



RCB1 User Manual



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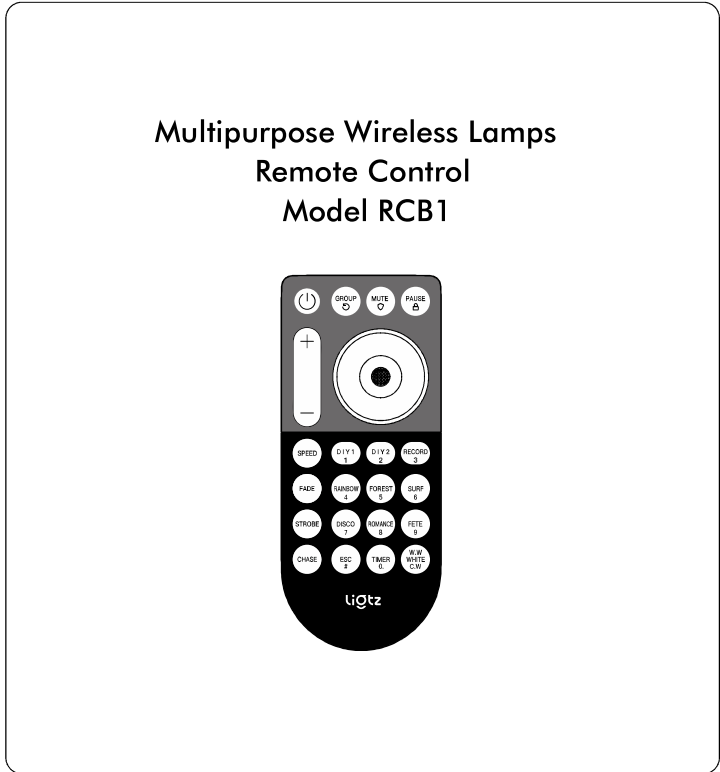
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1. Getting Started

1.1 Model







1. Getting Started







1.2 GUIDE

Please read this manual carefully before using the remote control.

WARNING

-  Do not expose the remote control to high temperatures, such as direct sunlight or open flames.
-  Do not immerse the remote control in water or expose it to rain.
-  If the remote control will not be used for a long time, please remove the batteries.
-  Do not disassemble the remote control.

IMPORTANT NOTE

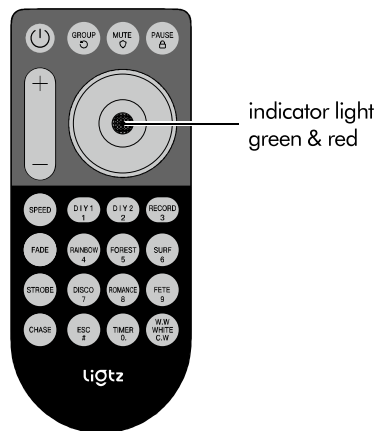
-  The lamps must be grouped when using the remote control for the first time. If a lamp does not join the group, it cannot be controlled by the remote control. A group can contain up to 254 lamps.
-  Each lamp can only be added to a group once. Otherwise, abnormal effects may occur in Chase mode or Wavy scenes.
-  If Chase mode does not operate properly, please use "Batch rebuild group" to rebuild group (see page 26).
-  If the remote control displays a yellow flashing indicator, the battery level is low. Please replace the batteries.
-  Do not use the remote control in areas where wireless devices are prohibited.
-  The radio waves generated by the remote control may affect the normal operation of medical or implantable devices, such as pacemakers and hearing aids etc. Please consult your doctor before used.

The user is responsible for correct use of the lamps and remote control. The company shall not be held liable for any loss or damage caused by improper operation.

2. Basic Operations

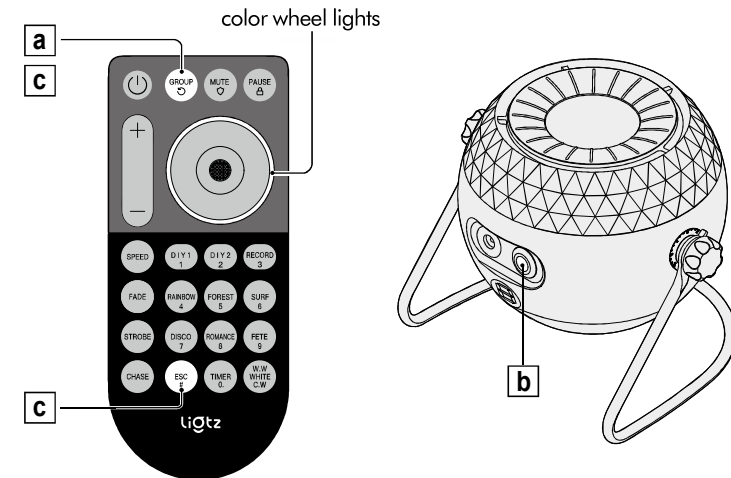
2.1 Buzzer & Indicator light

Button	Buzzer	Indicator Light
Click	One short beep	Green flashes once
Hold	One long beep	Green flashes once (long)
Invalid	Two short beeps	Red flashes twice
Locked	Three short beeps	Red flashes three times



2. Basic Operations

2.2 Set group



a Step 1: Set remote control to group waiting state:

New remote control:

When the new remote control is used for the first time after the batteries are installed, or any button is pressed, the Color wheel lights will rotate counterclockwise. This indicates that the remote control has entered grouping state.

