of rainwater or other liquids.



## C Show Controller

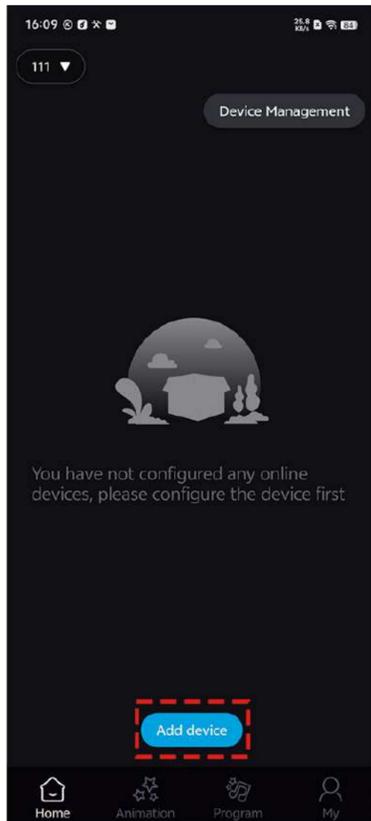


## C Show Device (Light String)

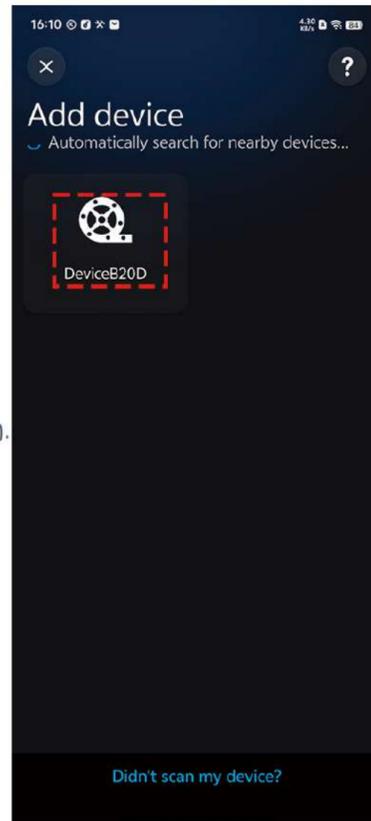


# C Show APP Operation Guide

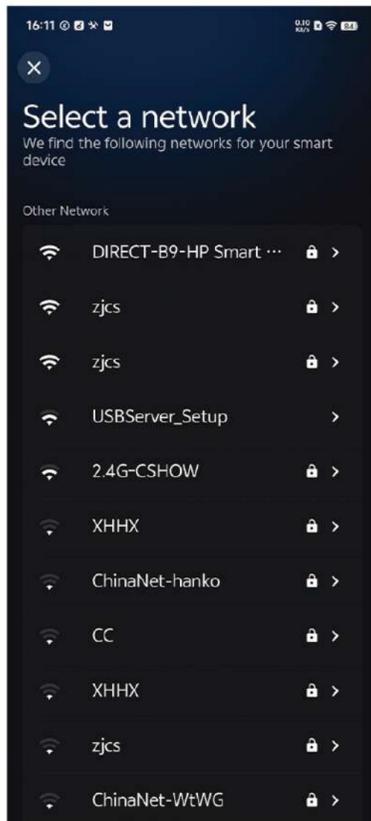
## Adding Devices & Network Configuration Mode



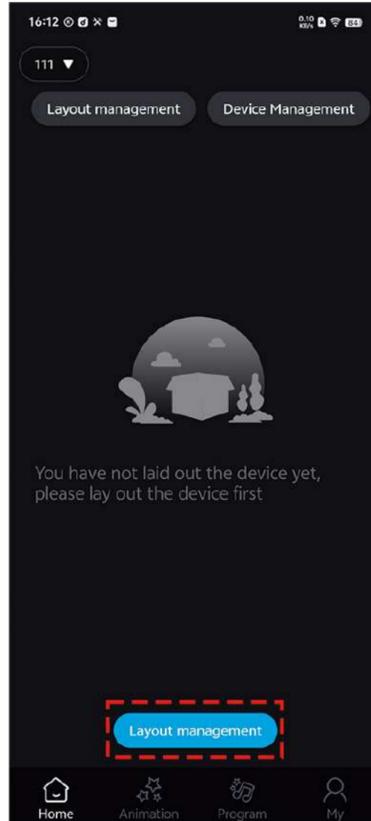
Open the downloaded APP and tap "ADD DEVICE" (here "Device" refers to the Main Controller mentioned above).



Tap on the Main Controller icon found by the APP search.

