TOURNADO™

RGBALC

IP65

SUITABLE FOR OUTDOOR USE

blizzard

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TABLE OF CONTENTS

1. GETTING STARTED

What's In The Box?

- 1x TOURnado™ RGBALC LED Fixture
- 1x IP rated AC power cord
- This Lovely User Manual

Getting It Out Of The Box

Congratulations on purchasing the TOURnado™ RGBALC. Now that you've got your fixture, you should carefully unpack the box and check the contents to ensure that all parts are present and in good condition. If anything looks as if it has been damaged in transit, notify the shipper immediately and keep the packing material for inspection. Again, please save the carton and all packing materials. If a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Powering Up!

All fixtures must be powered directly off a switched circuit and **cannot be run off a rheostat (variable resistor) or dimmer circuit, even if the rheostat or dimmer channel is used solely for a 0% to 100% switch**.

AC Voltage Switch - Not all fixtures have a voltage select switch, so please verify that the fixture you receive is suitable for your local power supply. See the label on the fixture or refer to the fixture's specifications chart for more information. A fixture's listed current rating is its average current draw under normal conditions. Check the fixture or device carefully to make sure that if a voltage selection switch exists that it is set to the correct line voltage you will use.

Warning! ***Verify that the voltage select switch on your unit matches the line voltage applied. Damage to your fixture may result if the line voltage applied does not match the voltage indicated on the voltage selector switch. All fixtures must be connected to circuits with a suitable Ground (Earthing).***

Getting A Hold Of Us

If something is wrong, please just visit our website at www.blizzardpro.com/support and open a support ticket. We'll be happy to help, honest.

Author:	**Date:**	**Last Edited:**	**Date:**
J. Thomas	5/25/2023	J. Thomas	5/25/2023

Safety Instructions

Please read these instructions carefully. They include important information about the installation, usage and maintenance of this product.

- Please keep this User Guide for future use. If you sell the unit to someone else, be sure that they also receive this User Guide.

- ALWAYS make sure that you are connecting to the proper voltage, and that the line voltage you are connecting to is not higher than that stated on the decal or rear panel of the fixture.

- Make sure there are no flammable materials close to the unit while operating.

- The unit must be installed in a location with adequate ventilation, at least 20in (50cm) from adjacent surfaces. Be sure that no ventilation slots are blocked.

- ALWAYS disconnect from the power source before servicing or replacing fuse and be sure to replace with same fuse size and type.

- ALWAYS secure fixture using a safety chain. NEVER carry the fixture by its head. Use its carrying handles.

- DO NOT operate at ambient temperatures higher than 104°F (40°C).

- In the event of a serious operating problem, stop using the unit immediately. NEVER try to repair the unit by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.

- NEVER connect the device to a dimmer pack.

- Make sure the power cord is never crimped or damaged.

- Never disconnect the power cord by pulling or tugging on the cord.

- Avoid direct eye exposure to the light source while it is on.

Caution! There are no user serviceable parts inside the unit. Do not open the housing or attempt any repairs yourself. In the unlikely event your unit may require service, please open a support ticket at www.blizzardpro.com/support.

2. MEET THE TOURNADO™ RGBALC

MAIN FEATURES

- Color mixing via 7x 20W RGBALC 6-in-1 LEDs
- IP65 rated outdoor LED fixture
- OLED control menu w/touch sensitive buttons
- 25 degree beam angle
- Built-in color & chase macros via DMX
- Built-in automated programs via master/slave
- RGBALC color mixing ability in standalone mode
- 6/8/12-channel DMX profiles w/32-bit dimming
- Convection cooled cast aluminum housing
- Dual mounting brackets for positioning flexibility
- Flicker-free constant-current LED driver
- IP rated locking power and 5-pin DMX connections

DMX Quick Reference (6-Channel Mode)

Channel	What is does...
1	Red Intensity (0 <--> 100%)
2	Green Intensity (0 <--> 100%)
3	Blue Intensity (0 <--> 100%)
4	Amber Intensity (0 <--> 100%)
5	Lime Intensity (0 <--> 100%)
6	Cyan Intensity (0 <--> 100%)

DMX Quick Reference (8-Channel Mode)