Remote control already grouped:

Press and hold the **Group** button for 3 seconds. The Color wheel lights will rotate counterclockwise, indicating that the remote control has entered grouping mode. If no operation is performed, the Color wheel lights will turn off after 1 minute, indicating that the remote control has exited grouping state. You can repeat the above steps to start again.

Note: When Lock, DIY, Anti-theft alarm mode is activated, pressing the **group** button is invalid.

b Step 2: Add a lamp to the group:

Ungrouped lamp:

1. Make sure the lamp is off.
2. Press the lamp switch to turn on the lamp. The lamp will flash red, green, blue, and white, then enter scene mode.
3. The remote control will emit one long beep and the indicator light will flash green once, indicating that the lamp has been successfully added to the group.

Rejoining lamp:

1. Turn on the lamp.
2. Press the lamp switch for 6 seconds until the lamp starts flashing. The lamp will flash red, green, blue, and white, then enter scene mode.
3. The remote control will emit one long beep and indicator light will flash green once, indicating that the lamp has successfully rejoined the group.


Add multiple lamps to the group:


Repeat the above steps and record the order in which the lamps are added to the group. You can use a whiteboard pen to mark the lamp number at the "8" position on each lamp.

c Step 3: Finish

Press **Group** on the remote control, or wait for 1 minute. The remote control will exit grouping mode, and the indicator lights will turn off.

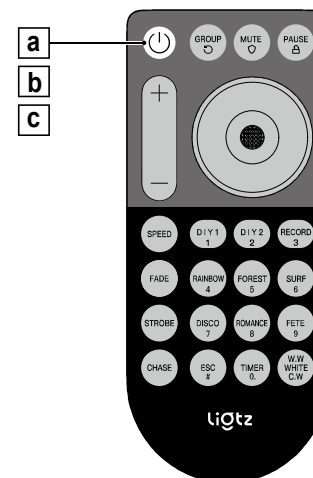
IMPORTANT NOTE

 Do not use a permanent marker or similar pen to write at the "8" position, as the markings will be permanent.

 The first lamp to join the group (Lamp No. 1) may act as an auxiliary control lamp. Therefore, Lamp No.1 must remain powered on; otherwise, the scene effect may become irregular.

2. Basic Operations


2.3 Power on, standby and sleep





a Turn on the lamp:

If the lamps are in standby or timed on state, press , the lamps will play scene last used.

b Standby:

1. Press and hold  on the remote control for 3 seconds until the buzzer emits one long beep.
The lamps enter standby mode, and the indicator light displays a breathing yellow.
2. The lamps can be operated with the remote control for up to 10 minutes.
If no operation occurs within 10 minutes, the lamps automatically enter sleep state to save battery power.

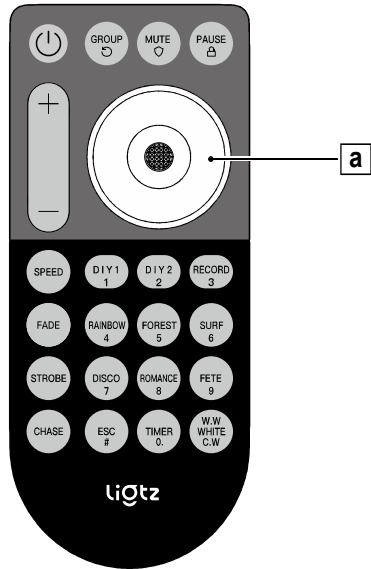
c Sleep (Power off):

1. Press and hold  on the remote control for 5 seconds until the buzzer emits two beeps.
2. The lamps will enter sleep mode after 10 seconds.
Press the  again within 10 seconds to cancel sleep.
3. Once in sleep mode, the remote control cannot operate the lamps. Press the lamp switch to wake them up.

Note: When the Anti-theft alarm mode is activated, the lamps can only enter standby state and cannot enter sleep state.

2. Basic Operations

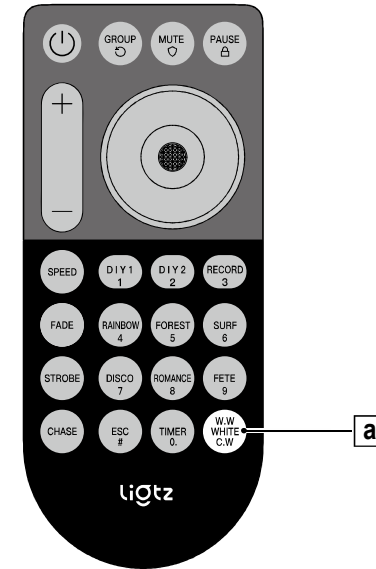
2.4 Play a single color



a Click or rotate the Color wheel to select the desired color.

