

# LED AMBIENT LIGHTING

Model: LSG510USB/ Model: LSG520USB

## **TECHNICAL PARAMETERS**

Supply voltage: 5 V DC

Power supply port: USB type A

Number of LEDs: 10 LEDs/m

Maximum power: 1W/m

Length: 10 m model: LSG510USB/ 20 m model: LSG520USB

Built-in controller.

Type of control: the button of the controller

IR remote control

Bluetooth smartphone app

Smart application: Miracles Star LED type: SMD3939 RGB

IP rate: IP65

Built-in microphone for audio applications.

# **CONTROL WITH BUTON OF THE USB CONTROLLER**

The product can mainly be divided into 3 main components - controller, IR remote control, and LED strip. The controller is housed in a transparent case, which has a button. With this button, it is possible to switch between five of the dynamic modes embedded in the controller's memory. Continuously pressing the button turns off the lighting.

## IR REMOTE CONTROL ADJUSTMENT

One remote device can control an unlimited number of controllers. Pairing is not required.



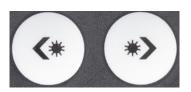
## Speed/Brightness

In static color mode, it increases/decreases the brightness. In dynamic mode, it increases/decreases the speed.



# **Transition mode**

Using these buttons, you can switch to the next dynamic program within the Transition group. This group of dynamic programs represents various color-shifting waves with fading ends. Total number of programs is 10. When pressing the right button, the waves move from end to beginning. When pressing the left button, the waves move from beginning to end.



## **Running mode**

Through these buttons, you can switch to the next dynamic program within the Running group. This group of dynamic programs represents running pixels of various colors. Total number of programs is 10. When pressing the right button, the pixels move from end to beginning. When pressing the left button, the pixels move from beginning to end.



# Flow mode

Through these buttons, you can switch to the next dynamic program within the Flow group. This group of dynamic programs represents color-shifting waves with no fading ends Total number of programs is 8. When pressing the right button, the waves move from end to beginning. When pressing the left button, the waves move from beginning to end.





## **Trailing**

Through these buttons, you can switch to the next dynamic program within the Trailing group. This group of dynamic programs represents color-shifting waves of pixels with fading ends. Total number of programs is 8. When pressing the right button, the pixels move from end to beginning. When pressing the left button, the pixels move from beginning to end.



# On/Off

Turns on/off the lighting. The controller has memory when turned off with this button, but does not have memory in case of power loss.



## w/ww

By pressing this button, the lighting turns on in static magenta color. Upon pressing it again, the lighting turns on in static white color.



By pressing this button once, the lighting illuminates in static white color. This means it is in the mode for setting the length of the strip (number of pixels). In this mode, pressing the Speed/Brightness buttons changes the length of the strip (number of pixels). You will notice that the length of the illuminated section changes. Continuous pressing of the Speed/Brightness buttons changes it by sections, while short presses allow pixel-by-pixel changes. After selecting the length of the strip (number of pixels), you need to choose whether it will be a static or dynamic program.



# CS

By sequentially pressing this button, you select the desired static color. The IR remote control offers 7 static colors



# **C3**

By pressing this button, a dynamic motion program of pixels from beginning to end is activated, with each subsequent one having a different color. The number of colors is 6.



## **C7**

By pressing this button, a dynamic program is activated where the strip is divided into two equal parts. Colorful waves start from the middle of the strip towards both ends, with changing colors, and the end does not fade. The number of colors is 6.



By pressing this button, a dynamic program is activated where a colorful wave starts from the beginning towards the end of the strip, with a fading end. The number of alternating colorful waves is 7.

# Up and Down opening mode

By pressing this button, the strip is divided into two. Colorful waves start from the middle towards the ends. The number of programs is 10.





# Auto







# Up and Down closing mode

By pressing this button, the strip is divided into two. Colorful waves start from the ends towards the middle. The number of programs is 10.

## Auto change color

By pressing this button, one of the two dynamic programs is activated, where colorful waves move from the beginning to the end of the strip. One program has 3 colors, the other has 7 colors.

# **Energy mode/flutter**

By pressing this button, one of the four dynamic programs is activated, representing pixel motion from end to beginning.

