STICKNADO™

GREAT WHITE

IP65

SUITABLE FOR OUTDOOR USE

blizzard

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- IP-rated Power Cord
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Getting It Out Of The Box

Congratulations on purchasing the Sticknado™ Great White. Now that you've got your fixture, carefully unpack the box and check the contents to ensure that all parts are present and in good condition. If anything appears to be damaged in transit, notify the shipper immediately and keep the packing material for inspection. Please save the carton and all packing materials. If the fixture must be returned to the factory, it is important that it 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 Compatibility - Confirm that the product's power requirements align with your local power supply before use. Refer to the product's label or the specifications chart provided with the product for details. The current rating listed represents the average current draw under normal conditions.

Warning! ***Verify the product's compatibility with your area's line voltage to avoid damage. Ensure that all connections are made to circuits that provide proper grounding (earthing).***

Getting A Hold Of Us

If something is wrong, please 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	6/6/2024	J. Thomas	6/6/2024

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 STICKNADO™ GREAT WHITE

Main Features

- 480x 0.5W RGB SMD 5050 + 240x 1W white SMD LEDs
- Electronically controlled clear/frosted smart lens
- IP65 rated outdoor LED fixture
- Built-in color and pixel chase macros via DMX
- Virtual color wheel effects
- 33 built-in macros and 3 customizable programs
- Viewing angle: 104° (110° with frost)
- Efficient convection cooling
- Dual mounting brackets with locking knobs
- Interlocking housing design for connecting multiple fixtures
- 5-pin DMX in/out + powerCON-compatible AC in/out

Control

- Protocol: USITT DMX-512, RDM
- DMX Channels: 4/5/6/11/12/17/25/33/41/57/73/105/201 + 12 dedicated RGB/RGBW pixel mapping modes
- Easy-to-use 4-button control menu with OLED display
- Operating modes: DMX512, M/S, auto

DMX Quick Reference (Standard Modes)

4CH	5CH	6CH	11CH	12CH	17CH	25CH	33CH	41CH	57CH	73CH	105CH	201CH	Function
1	1	1	1	1	1	1	1	1	1	1	1	1	Frost
--	--	2	2	2	--	--	--	--	--	--	--	--	Master Dimmer
--	--	--	--	--	2	2	2	2	2	2	2	2	Dimmer (RGB)
2	2	3	3	3	--	--	--	--	--	--	--	--	R
3	3	4	4	4	--	--	--	--	--	--	--	--	G
4	4	5	5	5	--	--	--	--	--	--	--	--	B
--	5	6	6	6	--	--	--	--	--	--	--	--	W
--	--	--	--	--	3-8	3-14	3-20	3-26	3-38	3-50	3-74	3-146	R/G/B Pixels
--	--	--	7	--	--	--	--	--	--	--	--	--	Strobe
--	--	--	--	7	9	15	21	27	39	51	75	147	Strobe (RGB)
--	--	--	--	--	10	16	22	28	40	52	76	148	Dimmer (White)
--	--	--	--	--	11-12	17-20	23-28	29-36	41-52	53-68	77-100	149-196	White Pixels
--	--	--	--	8	13	21	29	37	53	69	101	197	Strobe (White)
--	--	--	8	9	14	22	30	38	54	70	102	198	Effect
--	--	--	9	10	15	23	31	39	55	71	103	199	Auto Speed
--	--	--	10	11	16	24	32	40	56	72	104	200	Virtual Color Wheel
--	--	--	11	12	17	25	33	41	57	73	105	201	Dimmer Mode

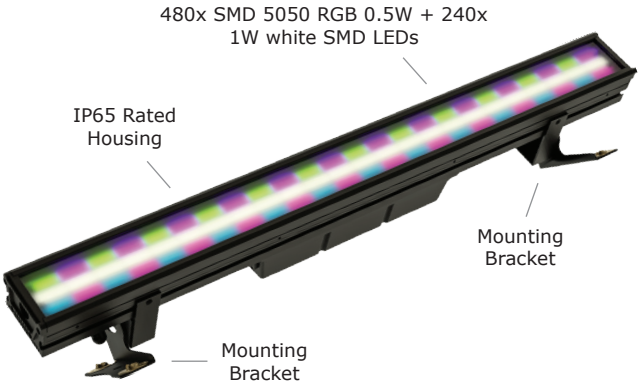
DMX Quick Reference (R/G/B Pixel Mapping)

PX6 RGB	PX8 RGB	PX12 RGB	PX16 RGB	PX24 RGB	PX48 RGB	Function
1	1	1	1	1	1	Frost
2-19	2-25	2-37	2-49	2-73	2-145	R/G/B Pixels

DMX Quick Reference (R/G/B + White Pixel Mapping)

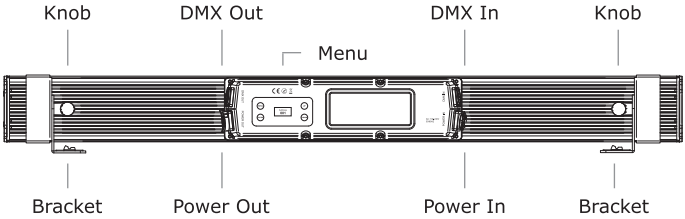
PX6 All	PX8 All	PX12 All	PX16 All	PX24 All	PX48 All	Function
1	1	1	1	1	1	Frost
2-19	2-25	2-37	2-49	2-73	2-145	R/G/B Pixels
20-25	26-33	38-49	50-65	74-97	146-193	White Pixels

Figure 1: Sticknado™ Great White Pin-Up Picture



Note: Multiple fixtures can be horizontally aligned and locked together using the included alignment hardware sets, which fit into the top and bottom channel grooves.