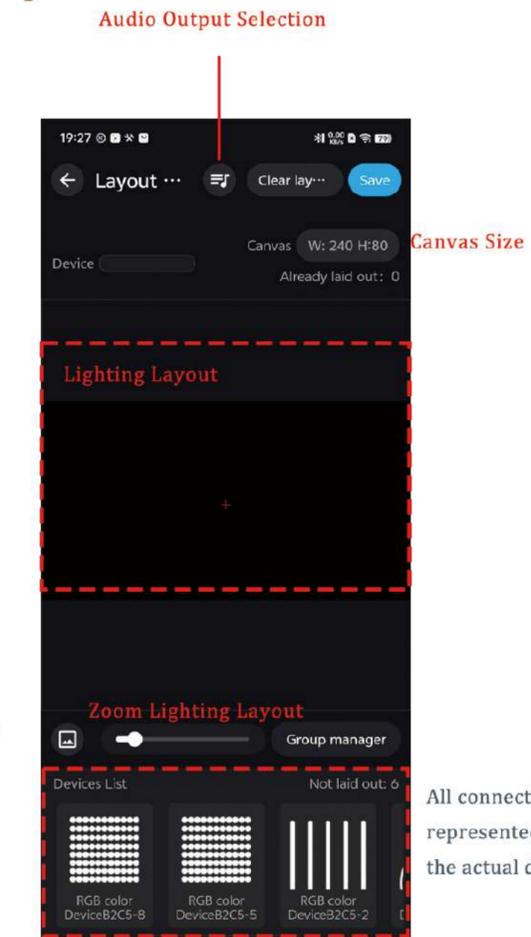


Select a network available in the current environment for automatic network configuration.

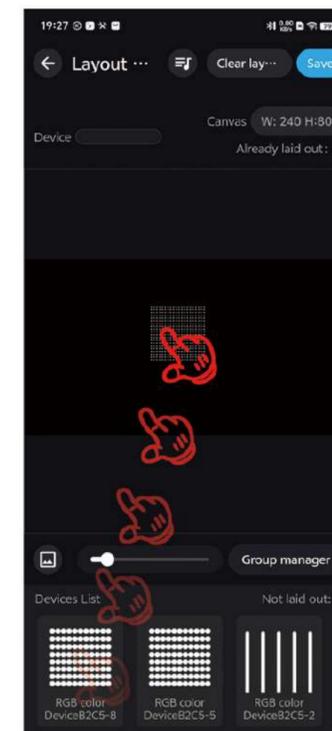


Enter the Main Interface  
Upon first entry, the APP will prompt you to enter the Lighting Map for device layout setup.

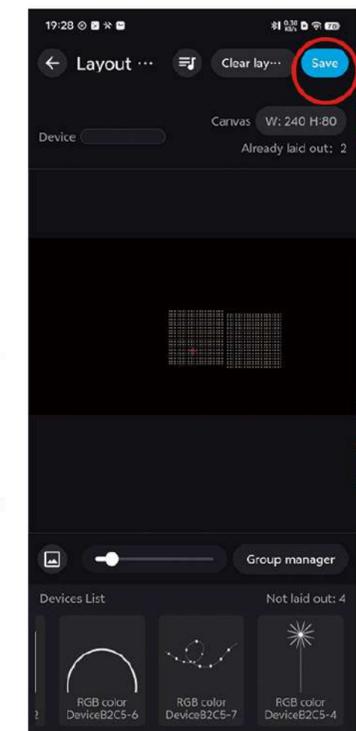
## Lighting Map Setup



All connected devices are displayed here. Different devices are represented by distinct icons, which are simplified diagrams of the actual devices.