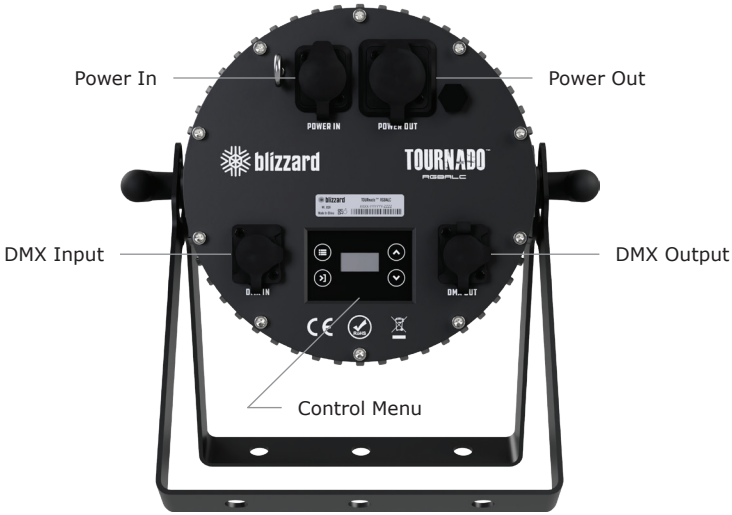
Channel	What is does...
1	Master Dimmer (0 <--> 100%)
2	Red Intensity (0 <--> 100%)
3	Green Intensity (0 <--> 100%)
4	Blue Intensity (0 <--> 100%)
5	Amber Intensity (0 <--> 100%)
6	Lime Intensity (0 <--> 100%)
7	Cyan Intensity (0 <--> 100%)
8	Strobe (Slow <--> Fast)

DMX Quick Reference (12-Channel Mode)

Channel	What is does...
1	Master Dimmer (0 <--> 100%)
2	Red Intensity (0 <--> 100%)
3	Green Intensity (0 <--> 100%)
4	Blue Intensity (0 <--> 100%)
5	Amber Intensity (0 <--> 100%)
6	Lime Intensity (0 <--> 100%)
7	Cyan Intensity (0 <--> 100%)
8	Strobe (Slow <--> Fast)
9	Built-In Programs
10	Auto Speed (Slow <--> Fast)
11	Virtual Color Wheel
12	32-Bit Dimming

Figure 1: TOURnado™ RGBALC Pin-Up Picture

Figure 2: Rear Connections



3. SETUP

Before replacing a fuse, disconnect the power cord.
ALWAYS replace with the same type and rating of fuse.

Fuse Replacement

This fixture utilizes a high-output switch-mode power supply with an internal fuse. Under normal conditions, the fuse should not require replacement. Should your fixture require fuse replacement, please contact us for instructions.

Connecting A Bunch of TOURnado™ RGBALC Fixtures

You will need a serial data link to run light shows using a DMX-512 controller or to run shows on two or more fixtures set to sync in master/slave operating mode. The combined number of channels required by all the fixtures on a serial data link determines the number of fixtures the data link can support.

Fixtures on a serial data link must be daisy chained in a single line. Also, connecting more than 32 fixtures on one serial data link without the use of an optically-isolated DMX splitter may result in deterioration of DMX signal. The maximum recommended cable-run distance is 500 meters (1640 ft).

Data/DMX Cabling

To link fixtures together you'll need data cables. You should use data-grade cables that can carry a high quality signal and are less prone to electromagnetic interference.

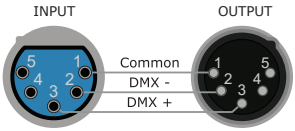
For instance, Belden© 9841 meets the specifications for EIA RS-485 applications. Standard microphone cables will "probably" be OK, but note that they cannot transmit DMX data as reliably over long distances. In any event, the cable should have the following characteristics:

- *2-conductor twisted pair plus a shield*
- *Maximum capacitance between conductors – 30 pF/ft.*
- *Maximum capacitance between conductor & shield – 55 pF/ft.*
- *Maximum resistance of 20 ohms / 1000 ft.*
- *Nominal impedance 100 – 140 ohms*

Disclaimer: The power connectors fitted to the fixture and fixture cord are designed for compatibility with products manufactured by Neutrik AG, Neutrik USA and their related entities, however they are not manufactured by, affiliated with or endorsed by Neutrik AG, Neutrik USA, or any related entity. Neutrik® and powerCON® are registered trademarks of Neutrik AG.

Cable Connectors

Cables must have a male XLR connector on one end and a female XLR connector on the other end. (Duh!)



A Word on Termination:

DMX is a resilient communication protocol, however errors still occasionally occur. Termination reduces signal errors, and therefore best practices include use of a terminator in all circumstances. If you are experiencing problems with erratic fixture behavior, especially over long signal cable runs, a terminator may help improve performance.