# Flashing mode

By pressing this button, a dynamic program is activated, representing flashing of the entire strip in alternating colors. Total number of colors is 7.

### Color jump

By pressing this button, a dynamic program is activated, representing switching in alternating colors for the entire strip. Total number of colors is 7.

# Microphone voice control

By pressing this button, one of the two dynamic modes is activated, where the controller's microphone is used, and the lighting flashes in sync with the sound.

# CONTROL WITH SMARTPHONE OR TABLET APPLICATION

Scan one of the QR codes, depending on whether you're using Android or iOS:

Google Play







# Download the Miracles Star app

Launch the application.

In the main window of the application, notifications will appear, asking you to allow the application to: enable the Bluetooth interface of your phone (Picture 1), access your location (Picture 2), scan and connect to devices (Picture 3). For the first notification, select the option 'Yes,' for the second one, select the option 'While using the app,' and for the third one, select the option 'Allow. After these settings, the application will display you in the main window Adjust. It contains a palette from which you can choose any static color. At the bottom of the window, there is a slider used to adjust the brightness of the selected color. There are also two rows of colors. In the upper row labeled 'Preset,' you can save any color from the palette as a quick button. In the lower row labeled 'Classic,' fixed colors are arranged, which you can use as quick buttons. To the right of the palette, there is a button to turn the lighting on and off (Picture 4). In the top left corner, the number and type of



connected devices will appear. If you click on this button, a menu with detailed information will appear. The PIXELS button sets the total number of pixels that the controller will control.

If the colors of the light are mismatched with the one you've set, press the button in the top right corner that resembles a wrench (Picture 4). A menu will open, offering two options: 'About' and 'Line sequence adjustment' (Picture 5). If you select the 'About' option, you will receive information about the version of the application itself. If you select 'Line sequence adjustment,' a menu will appear where you can change the sequence of the colors red, green, blue (Picture 6). If necessary, change the sequence to match the selected colors to those lighting by the strip.

At the bottom are the main sections of the application: Adjust (Select Static Color), Mode (Dynamic Modes), Music (Music Player), Mic (Audio Mode), Schedule (Schedule) (Picture 4).











Picture 2 

Picture 5



Picture 3

Picture 6





Picture 7



Picture 8



Picture 9



Picture 10



Picture 11



Picture 12

The dynamic modes in the Mode menu can be found arranged in lists (the central part of the menu), grouped into categories located in the upper part of the menu - BASIC, OPENING&CLOSING, TRANSITION, RUNNING WATER, TAILING, RUNNING (Picture 7). By using the button located in the corner of the list window, you can change the direction of movement.

The Music section represents a music player that plays audio files in .mp3 format. The lighting changes according to the rhythm of the music. You need to allow the application to: access your audio files (Picture 8), allow the application to make audio recordings (Picture 9). On the first notification, confirm with Allow. On the second notification, confirm with While using the app. After these settings, the audio files will automatically load into the player (Picture 10). If they don't load, close the application and reopen it.

In the Mic section, the lighting changes according to the rhythm of the sound. For this purpose, there are two options: to use the built-in microphone in the controller (Device Mic) or to use the microphone of the phone (Phone Mic). When selecting Device Mic, you can choose from four lighting effects: Energy, Rhythm, Spectrum, and Scroll. When using either of the two microphones, there is a possibility to adjust its sensitivity.

In the Schedule section, you can set the device's work schedule. In the upper field, you specify the time it should turn on and on which days. In the lower field, you specify the time it should turn off and on which days. The turn-on and turn-off times are the same for all days of the week.



# TAKING CARE OF THE NATURAL ENVIRONMENT CLEANLINESS



- The product and its components are not harmful to the environment.
- Please dispose the package elements separately in containers for the corresponding material.
- Please dispose the broken product separately in containers for out of usage electrical equipment.

# SIMPLIFIED EU DECLARATION OF CONFORMITY

Hereby, BORIANA LTD declares that the radio equipment type *LED AMBIENT LIGHTING* Model: LSG510USB, *LED AMBIENT LIGHTING* Model: LSG520USB is in compliance with Directive 2014/53/EU. The full text of the EU declaration of conformity is available at the following internet address: www.ultralux.bg.