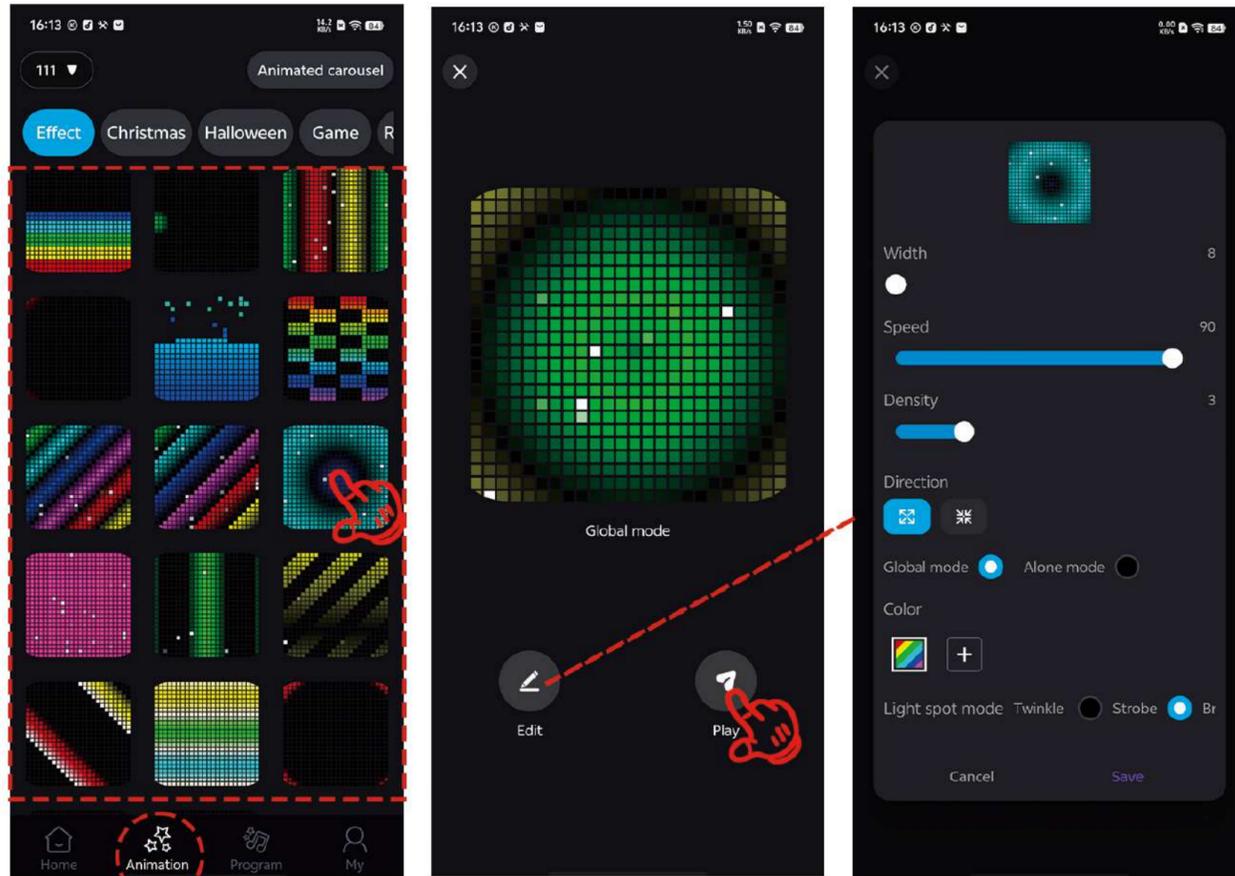
Placing Devices:  
Long-press the icon in the device list and drag it to the Lighting



Save the layout after completing device placement.  
Devices can be freely dragged, re-sized, and rotated.

## C Show Dynamic Mode

Multiple categories, each containing various animations.