To build your own DMX Terminator:

Obtain a 120-ohm, 1/4-watt resistor, and wire it between pins 2 & 3 of the last fixture. They are also readily available from specialty retailers.

CAUTION: Do not allow contact between the common and the fixture's chassis ground. Grounding the common can cause a ground loop, and your fixture may perform erratically. Test cables with an ohm meter to verify correct polarity and to make sure the pins are not grounded or shorted to the shield or each other.

3-Pin??? 5-Pin??? Huh?!?

If you use a controller with a 3-pin DMX output connector, you will need to use a 3-pin to 5-pin adapter. If you'd like to build your own, the chart below details a proper cable conversion:

Conductor	3-Pin Female (Output)	5-Pin Male (Input)
Ground/Shield	Pin 1	Pin 1
Data 1- (Primary Data)	Pin 2	Pin 2
Data 1+ (Primary Data)	Pin 3	Pin 3
Data 2- (Optional)	--	Pin 4 - Do Not Use
Data 2+ (Optional)	--	Pin 5 - Do Not Use

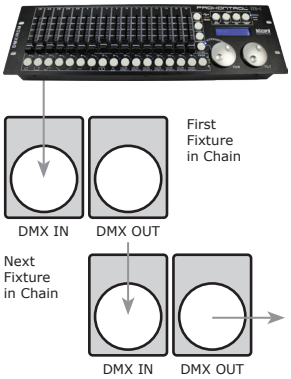
Take It To The Next Level: Setting Up DMX Control

Step 1: Connect the male connector of the DMX cable to the female connector (output) on the controller.

Step 2: Connect the female connector of the DMX cable to the first fixture's male connector (input).

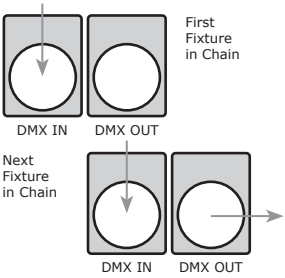
Note: It doesn't matter which fixture address is the first one connected. We recommend connecting the fixtures in terms of their proximity to the controller, rather than connecting the lowest fixture number first, and so on.

Step 3: Connect other fixtures in the chain from output to input as above. Place a DMX terminator on the output of the final fixture to ensure best communication.



Fixture Linking (M/S Mode)

1. Connect the male connector side of the DMX cable to the output female connector of the first fixture.



2. Connect the end of the cable coming from the first fixture which will have a female connector to the input connector of the next fixture consisting of a male connector. Then, proceed to connect from the output as stated above to the input of the following fixture and so on.

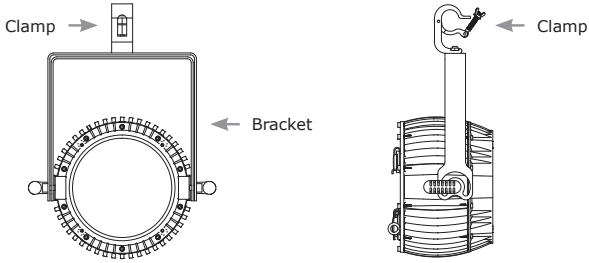
A quick note: Often, the setup for Master-Slave and Standalone operation requires that the first fixture in the chain be initialized for this purpose via either settings in the control panel or DIP-switches. Secondarily, the fixtures that follow may also require a slave setting.

Check the "**Operating Adjustments**" section in this manual for complete instructions for this type of setup and configuration.

Mounting & Rigging

This fixture may be mounted in any SAFE position provided there is enough room for ventilation. The fan or vent pathway must never be obstructed.

IMPORTANT: Regardless of the rigging option you choose for your fixtures, always be sure to secure your fixture with a safety cable.



Mount the fixture using a suitable "C" or "O" type clamp. The clamp should be rated to hold at least 10x the fixture's weight to ensure structural stability. Do not mount to surfaces of unknown strength, and ensure properly rated rigging is used when mounting fixtures overhead.

Overhead mounting requires extensive experience, which includes calculating working load limits, knowledge of the installation material being used, and periodic safety inspections. If you lack these qualifications, do not attempt the installation yourself.

4. OPERATING ADJUSTMENTS

The Control Panel

All the features and different modes possible with the TOURnado™ RGBALC are accessed by using the control panel on the rear of the fixture. There are 4 control buttons which allow you to navigate through the various control panel menus.

<MENU>

Is used to navigate to the previous higher-level menu item.

<UP>

Scrolls through menu items and numbers in ascending order.

<DOWN>

Scrolls through menu items and numbers in descending order.