2. Basic Operations

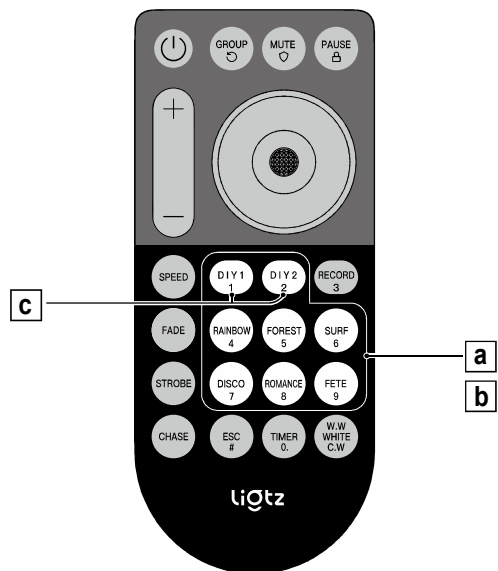
2.5 Play white light



a Press White to cycle through Warm white, Natural white, and Cold white.

2. Basic Operations

2.6 Play raw scene and wavy scene



a Raw scene mode:

Press one of the DIY1, DIY2, Rainbow, Forest, Surf, Disco, Romance, Fete button to play the scene.

b Wavy scene mode:

Press and hold one of the above scene buttons for 3 seconds until the buzzer emits one long beep, the scene will play in wavy scene mode.

Note: When there are fewer than 5 lamps in the group, not all effects can be displayed. For example, converge and radiation effects are unavailable.

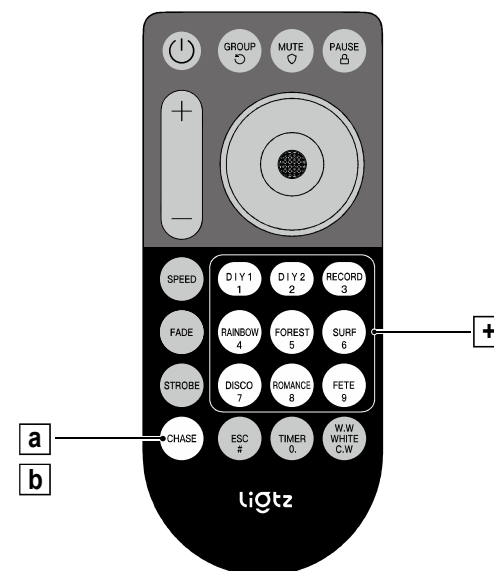
c Fire scene and Firework scene:

Press DIY1 to play user-defined scene if it has been set; otherwise, the preset Fire scene will play.

Press DIY2 to play user-defined scene if it has been set; otherwise, the preset Firework scene will play.

2. Basic Operations

2.7 Play chase



a Press Chase + a number button (1-9) to play a chase scene, each number button has multiple preset scene.

Note: "+" means that after pressing and releasing one button, you should press another button. The buttons are not be pressed simultaneously.

b When a chase scene is playing:

1. Press and hold Chase for 3 seconds to loop the current chase scene.
2. Press and hold Chase again for 3 seconds to cancel the loop and continue sequential playback.

Note:

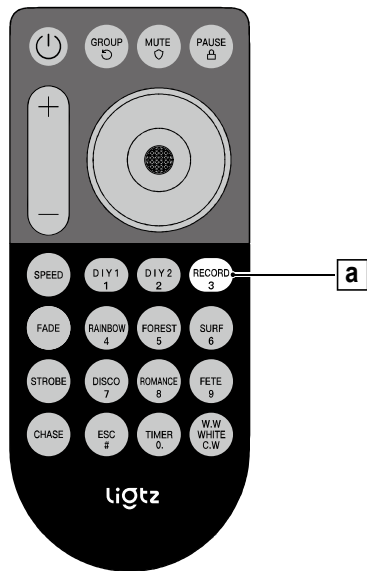
1. When there are fewer than 5 lamps in the group, not all effects can be displayed. For example, converge and radiation effects are unavailable.

2. If the chase does not execute in sequence, please reconfirm that all the lamps are in the correct marshaling sequence.

If there is chaos effect persists, please restore the remote control and the lamps to the factory default and set a new group. please refer 3.8 **Batch rebuild group**.

2. Basic Operations

2.8 Play recent records



a Play the Last 5 Record:

Press the Record to play the last 5 scenes or chase records in sequence.

Note: *The most recent 5 scenes or chases records that were played for more than 20 seconds will be recorded automatically.*

Cancel Recording Playback:

Press the Scene, Chase, White buttons, or click Color wheel to cancel the current recording playback and play the new mode.