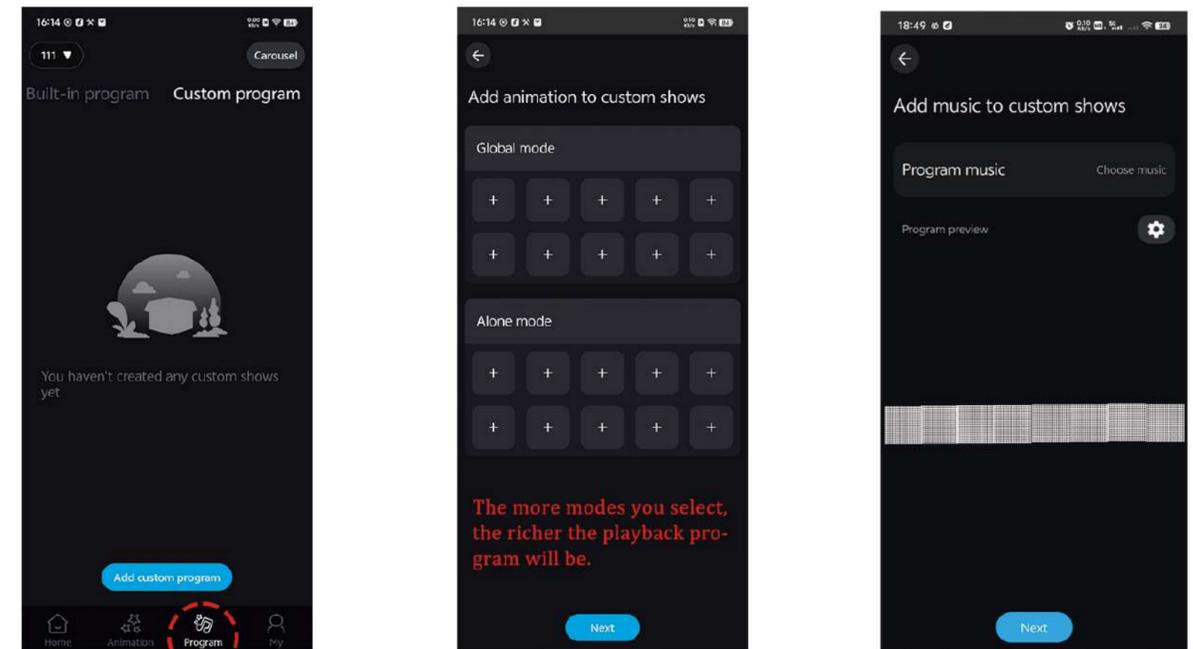


Select the desired playback mode, then click "Play" to start. The device will then play the mode you have selected.

Click "Edit" to modify the currently selected mode, allowing adjustments to speed, color, direction, and other parameters.

Animation playback is not possible until the lighting map is fully configured. Please complete the lighting map setup before proceeding to more advanced and interactive operations.!!!

## C Show Program Editing



Click "Edit" to modify the currently selected mode, allowing adjustments to speed, color, direction, and other parameters.

### Global mode:

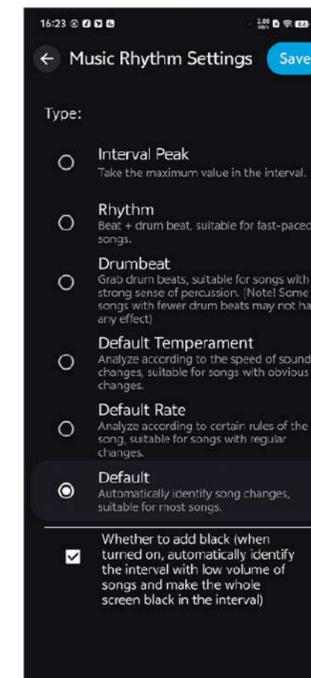
The selected animation plays with all devices functioning as a unified whole. (All devices operate in sync)

### Alone mode:

The selected animation plays independently on each device as separate units. (Synchronized playback)

### Select Music

Built-in Music  
Local Music



### Peak Interval:

The system automatically captures the peak volume moments in the music as rhythm points. Users can adjust the speed of changes by setting the interval duration, making it suitable for those who need flexible control over the rhythm of the program.

### Groove:

Uses the natural rhythm points of the music itself, such as beats and drum hits, to highlight the dynamic and impactful feel of the melody. Ideal for fast-paced songs.

### Drum Beat:

Focuses on the drum beats as core rhythm points, amplifying the power and rhythm of the melody. Best suited for songs with strong percussive elements. (Note: If the song has fewer drum beats, it may affect the final generated effect.)

### Default Melody:

Generates precise rhythm points based on the 起伏 (rise and fall) changes of the music beat, making the content presentation more rhythmic. Users can flexibly adjust the speed of changes to control the pace of the program. Ideal for upbeat songs.

### Default Tempo:

Generates rhythm points with a stable pattern based on the music beat, creating a smooth and harmonious content presentation. Users can flexibly adjust the speed of changes to control the pace of the program. Suitable for songs with a calm rhythm.

### Default Mode:

Intelligently analyzes the dynamic changes of the music beat without manual intervention. The system automatically selects the most suitable algorithm, offering broad compatibility that meets the needs of most songs.

## -Appendix 1-

### Connection Distance

- Under ideal conditions without obstructions or strong electromagnetic interference, the maximum line-of-sight communication distance between the WiFi signal and the controller can reach up to 20 meters. The actual communication distance may vary due to factors such as router transmission power (must comply with local radio transmission power regulations), antenna gain, surrounding electromagnetic environment (e.g., interference sources like microwaves and Bluetooth devices), wall material, and thickness, which may cause varying degrees of signal attenuation.

### Program-Related

- Custom Programs: When creating custom programs via the APP on the same mobile device, the software supports the storage and management of up to 100 independent program files.
- Program Playlist: The program playlist can contain up to 200 program files for sequential or random playback.

### Animation-Related

- APP Animation Creation: The mobile APP does not impose software-level restrictions on the number of animation files users can create.
- Animation Playlist: The animation playlist supports up to 200 animation files for sequential or random playback.
- Single Port Load: Each output port of the controller uses a single signal output and can drive a maximum of 1,024 LED lights per port.

### Number of Homes

- The APP adopts a distributed home management architecture and does not limit the number of homes users can create. Each home can be associated with multiple controller devices. Home data is synchronized via the user account cloud (requires an internet connection).

## -Appendix 2-

## **FCC warning statements:**

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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

The device has been evaluated to meet general RF exposure requirement This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.