<ENTER>

Is used to select and confirm/store the current selection.

The control panel display shows the menu items you select from the menu map on page #11. When a menu function is selected, the display will show immediately the first available option for the selected menu function. To select a menu item, press **<ENTER>**.

Use the **<UP>** and **<DOWN>** buttons to navigate the menu options. Press the **<ENTER>** button to select the menu function currently displayed, or to enable a menu option. To return to the previous option or menu without changing the value, press the **<MENU>** button.

Control Panel Menu Structure

ADDR	001-512			To choose the DMX address
STATIC	R			Red intensity (0% <--> 100%)
	G			Green intensity (0% <--> 100%)
	B			Blue intensity (0% <--> 100%)
	A			Amber intensity (0% <--> 100%)
	L			Lime intensity (0% <--> 100%)
	C			Cyan intensity (0% <--> 100%)
	SHUT			Flash / strobe speed (0-255)
	PRSC (preset colors)			NONE, R, G, B, A, L, C, YELLOW, PINK, CYAN, ORANGE, VIOLET, GOLDEN, 2700K, 3200K, 4000K, 5500K, 6500K, RGBL
SET	CAL			To set global intensity levels of each color + USE: YES/NO
	CHMD	6CH		To run in 6-channel mode
		8CH		To run in 8-channel mode
		12CH		To run in 12-channel mode
	DIM (dimming)	LIN		Linear dimming curve
		SQR		Square law curve
		ISQR		Inverse square law curve
		SCUR		S-curve
		LIN.		Linear dimming curve (smooth)
		SQR.		Square law curve (smooth)
		ISQR.		Inverse square law curve (smooth)
		SCUR.		S-curve (smooth)
	LOCK	YES/NO		To unlock, press the buttons in this order: **<MENU>, <UP>, <DOWN>, <ENTER>, <MENU>, <UP>, <DOWN>, <ENTER>, <MENU>, <UP>, <DOWN>, <ENTER>** with no longer than 3 seconds between each button press.
CUSTOM	CT01-CT10	**<ENTER>**		R/G/B/A/L/C adjustments for custom color banks 01-10
AUTO	AT01-AT05	**<ENTER>**		Auto programs 1-5
	ATSP	**<ENTER>**		Auto speed 0-255 (fast to slow)
	CHS1	**<ENTER>**		Custom program 1
	CHS2	**<ENTER>**		Custom program 2
	CHS3	**<ENTER>**		Custom program 3
PROG	CHS1-CHS3 Custom programs 1-3.	SC01-SC25 25 scenes for each custom program.	R (0-255)	SHUT (strobe, 0-255)
			G (0-255)	AUTO (None, AT01-AT05)
			B (0-255)	ATSP (speed, 0-255 seconds)
			A (0-255)	TIME (duration, 0-255 seconds)
			L (0-255)	WAIT (before fade, 0-255 seconds)
			C (0-255)	USE (use scene, YES/NO)
INFO	SOFTWARE			Software version information
	TEMP			Display the internal temperature of the fixture
	POWER			Current automated overheat protection level (100%/80%/50%)
LOAD	ST L			Restore factory settings
	PR L			Restore factory program settings
SEND	YES/NO			Sync settings between fixtures via DMX

DMX Mode

Allows the unit to be controlled by any universal DMX controller.

Setting the DMX Address:

1.) The default mode for the fixture is DMX, which appears as **001** on the LED readout. To select a different DMX address, using the **<MENU>** button, select **ADDR**, then hit **<ENTER>**. Use the **<UP/DOWN>** buttons to select the correct address, then hit **<ENTER>** to confirm.

Setting the DMX Channel Mode:

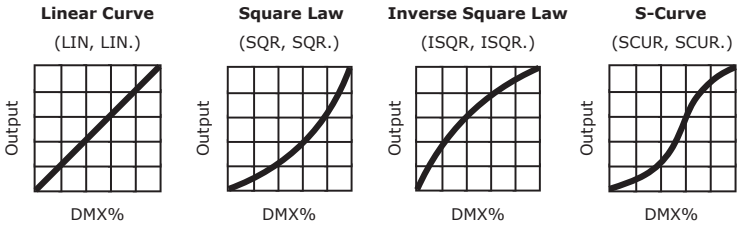
1.) To select a DMX channel mode, press the **<MENU>** button, then use the **<UP**/**DOWN>** buttons until the display reads **SET** and press the **<ENTER>** button. Then use the **<UP/DOWN>** buttons until the display reaches **CHMD**, and press **<ENTER>**. Now press the **<UP/DOWN>** buttons again to highlight your desired DMX channel mode, and press the **<ENTER>** button to confirm.