Delete Records:

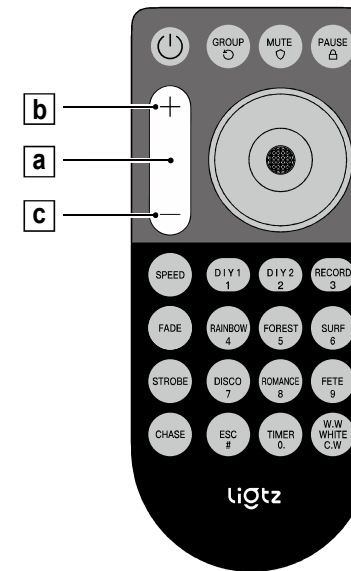
When playing any modes except record, press and hold Record 3 second to delete the records. The most recent record cannot be deleted while it is being played; the buzzer will beep twice to indicate an invalid operation.

IMPORTANT NOTE

 If the lamp is restored to the factory default settings, all records will be lost.

2. Basic Operations

2.9 Brightness



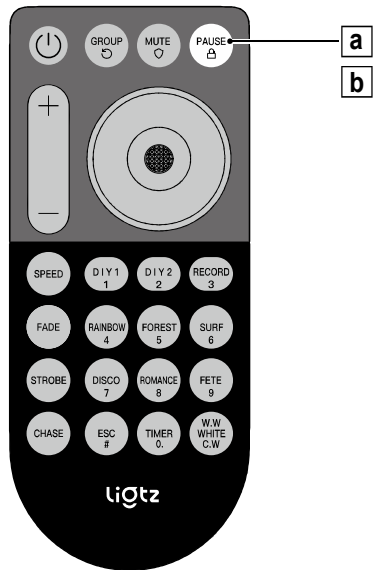
a Slide the slider up or down to adjust the brightness.

b Click or hold the "+" at the top of the brightness bar to gradually increase the brightness.

c Click or hold the "-" at the bottom of the brightness bar to gradually decrease the brightness.

2. Basic Operations

2.10 Pause or play



-
- a** Press Pause to pause the playback of a scene or chase.
-
- b** Press Pause again to resume playback.
Click Color wheel, or press Scene, Chase or White button to also cancel the pause.
- Note:** *Some buttons are disabled while in pause state.*
-

2. Basic Operations

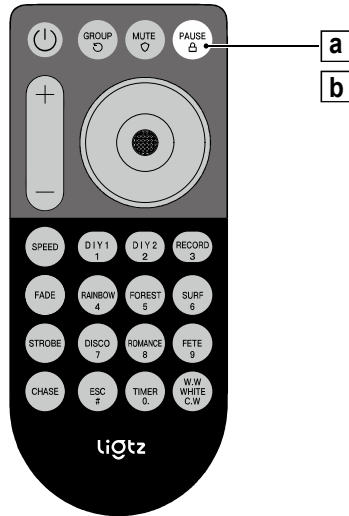
2.11 Mute




-
- a** Press Mute to turn off the buzzer sound.
-
- b** Press Mute again to turn on the buzzer sound back on.
-

2. Basic Operations

2.12 Lock keys



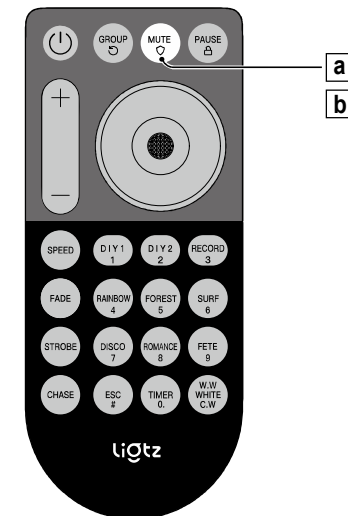
- a** Press and hold  for 3 seconds until the buzzer sounds a long beep. The remote control buttons will be locked to prevent misoperation.

Note: After the buttons are locked, pressing any other button will cause the buzzer to beep three times to indicate an invalid operation.

- b** Press and hold  again for 3 seconds until the buzzer sounds a long beep to unlock the buttons.


2. Basic Operations

2.13 Anti-theft alarm mode




The lamps must be either on or standby state. If the lamps is in sleep state, the setting will be invalid.

- a** When the remote control is not in Anti-theft alarm mode:

Press and hold the  for 3 seconds to turn on the Anti-theft alarm mode. On both the remote control and the lamp, the "red-green" indicator light will flash intermittently.

