GRIFEMA GD1002-1

GRIFEMA GD1002-1 Star Projector Lamp User Manual

Model: GD1002-1 | Brand: GRIFEMA

1. Product Overview

The GRIFEMA GD1002-1 is a versatile star projector lamp designed to create a relaxing and engaging atmosphere. It functions as a night light, a star projector, and a Bluetooth speaker, offering multiple entertainment options. This device is equipped with a USB interface for charging and can be conveniently controlled via a remote.

Key features include:

- Multifunctionality: Night light, star projector, and Bluetooth speaker.
- Bluetooth Connectivity: Play music from your smartphone or other Bluetooth-enabled devices.
- Remote Control: Easy adjustment of light modes, brightness, colors, song switching, and volume.
- USB Interface: For charging and potentially playing music from a USB drive.
- Multiple Light Modes: Offers various projection patterns and color combinations.



Image 1.1: Front view of the GRIFEMA GD1002-1 Star Projector Lamp, showcasing its dome-shaped projector top and colorful base.



Image 1.2: Visual representation of the lamp's multi-functional capabilities, including colorful light, music player, remote control, sound activation, Bluetooth, and USB input.

2. Package Contents

Please verify that all items listed below are included in your package:

- 1 x Star Projector Lamp (GRIFEMA GD1002-1)
- 1 x USB Charging Cable
- 1 x Remote Control
- 1 x User Manual (this document)



Image 2.1: An illustration showing the main components included in the product package: the star projector, remote control, and USB charging cable.

3. Setup

3.1 Charging the Device

Before first use, it is recommended to fully charge the star projector lamp. The device contains a built-in lithium-ion battery.

1. Locate the 5V power supply interface (USB port) on the device.
2. Connect one end of the provided USB charging cable to the device's USB port.
3. Connect the other end of the USB cable to a compatible USB power adapter (not included) or a computer's USB port.
4. The charging indicator light will illuminate. Once fully charged, the indicator may change color or turn off.

3.2 Initial Power On

To turn on the device for the first time:

1. Ensure the device is charged or connected to a power source.
2. Press and hold the Power Switch button on the device's control panel (refer to Image 4.1 for button layout).
3. The projector will power on and begin displaying lights.

4. Operating Instructions

The GRIFEMA GD1002-1 can be operated using the buttons on the device itself or the included remote control.



Image 4.1: Diagram showing the control panel buttons on the projector and the layout of the remote control, with numbered labels for each function.

4.1 Device Control Panel Functions

No.	Button/Interface	Function
1	5V Power Supply Interface	Connect USB charging cable.
2	Previous Song / Volume Down	Short press for previous song; Long press to decrease volume.
3	Pause / Play	Toggle music playback.
4	Next Song / Volume Up	Short press for next song; Long press to increase volume.
5	Power Switch	Long press to turn the device on/off.
6	USB Interface	For USB drive music playback.

4.2 Remote Control Functions

The remote control provides comprehensive control over all functions. Ensure the remote has working batteries (1 Lithium Ion battery included, typically CR2025 or similar).

- **ON/OFF:** Power on/off the projector.

- **R/G/B/W:** Select Red, Green, Blue, or White light colors individually.
- **Color Combinations:** Buttons with multiple colors (e.g., RG, RB, GB, RW, GW, BW) activate mixed color projections.
- **Flash/Fade/Strobe/Smooth:** Control light transition effects.
- **Brightness +/-:** Adjust the intensity of the projected light.
- **Music Controls:** Play/Pause, Previous/Next Song, Volume Up/Down, Mute.
- **EQ:** Equalizer settings for audio (if applicable).



Image 4.2: The remote control shown alongside three different color variations of the projector, indicating the variety of light modes available.

4.3 Bluetooth Music Playback

The projector can connect to your smartphone or other Bluetooth devices to play music.

1. Turn on the star projector lamp.
2. On your smartphone or Bluetooth-enabled device, enable Bluetooth and search for available devices.
3. Select "GD1002-1" (or similar name) from the list of found devices to pair.

4. Once paired, you can play any music from your device, and it will be output through the projector's speaker.
5. Use the remote control or the device's buttons to adjust volume, skip tracks, or pause/play.



Image 4.3: The projector's speaker and a smartphone displaying a music player, illustrating the Bluetooth music playback functionality.

4.4 Light Projection Modes

The projector offers a variety of light modes and color combinations to suit different moods and occasions.

- Use the color buttons on the remote (R, G, B, W, and combinations) to select static colors.
- Experiment with the Flash, Fade, Strobe, and Smooth buttons to activate dynamic light effects.
- Adjust brightness using the Brightness +/- buttons.