Slave Mode:

1.) Daisy chain the DMX in/out connections on all fixtures.
2.) There is nothing else to it! The first fixture in the DMX chain is the master fixture, and the other fixtures down the line will follow it.

Dimming Mode Settings

Allows users to set the fixture to use 1 of 4 (x2) dimming curve settings for smoother (and slower) dimming capabilities. In the control panel menu, there are two settings for each curve that are distinguishable from one another by the trailing dot.



**The curve settings with the trailing dot adds a bit more delay to the curve for a smoother effect.*

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **SET** and press **<ENTER>**, then **<UP/DOWN>** buttons again to scroll to **DIM**, and press the **<ENTER>** button.
2.) Now use the **<UP/DOWN>** buttons to highlight either **LIN** (Linear), **SQR** (Square), **ISQR** (Inverse Square), **SCUR** (S-Curve), **LIN.** (Smooth Linear), **SQR.** (Smooth Square), **ISQR.** (Smooth Inverse Square), or **SCUR.** (Smooth S-Curve), then hit **<ENTER>**.

Custom Programs

Allows users to create up to 3 customizable, 25 scene programs that are directly accessible via the control panel and also in DMX mode.

Creating A Custom Program:

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **PROG,** and press **<ENTER>**.

2.) Now use the **<UP/DOWN>** buttons to highlight your choice of either **CHS1, CHS2,** or **CHS3** and press **<ENTER>**.

3.) Start with editing scene 1 (**SC01**), customizing it to your liking by using the choices outlined in the table below. You can insert any of its 5 built-in auto programs (**AT01-AT05**), and adjust its speed (**ATSP 0-255**), and also set the duration (in seconds) before moving on to the next scene (**TIME 0-255**). You can also add a fade in effect to the start of this scene (**WAIT 0-255**), and/or strobe (**SHUT 0-255**). Finally, if you want to use this scene in your program, *be sure to enable it* (**USE: YES/NO**).

4.) Repeat the above process to create up to 25 scenes in each of the 3 customizable programs.

R (0-255) - Red Intensity	C (0-255) - Cyan Intensity	WAIT (0-255) - Fade In (fast - slow)
G (0-255) - Green Intensity	SHUT (0-255) - Strobe (slow - fast)	USE (YES/NO) Use Scene in Program?
B (0-255) - Blue Intensity	AUTO (AT01-AT05) - Auto Programs	***IMPORTANT:***
A (0-255) - Amber Intensity	ATSP (0-255) - Auto Speed (fast - slow)	***If USE is set to NO, or TIME is set to 0, the scene will not run!***
L (0-255) - Lime Intensity	TIME (0-255) - Scene Time (seconds)	

Running A Custom Program:

1.) To view your newly created lighting masterpiece, use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **AUTO,** and press **<ENTER>**.

2.) Use the **<UP/DOWN>** buttons to highlight your choice of **CHS1, CHS2,** or **CHS3** and press **<ENTER>**. These are directly accessible from the **built-in program channel** in DMX mode.

Auto, Modes, and Auto Speed

Set single or Master/Slaved units to run auto modes at user selectable speeds.

Auto Mode:

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to navigate to **AUTO**, and press the **<ENTER>** button.

2.) Now use the **<UP/DOWN>** buttons to highlight any program ranging from **AT01-AT05,** and press **<ENTER>**.

Auto Speed:

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **AUTO** and press **<ENTER>**, then with the **<UP/DOWN>** buttons navigate to **ATSP**, and press the **<ENTER>** button.

2.) Make a selection from **0-255,** and press **<ENTER>** to choose a speed (slow <--> fast).

Color Calibration Settings

Allows the user to setup and save 1 customized R/G/B/A/L/C color balance setting and save it for future use. This custom setting is global, and it will effect all modes.

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **SET** and press **<ENTER>**, then on while **CAL**, push **<ENTER>** again.
2.) Use the **<UP/DOWN>** buttons to highlight either **R** (Red Level), **G** (Green Level), **B** (Blue Level), **A** (Amber Level), **L** (Lime Level), or **C** (Cyan Level) then hit **<ENTER>**.
3.) Now using the **<UP/DOWN>** buttons, select the maximum level for each color between 000-255 (000=off), and hit **<ENTER>** to confirm your choice.
4.) You have now just setup and saved a custom global color calibration setting that you can use at you convenience. To use your custom setting now (or later), press the **<UP/DOWN>** buttons to reach **USE**, and press **<ENTER>**. Then choose either **YES** or **NO** and press **<ENTER>**. When you select **YES,** it enables this custom color calibration globally, and when choosing **NO** the fixture will continue to use the default color calibration settings. Your customized settings will be saved for later use even after powering off the fixture. It can be altered to your liking at any time. Just remember to return to this setting to either enable or disable it when needed.