- b** When the remote control is in Anti-theft alarm mode:

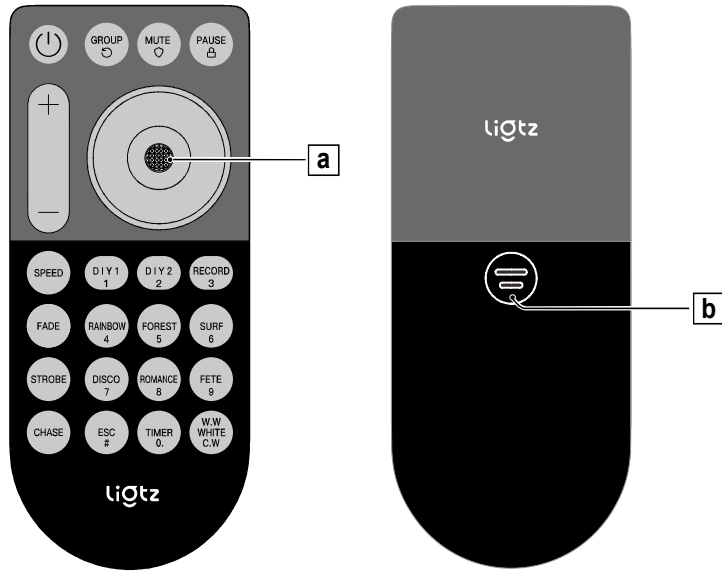
1. Once Anti-theft alarm mode is activated, if the lamps are moved or detect vibration, the "red-green" indicator light on the remote control and lamps will flash rapidly, and the remote control buzzer will sound a siren. This alarm state will last for 30 seconds before returning to intermittent flashing of the "red-green" indicator light.
2. Press and hold the  again for 3 seconds to disable the Anti-theft alarm mode when it is enabled.

Note: 1. When the Anti-theft alarm mode is activated which consumes a large amount of power; the battery life of the remote control will be shortened.

2. If the battery of the remote control is replaced while Anti-theft alarm mode is enabled. Anti-theft alarm mode will be disabled and it must be restarted.

2. Basic Operations





2.14 Replace battery



a When the battery is low, the yellow indicator light will flash during remote control operation.

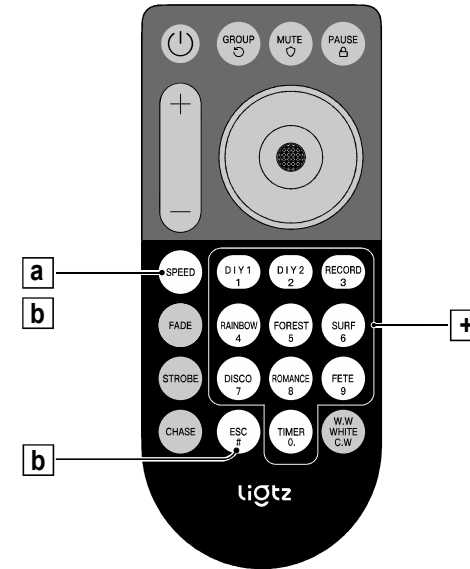
b Open the back cover, then replace the 3 batteries (model LR3/AAA/AM-4).

IMPORTANT NOTE

-  When the power is low, the remote control may operate abnormally and send incorrect commands.
-  Please dispose of used batteries in accordance with environmental protection requirements!
-  Do not dispose of the battery in fire, as it may cause an explosion!
-  For long-term storage, the batteries must be removed; otherwise, the remote control may be damaged. Damage caused by battery leakage is not covered the warranty.

3. Advanced Operations

3.1 Effect control - speed



a

Press Speed + a number (0.1-0.9, 1-9 times) to adjust the speed of the scene when playing in the Raw scene mode, Wavy scene mode, or Chase mode.

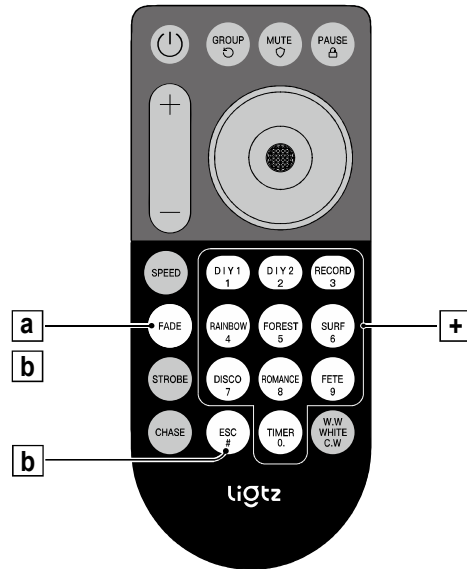
0.1-0.9: Slower speed.
1 : Default speed.
2-9 : Faster speed.

b

Press Speed + ESC to restore the speed to its default setting.

