
5V BT Wireless Gaming Light Bars

5V BT WIRELESS GAMING LIGHT BARS

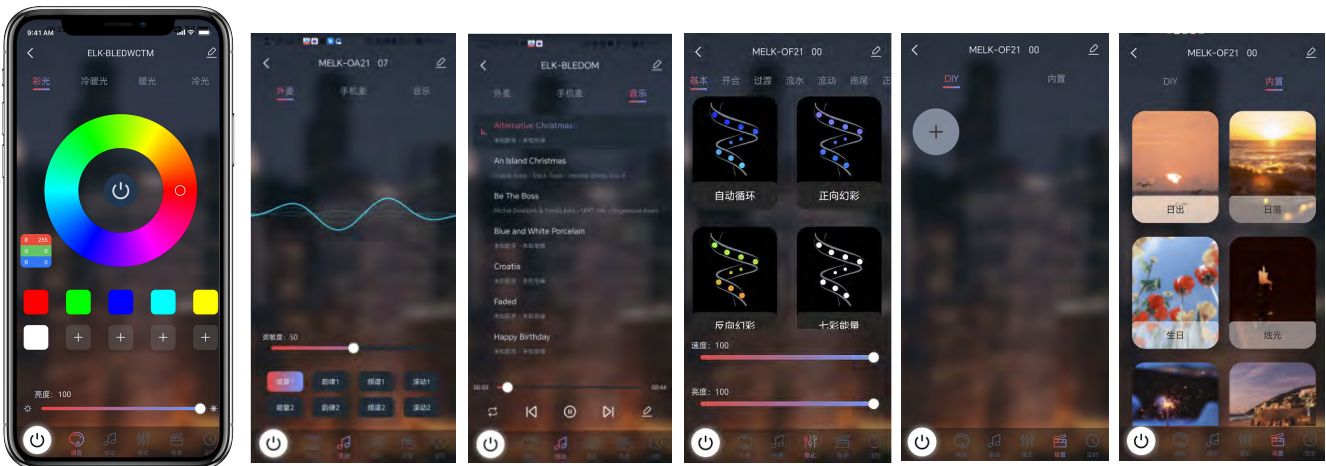


Product function

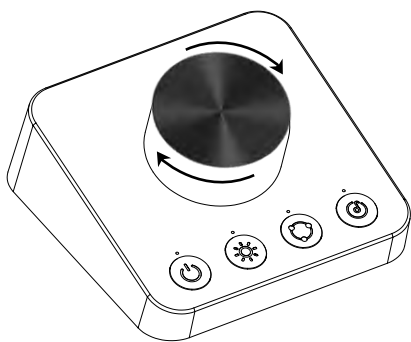
- New industrial design、simple and fashionable
- 2.4G desktop remote control , long remote control distance
- BT connection APP control , multiple modes for choice
- RGB dream colors , two synchronized music rhythms
- 1600 million colors of high quality LED lamp beads, no video flickering
- Rotating to adjust stepless dimming、color adjustment and switch freely
- Support memory function, the light will keep the last function when turning on
- Bottom buckle design , anti-slip design, strong and stable
- 5V USB power supply , low power consumption , product safety and energy saving





APP function



Remote control function



-  **Wireless remote control switch:** lightly press the power switch, wait for the indicator light to light up and then do next; lightly press again, the indicator light is off.
-  **Light brightness adjustment:** lightly press the brightness switch, wait for indicator light up, rotate the knob switch to adjust the light brightness; lightly press the switch again, the indicator light is off.
-  **Light Mode Adjustment:** Lightly press the mode switch, wait for the mode indicator to light up, rotate the knob switch to adjust Light mode; lightly press the switch again, the indicator light will go out.
-  **Music Rhythm Adjustment:** Lightly press the music switch, wait for the music indicator to light up, rotate the knob switch to adjust the music rhythm mode; lightly press the switch again, the indicator light will go out.

Applications: widely used for decorative lighting for living room and gaming room etc.



Product parameters

Model	FWB1A1-17
Product Size	420*40mm
Material Process	ABS+PC, fine texture on the material
Colour	RGB dream color
Voltage	5V
Power	Max 5W
Connection	BT+2.4G
Remote distance	≤20m
Installation method	Chassis mount
Working temp	-20~40°C

Packing list

- ◎ Lamp body × 2
- ◎ Remote control × 1
- ◎ Manual × 1