Custom Static Colors & Preset Colors

Allows the user to create and save custom static colors for use in standalone or DMX mode.

Static Color Mixing and Preset Mixed Colors

***Important**: When finished editing and saving a static color, you must return to (and stay on) any one of the editing screens (0-255) to make the effect stay on continually. If you were only to press **<ENTER>** to save your final edit, you would again be on the static color/effect selection menu, which from here will result in blackout mode after 1 minute.*

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **STAT** and press **<ENTER>**, then **<UP/DOWN>** buttons to select R/G/B/A/L/C, and push **<ENTER>** to confirm your selection. Then in adjust the values (0-255) to your liking and press **<ENTER>** to save.
2.) In the same manner, you can select **SHUT** to add a strobe effect.
3.) You can also select **<PRSC>** and use the **<UP/DOWN>** buttons to scroll through and quickly use any of the fixtures built-in preset colors.

Mix and Save Custom Colors (1-10)

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **CTST** and press **<ENTER>**, then **<UP/DOWN>** buttons to select a color bank from **CT01-CT10**, and push **<ENTER>** to confirm your selection.
2.) Now use the **<UP/DOWN>** buttons to highlight either **R** (Red Level), **G** (Green Level), **B** (Blue Level), **A** (Amber Level), **L** (Lime Level), or **C** (Cyan Level) then hit **<ENTER>**.
3.) Finally, using the **<UP/DOWN>** buttons, select the maximum level for each color between 000-255 (000=off), and hit **<ENTER>** to confirm your choice(s).
4.) These 10 custom colors can be accessed and edited to your liking at any time, and will be saved even after powering off the fixture.
5.) Your custom colors and programs are also directly accessible from the **built-in program channel** in DMX mode.

Fixture Reset Functions

Allows users to reset the fixture to factory default settings, without loosing customized settings, or reset the custom programs exclusively.

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **LOAD** and press **<ENTER>**, then use the **<UP/DOWN>** buttons to highlight **ST L** or **PR L**, and press **<ENTER>**.
2.) Use the **<UP/DOWN>** buttons to highlight either **YES** or **NO**, then press **<ENTER>**.
3.) The **ST L** reset function will reset all default values ***with the exception of*** those in **ADDR** (address), **CTST** (10 custom colors), and **PROG** (custom scenes and programs).
4.) The **PR L** reset function will only reset all customized program settings found in the **PROG** settings (custom scenes and programs).

Data Sync Feature

Users can transfer their custom settings from one fixture to another via DMX.

1.) Disconnect fixtures from any DMX controllers, and link them together via DMX in/out.
2.) On the sending fixture (DMX out), navigate the main menu using the **<UP/DOWN>** buttons to reach **SEND**, and press the **<ENTER>** button.
3.) Select **YES**, and press the **<ENTER>** button to begin the transfer.
4.) Information for **ADDR** (address), or **CAL** (global intensity) will not be sent.
5.) After the data has been transferred, the receiving fixture will be automatically be reset.

Fixture Information

These are not editable features, they are for informational purposes only.

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **INFO** and press **<ENTER>**, then use the **<UP/DOWN>** buttons to highlight **SOFT** or **POW**, and press **<ENTER>**.
2.) The **SOFT** information simply displays the current software version installed on the fixture, and **POW** displays the fixtures current power level setting. Under normal conditions, it will be at 100%... but this fixture has built-in overheat protection that may automatically reduce the output level to 80%, or 50% in high temperature situations.

DMX Values In-Depth (6/8/12-Channel Modes)