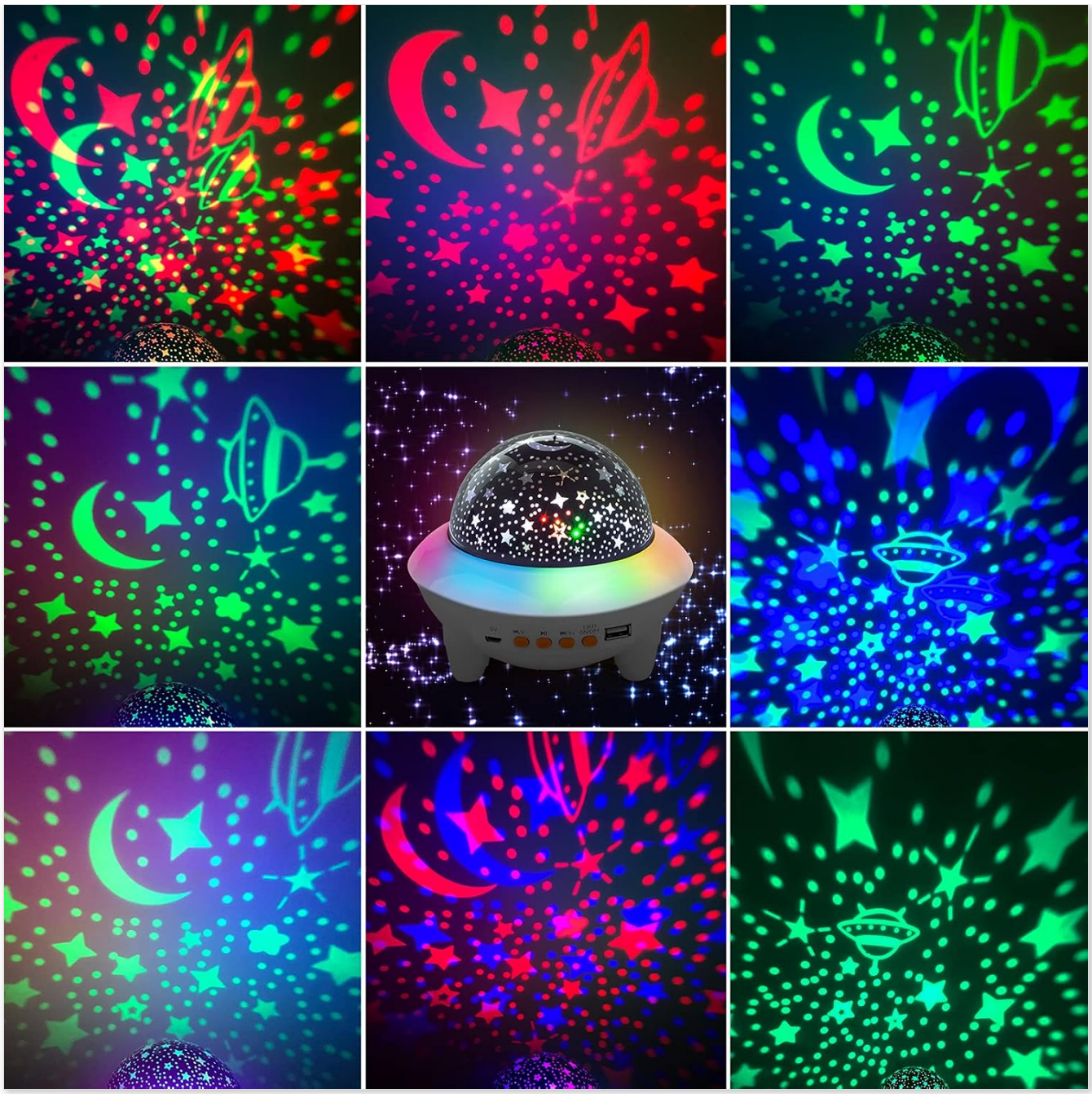


Image 4.4: A collage showing nine different projection patterns and color schemes, demonstrating the lamp's versatility in creating various atmospheric effects.

5. Maintenance

To ensure the longevity and optimal performance of your GRIFEMA GD1002-1 Star Projector Lamp, follow these simple maintenance guidelines:

- **Cleaning:** Gently wipe the surface of the projector with a soft, dry cloth. Do not use abrasive cleaners, solvents, or harsh chemicals, as these may damage the plastic housing or the projection lens.
- **Storage:** When not in use for extended periods, store the device in a cool, dry place away from direct sunlight and extreme temperatures.
- **Battery Care:** If the device will not be used for a long time, charge it periodically (e.g., every 3-6 months) to maintain battery health.
- **Avoid Water:** This device is not waterproof. Keep it away from water, moisture, and high humidity to prevent

damage to internal components.

6. Troubleshooting

If you encounter issues with your GRIFEMA GD1002-1 Star Projector Lamp, please refer to the following common problems and solutions:

Problem	Possible Cause	Solution
Device does not turn on.	Low battery; Power button not pressed correctly; Device malfunction.	Ensure the device is fully charged. Press and hold the power button for a few seconds. If still unresponsive, contact customer support.
Remote control is not working.	Dead battery in remote; Obstruction between remote and device; Remote not pointed correctly.	Replace the remote control battery. Ensure there are no obstructions. Point the remote directly at the device's sensor.
Bluetooth connection fails.	Device not in pairing mode; Bluetooth disabled on source device; Interference.	Ensure the projector is on. Restart Bluetooth on your phone/device. Move closer to the projector. Disconnect other Bluetooth devices.
No sound from speaker.	Volume too low; Device muted; Incorrect audio source.	Increase volume on both the projector and your connected device. Check if the device is muted. Ensure Bluetooth is properly connected or USB is recognized.
Projection is dim or unclear.	Low brightness setting; Dirty lens; Ambient light too high.	Increase brightness using the remote. Gently clean the projection lens with a soft, dry cloth. Use the projector in a dark room for best results.

7. Specifications

Feature	Detail
Model Number	GD1002-1
Product Dimensions	15 x 15 x 13.5 cm
Weight	400 grams
Material	Plastic
Lamp Type	LED (Light Emitting Diode)
Power Source	Battery Powered (1 Lithium Ion battery included) / USB Charging
Specific Uses	Sleep Aid, Decoration

Feature	Detail
Color	White (base)
Assembly Required	No

8. Warranty and Support

For information regarding warranty coverage, technical support, or replacement parts, please refer to the contact details provided on the product packaging or the official GRIFEMA website. Please retain your proof of purchase for warranty claims.

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