3. Advanced Operations

3.2 Effect control - fade



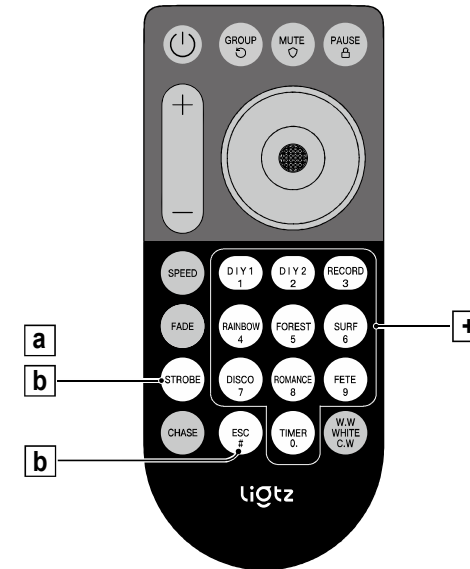
a Press Fade + a number (0-9 seconds) to add a fade effect between two colors when playing in Raw scene mode or Wavy scene mode.

b Press Fade + ESC to restore the fade effect to its default setting.

Note: *The fade effect is not available when playing a single color, white light, or chase.*

3. Advanced Operations

3.3 Effect Control - strobe



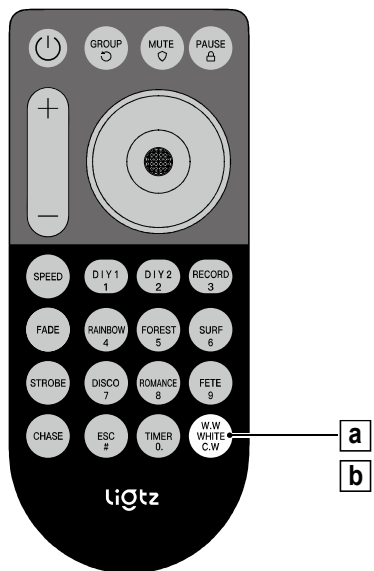
a Press Strobe + a number (1-9 seconds) to make the lamps flash white light at the set interval during playing.

b Press Strobe + ESC to cancel the strobe effect.

Note: *If the lights are out of sync while Speed, Fade, or Strobe effects are set, you can replay the scene.*

3. Advanced Operations

3.4 Effect control - white light compensation

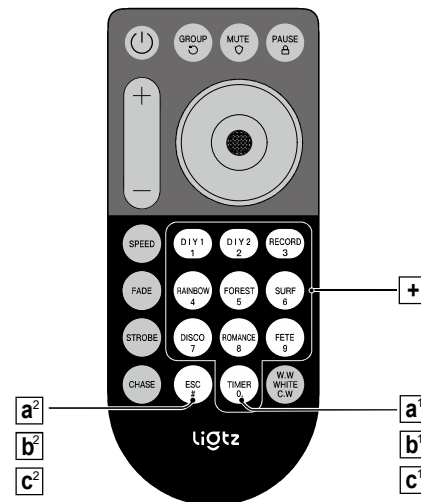


a Press and hold the White button for 3 seconds. The white light compensation will be turned on during all playback, marking the colors appear brighter.

b Press and hold White again for 3 seconds to cancel the white light compensation.

3. Advanced Operations

3.5 Timed on and timed off



The lamps must be on or in standby state. If a lamp is in sleep state, the setting will be invalid.

a Turn on lamps by timer:

Press the Timer + number button (1-999 minutes) + #.
A yellow indicator light flashes three times (0.1-0.5-1seconds) to indicate that the timer setting is complete. The lamps will automatically power on when the timer expires.

b Turn off lamps by timer:

Press and hold Timer for 3 seconds + number button (1-999 minutes) + #.
A yellow indicator light flashes three times (1-0.5-0.1seconds) to indicate that the timer setting is complete. The lamps will enter standby mode when the timer expires. If no operation is performed for 10 minutes, the lamps will automatically power off.

c Cancel timer:

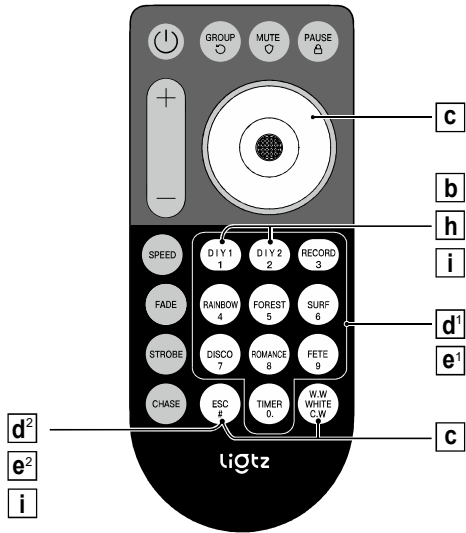
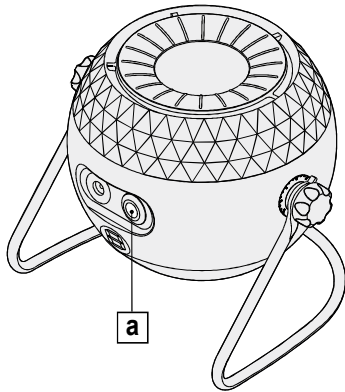
Press and hold Timer + ESC to cancel the timer and turn the lamps on.