6CH	8CH	12CH	Value	What It Does
--	1	1	000 <--> 255	Dimmer (0% <--> 100%)
1	2	2	000 <--> 255	Red Intensity (0% <--> 100%)
2	3	3	000 <--> 255	Green Intensity (0% <--> 100%)
3	4	4	000 <--> 255	Blue Intensity (0% <--> 100%)
4	5	5	000 <--> 255	Amber Intensity (0% <--> 100%)
5	6	6	000 <--> 255	Lime Intensity (0% <--> 100%)
6	7	7	000 <--> 255	Cyan Intensity (0% <--> 100%)
--	8	8		**Strobe**
			000 <--> 005	No strobe
			006 <--> 020	Non-synchronous strobe (slow <--> fast)
			021 <--> 060	Synchronous strobe (slow <--> fast)
			061 <--> 100	Electronic sine wave (slow <--> fast)
			101 <--> 140	Random strobe (slow <--> fast)
			141 <--> 180	Opening pulse (slow <--> fast)
			181 <--> 220	Closing pulse (slow <--> fast)
			221 <--> 255	Electronic square wave (slow <--> fast)
--	--	9		**Built-In Programs**
			000 <--> 005	No Function
			006 <--> 010	Custom color 1 (CT01 in menu settings)
			011 <--> 015	Custom color 2 (CT02 in menu settings)
			016 <--> 020	Custom color 3 (CT03 in menu settings)
			021 <--> 025	Custom color 4 (CT04 in menu settings)
			026 <--> 030	Custom color 5 (CT05 in menu settings)
			031 <--> 035	Custom color 6 (CT06 in menu settings)
			036 <--> 040	Custom color 7 (CT07 in menu settings)
			041 <--> 045	Custom color 8 (CT08 in menu settings)
			046 <--> 050	Custom color 9 (CT09 in menu settings)
			051 <--> 055	Custom color 10 (CT10 in menu settings)
			056 <--> 060	Auto 1
			061 <--> 065	Auto 2
			066 <--> 070	Auto 3
			071 <--> 075	Auto 4
			076 <--> 080	Auto 5
			081 <--> 110	Reserved
			111 <--> 115	Red
			116 <--> 120	Green
			121 <--> 125	Blue
			126 <--> 130	Amber
			131 <--> 135	Lime
			136 <--> 140	Cyan
			141 <--> 145	Yellow
			146 <--> 150	Pink
			151 <--> 155	Cyan
			156 <--> 160	Orange
			161 <--> 165	Violet
			166 <--> 170	Golden
			171 <--> 175	2700K White
			176 <--> 180	3200K White
			181 <--> 185	4000K White
			186 <--> 190	5500K White
			191 <--> 195	6500K White
			196 <--> 200	RGBL
			201 <--> 220	No Function
			221 <--> 225	Custom program 1 (CH01 in menu settings)
			226 <--> 230	Custom program 2 (CH02 in menu settings)
			231 <--> 235	Custom program 3 (CH03 in menu settings)
			236 <--> 255	No Function

DMX Values In-Depth (6/8/12-Channel Modes), continued

6CH	8CH	12CH	Value	What It Does
--	--	10	000 <--> 255	Auto Speed (slow <--> fast)
--	--	11		**Virtual Color Wheel**
			000 <--> 010	No Function
			011	Blue
			012 <--> 050	Blue (+ green)
			051	Cyan
			052 <--> 090	Cyan (- blue)
			091	Green
			092 <--> 130	Green (+ red)
			131	Yellow
			132 <--> 170	Yellow (- green)
			171	Red
			172 <--> 210	Red (+ blue)
			211	Magenta
			212 <--> 250	Magenta (- red)
			251 <--> 255	Blue
--	--	12		**Dimming Mode**
			000 <--> 010	Default (as set in the LED menu)
			011 <--> 020	Linear curve
			021 <--> 030	Square law curve
			031 <--> 040	Inverse square law curve
			041 <--> 050	S-curve
			051 <--> 060	Linear curve (smooth)
			061 <--> 070	Square law curve (smooth)
			071 <--> 080	Inverse square law curve (smooth)
			081 <--> 090	S-curve (smooth)
			091 <--> 255	Default (as set in the LED menu)

Troubleshooting

Symptom	Solution
No Light Output	Check power connection and ensure that the fixture is operating under the correct working mode.
Dim Output	Check the overheat protection level in the menu. If it has been triggered, ensure that the fixture has sufficient ventilation.
Chase Speed Too Fast/Slow	Verify that the speed adjustment settings are correct.
Loss of DMX Control	Check the DMX and the power connections to make sure that they are connected. Make sure the DMX address setting is correct. Check to see if the channel mode setting is correct.
No Power	Verify that the power cord and circuit are functioning.
Blown Fuse	Check power cords and circuit for damage.
Fixture Not Responding / Responding Erratically	Make sure all connectors are seated properly and securely. Use only DMX cables and/or check cables for defects. Install a DMX signal terminator. Reset fixture(s).

5. APPENDIX

Keeping Your TOURnado™ RGBALC As Good As New

The fixture you've received is a rugged, tough piece of pro lighting equipment, and as long as you take care of it, it will take care of you. Cleaning the optics routinely with a suitable glass cleaner will greatly improve the quality of light output.