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 Multiple 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 the DMX signal. The maximum recommended cable-run distance is 500 meters (1640 ft).

Data/DMX Cabling

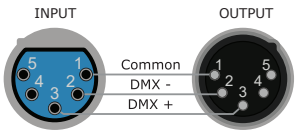
To link fixtures together, you'll need data cables. You should use data-grade cables that can carry a high-quality signal and are less prone to electromagnetic interference.

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*

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

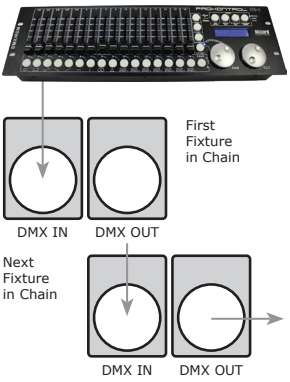
Take It To The Next Level: Setting Up DMX Control

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).

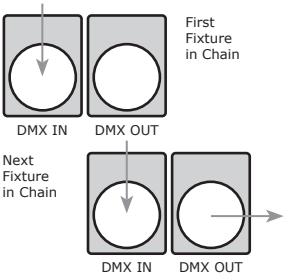
Note: It doesn't matter which fixture address is the first one connected. We recommend connecting the fixtures in terms of their proximity to the controller, rather than connecting the lowest fixture number first, and so on.

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.

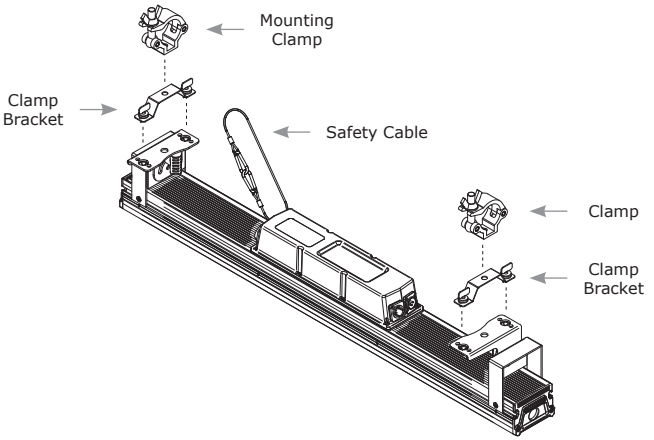


2. Connect the end of the cable coming from the first fixture which will have a female connector to the input connector of the next fixture consisting of a male connector. Then, proceed to connect from the output as stated above to the input of the following fixture and so on.

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



Ensure fixtures have ample ventilation and no obstructions. Regardless of the rigging option, always use a safety cable.

Use "C" or "O" clamps rated 10x the fixture's weight. Only mount on known, strong surfaces and use proper overhead rigging.

4. OPERATING ADJUSTMENTS

The Control Panel

All the features and different modes possible in this fixture 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 immediately show 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