Note:


1. If the input number is only 1 or 2 digits and user does not press “#”, the remote control will still send a signal after 5 seconds.
2. While the timer is active, the timer may be canceled if you perform DIY operations, Resetting the default settings, or turn the lamp or remote control on or off.

3. Advanced Operations

3.6 DIY scene



IMPORTANT NOTE

 If the battery in the lamp or remote control is low, the DIY procedure may be interrupted, resulting in failure. The customized scene you have just created will be lost.

"Fire" and "Fireworks" scenes are preset in DIY1 and DIY2.
User can customize the scene in DIY1 and DIY2 to replace the presets:

- a** Turn on all lamps.

- b** **Start DIY:**
Press and hold the DIY1 (or DIY2) button for 8 seconds until two long beeps are heard. The green indicator light will turn on and the lamps will turn white, indicating that DIY mode has started.
Note: *The strobe effect will be unavailable.*

- c** **Select color:**
Click or rotate the Color wheel to select the desired color, or press White to select desired white color, or press and hold White for 3 seconds to enhance or not enhance the brightness of the selected colors.
Press # to confirm the color. The selected color will flash 5 times to indicate that the input has been received.

- d** **Set Fade time:**
Press a number 0-9 + # (0-9 seconds). The green light flashes 5 times.

- e** **Set Stay time:**
Press a number 0-9 + # (0-9 seconds). The blue light flashes 5 times.
Note: *While setting the time for Fade or Stay, if two or more numbers are pressed, only the last number is valid. This function can be used to correct the number just entered.*

- f** Repeat steps (c) to (e)..... , up to 23 colors can be defined. If the number of colors exceeds 23, the red indicator light on the remote control will turn on.

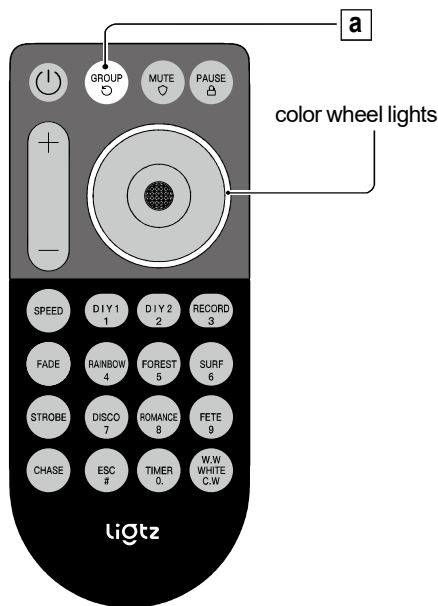
- g** **Give up DIY:**
Press and hold ESC for 3 seconds until a long beep or wait 1 minute (white color flashes 5 times) to cancel input if you input already.


- h** **Save DIY:**
Press and hold DIY1 (or DIY2) for 3 seconds until one long beep is heard, the customize DIY is saved and it will play automatically in raw scene mode.
Note: *Save DIY will reset the Speed, Fade and Strobe default settings.*

- i** **Delete Customize DIY:**
Press and hold DIY1 (or DIY2) for 8 seconds, then press and hold ESC for 3 seconds to delete the customize DIY scene. The lamps will flash red 5 times, times, after which the preset scene will automatically play.

3. Advanced Operations

3.7 Reset factory default settings



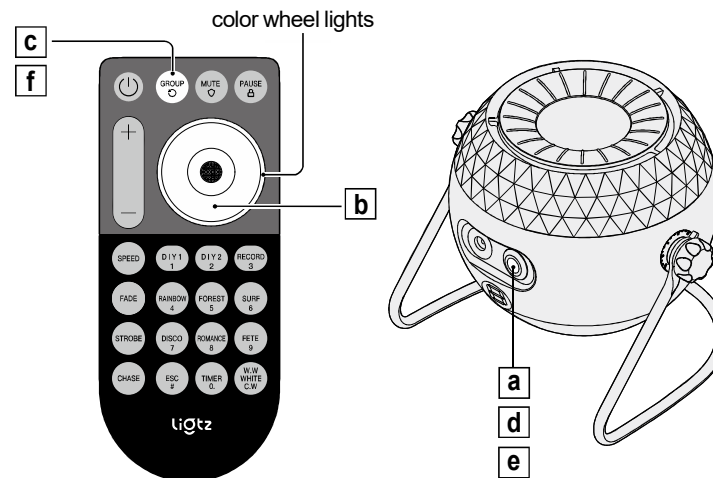
- a** Press and hold  for 8 seconds until the second sounds. The remote control is restored to the factory default settings. The Color wheel lights rotate counterclockwise, indicating that the remote control is waiting for lamps to join the group.


Note:

1. If previously grouped lamps are powered on, they will be restored to factory default settings simultaneously (see 3.8 Batch rebuild group of Page 26).
2. After remote control is restored to factory default settings, the previous group information is lost. All lamps can no longer be controlled, and the group must be rebuilt.