In transit, keep the fixtures in cases. Common sense and taking care of your fixtures will be the single biggest thing you can do to keep them running at peak performance and let you concentrate on designing a great light show. That's what it's all about, after all!

Returns (Gasp!)

We've taken a lot of precautions to make sure you never even have to worry about sending a defective unit back, or sending a unit in for service. But, like any complex piece of equipment designed and built by humans, once in a while, something doesn't go as planned. If you find yourself with a fixture that isn't behaving like a good little fixture should, you'll need to obtain a Return Authorization (RA).

Don't worry, this is easy. Just visit www.blizzardpro.com/support and open a support ticket, and we'll issue you an RA. Then, you'll need to send the unit to us using a trackable, pre-paid freight method. We suggest using USPS Priority or UPS. Make sure you carefully pack the fixture for transit, and whenever possible, use the original box & packing for shipping.

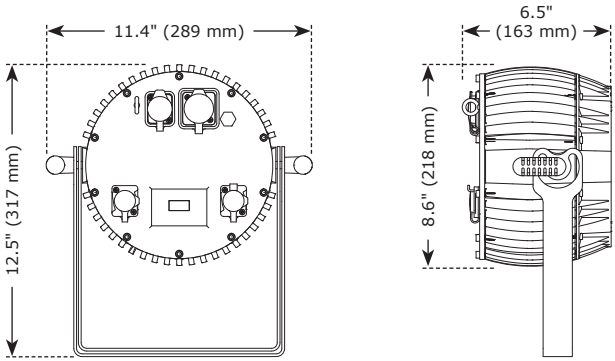
When returning your fixture for service, be sure to include the following:

1.) Your contact information (Name, Address, Phone Number, Email address).
2.) The RA# issued to you
3.) A brief description of the problem/symptoms.

We will, at our discretion, repair or replace the fixture. Please remember that any shipping damage which occurs in transit to us is the customer's responsibility, so pack it well!

Shipping Issues

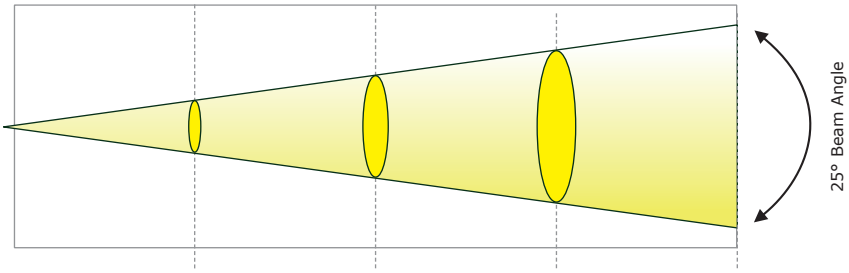
Damage incurred in shipping is the responsibility of the shipper, and must be reported to the carrier immediately upon receipt of the items. Claims must be made within seven (7) days of receipt.



Tech Specs!

Weight & Dimensions	
Width	11.4 inches (289 mm)
Depth	6.5 inches (163 mm)
Height	12.5 inches (317 mm)
Weight	9.7 lbs (4.4 kg)
Power	
Operating Voltage	AC 100V-240V/50-60Hz
Power Consumption	112W, 1.48A, PF: .65
Light Source	
LED	7x 20W RGBALC 6-in-1 LEDs (100,000 hours)
Optical	
Luminous Intensity	6,204 Lux @ 2.5M, 1,401 Lux @ 5M
Beam Angle	25-degree beam
Thermal	
Max. Operating Temp.	104 degrees F (40 degrees C) ambient
Control	
Protocol	USITT DMX-512
DMX Channels	6/8/12-channel DMX modes
Input/Output	5-pin XLR Male/Female
Other Operating Modes	DMX512, M/S, Standalone, Auto Mode
Warranty	2-year limited warranty, does not cover malfunction caused by damage to LEDs.

Photometric Data



Distance:	2m	3m	4m	5m
Diameter:	35.5" (90 cm)	53" (135 cm)	70.9" (180 cm)	88.6" (225 cm)

Luminous Intensity:

	2-meter		3-meter		4-meter		5-meter	
Beam	Lux	fc	Lux	fc	Lux	fc	Lux	fc
25°	8,978	834.0	4,322	401.6	2,348	218.1	1,401	130.1

Enjoy your product!
Our sincerest thanks for your purchase!
--The team @ Blizzard Lighting