3. Advanced Operations

3.8 Batch rebuild group



- a** Turn on all lamps that will be added to the group.
- b** Use the remote control to test the lamps and identify which lamps can be controlled.
- c** Press and hold  button for 8 seconds until the buzzer emits a long beep. The Color wheel lights rotate counterclockwise, indicating that the remote control has been restored to the factory default settings. All controlled lamps are restored to the factory defaults at the same time. The lamps flash red, green, and white. The lamp enter the sleep state after flashing.
- d** Starting with the first lamp, press the lamp switch to turn on the lamp. The lamp will join the group after flashing red, green, and blue. The remote control buzzer will emit a long beep to indicate that the lamp has been added to the group successfully, and the lamp will automatically play the rainbow scene.
- e** For an uncontrolled lamp, press and hold the lamp switch for more than 6 seconds while the lamp is on until the light start to blink. The lamp will then be restored to factory default settings and join the group after flashing RGB color.
- f** After all lamps have been joined the group in order, press Group or wait 1 minute to exit the waiting group state. The Color wheel lights is off, the group is set up.

4. Parameters

4.1 Specifications

Construction

Housing	ABS
IP Rating	IPX0
Operating humidity	0 - 95%
Operating temperature	32-104°F / 0-40°C
Weight (including battery)	0.22 lbs / 0.1 kgs
Dimensions (LxWxH)	129 x 55 x 20 mm

Control

RF frequency	915 MHz
Control Range (no obstructions)	>1094 yards/1000 meters

Electrical

Battery	LR03/AAA/AM-4
Voltage	4.5V

4. Parameters

4.2 Certificate

CONFORMITIES

Herewith, Ligtz LLC declare that the Remote control Art.RCB is in accordance with the basic requirements and the other relevant regulations of the directive FCC & FCC ID. The declaration of conformity

A. FCC ID: 2A2MA-CSRB

B. This lamp complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:
(1) this lamp may not cause harmful interference, and
(2) this lamp must accept any interference received, including interference that may cause undesired operation.

Note 1:

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.

Note 2:

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

PACKING LIST

The numbers in () are the supplied quantity:

- Remote control RCB1 (1 piece)
- LR03/AAA/AM-4 battery (3 pieces)
- User Manual (This manual) (1 piece)
- Quick Guide (1 piece)

5. Trouble shooting

Trouble & Solution		
Trouble	Reason	Solution
1 Remote control is not responding, or shows a yellow indicator light.	The batteries are depleted or low.	Replace the batteries. Refer page 17 .
2 The batteries run out quickly.	Anti-theft alarm mode has been activated for a long time.	This is normal. Disable Anti-theft alarm mode when it is not needed. Refer to Page 16 .
3 The remote control cannot control the lamps.	The lamps have not been added to the group.	Add the lamps to a group. Refer to Page 4 .
4 Some lamps do not respond when multiple lamps are on.	Possible radio signal interference.	Reduce interference or control the lamps within recommended distance.
5 Playback effect is chaotic when playing a chase or scene.	The lamps are not placed in the correct order, or the lamp group numbers are incorrect.	Adjust the placements sequence of the lamps, or reset the group. Refer to Page 26 .
6 The Scene or Chase works normally at first but becomes chaotic after a while.	The first lamp may not be turned on, or the settings may be inconsistent.	Ensure the first lamp is turned on and restart. If it is already on, set Speed, Fade, and Strobe to default.
7 Playback becomes out of sync after setting Speed, Fade, or Strobe.	The lamps need to be synchronized.	Replay the Scene, Chase, or Record.
8 Playback is chaotic when playing the "Record".	The records on the lamp are inconsistent.	Delete the records on all lamps and record them again. Refer to Page 11
9 Chaos occurs when playing DIY1 (Fire) or DIY2 (Firework).	The DIY scenes on the lamps are inconsistent	Redo the DIY operation. Refer to Page 23 .
10 The color does not change when playing a customized DIY scene.	Only one color is defined.	Define at least two different colors in the DIY customization.

6. Warranty

Use requirements:

Please use and maintain this product according to the instructions.

Warranty period:

This product has a free one-year warranty from the date of purchase.

Warranty service:

During the warranty period, repairs and replacement accessories are provided free of charge. Maintenance after the warranty period will be charged.

Exemption clause:

Misuse, improper maintenance, or abnormal use is not covered by the warranty. Non-quality issues are also excluded.

Special attention: The AAA battery must be removed from the remote control if it will not be used for a long time. Damage caused by battery leakage is not covered by the warranty.

Warranty range:

This warranty covers functional failures and manufacturing defects during normal use. It does cover human damage, unauthorized repairs or modifications, problems beyond the warranty period, or damage caused by natural disasters or other uncontrollable factors.

Contact customer service:

Please contact us via customer service email service@ligtz.com.

Please note that all information is subject to change without prior notice.
Mar 1st, 2026©

ligtz™

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Holland, PA 18966

Designed in USA ©2026

www.ligtz.com

service@ligtz.com

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