Address	001-512		To choose the DMX address			
Static	Frost		Electronic frost On/Off (0-255)			
	Red 1		Red 1 intensity (0% <--> 100%)			
	Green 1		Green 1 intensity (0% <--> 100%)			
	Blue 1		Blue 1 intensity (0% <--> 100%)			
	White 1		White 1 intensity (0% <--> 100%)			
	Red 2		Red 2 intensity (0% <--> 100%)			
	Green 2		Green 2 intensity (0% <--> 100%)			
	Blue 2		Blue 2 intensity (0% <--> 100%)			
	White 2		White 2 intensity (0% <--> 100%)			
	Strobe		Flash / strobe speed (0-255)			
	Presets		None, Red, Green, Blue, White, RGBW, Yellow, Pink, Cyan, Orange, Violet, Golden, 2700K, 3200K, 4000K, 5500K, 6500K			
Set	Calibrate		To set global intensity levels (colors/frost) + USE: YES/NO			
	Ch. Mode	4CH	17CH	73CH	PX12 RGB	PX8 All
		5CH	25CH	105CH	PX16 RGB	PX12 All
		6CH	33CH	201CH	PX24 RGB	PX16 All
		11CH	41CH	PX6 RGB	PX48 RGB	PX24 All
		12CH	57CH	PX8 RGB	PX6 All	PX48 All
	Curves	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)			
	Display	On	Menu display is on continually			
		Off (2 Min)	Menu display shuts off after 2 minutes of inactivity			
	Lock	No/Yes	To unlock the menu, press: **<UP>, <DOWN>, <UP>, <DOWN>, <ENTER>** within 3 seconds each.			
	Rotate	**<ENTER>**	Select normal or rotate the menu display by 180°			
	Intensity	**<ENTER>**	Adjust the menu brightness intensity level 1-100			
Custom	CT01-CT10	**<ENTER>**	Adjustments for custom colors 01-10			
Auto	AT01-AT33	**<ENTER>**	Auto programs 1-33			
	ATSP	**<ENTER>**	Auto speed 0-255 (fast to slow)			
	CHS1	**<ENTER>**	Custom program 1			
	CHS2	**<ENTER>**	Custom program 2			
	CHS3	**<ENTER>**	Custom program 3			
Program	CHS1-CHS3 Custom programs 1-3.	SC01-SC25 25 scenes for each custom program.	Red 1 / Red 2 (0-255)		Auto (None, AT01-AT33)	
			Green 1 / Green 2 (0-255)		ATSP (speed, 0-255 sec.)	
			Blue 1 / Blue 2 (0-255)		Time (duration, 0-255 sec.)	
			White 1 / White 2 (0-255)		Wait (before fade, 0-255 sec.)	
			Strobe (strobe, 0-255)		Use (use scene, No/Yes)	
Info	Software		Software version information			
	Power		Current automated overheat protection level (100%/80%/50%)			
	Temp.		Display the internal temperature of the fixture			
	RDM UID		RDM Unique ID (UID)			
Reset	Settings		Restore factory settings			
	Programs		Restore factory program settings			
Send	No/Yes		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 menu display. To select a different DMX address, use the **<MENU>** button to select **Address**, then press **<ENTER>**. Use the **<UP/DOWN>** buttons to select the correct address, then press **<ENTER>** to confirm.

Setting the DMX Channel Mode:

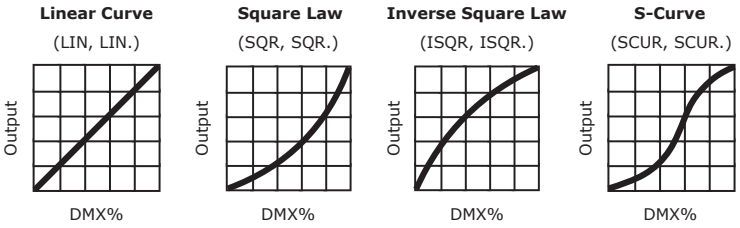
1.) To select a DMX channel mode, press the **<MENU>** button, then use the **<UP/DOWN>** buttons until the display reads **Set** and press **<ENTER>**. Then use the **<UP/DOWN>** buttons until the display reaches **CH. Mode**, and press **<ENTER>**. Now press the **<UP/DOWN>** buttons again to highlight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

Slave Mode:

1.) Daisy chain the fixtures using DMX in/out connections. The first fixture in line is the master, and the other fixtures will follow the master.

Dimming Mode Settings

Allows users to set the fixture to use one of four (x2) dimming curve settings for smoother (and slower) dimming capabilities. In the control panel menu, there are two settings for each curve, distinguishable by a 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 use the **<UP/DOWN>** buttons again to scroll to **Curves** and press **<ENTER>**.
2.) 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 press **<ENTER>**.

LED Display Setting

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **Set** and press **<ENTER>**. Then navigate to **Display** and press **<ENTER>**.
2.) In **Display,** you can set the menu display to be continually on, or automatically shut off after 2 minutes of inactivity.

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 **Program** and press **<ENTER>**.

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

3.) Start by editing scene 1 **(SC01)**, customizing it to your liking using the choices outlined in the table below. You can insert any of the 33 built-in auto programs **(AT01-AT33)**, adjust its speed **(ATSP 0-255)**, and set the duration (in seconds) before moving on to the next scene **(Time 0-255)**. Alternatively, you can create a custom scene by color mixing any (or all) of the 3 programs, and add a fade-in effect **(Wait 0-255)** and/or strobe **(Strobe 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.

Frost (0-127 = ON, 128-255 = OFF)	Strobe (0-255) - Strobe (slow - fast)	Use (YES/NO) Use Scene in Program?
Red 1 / Red 2 Intensity (0-255)	Auto (AT01-AT33) - Auto Programs	***IMPORTANT:*** ***If USE is set to NO, or TIME is set to 0, the scene will not run!***
Green 1 / Green 2 Intensity (0-255)	ATSP (0-255) - Auto Speed (fast - slow)	
Blue 1 / Blue 2 Intensity (0-255)	Time (0-255) - Scene Time (seconds)	
White 1 / White 2 Intensity (0-255)	Wait (0-255) - Fade In (fast - slow)	

Running A Custom Program:

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

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

Auto Mode and Speed Settings

Set single or Master/Slaved units to run automated programs 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.) Use the **<UP/DOWN>** buttons to highlight any program ranging from **AT01-AT33** and press **<ENTER>**.

Auto Speed:

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **Auto** and press **<ENTER>**. Then use the **<UP/DOWN>** buttons to navigate to **ATSP** and press **<ENTER>**.

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

Color Calibration Settings

Allows the user to set up and save one customized R/G/B/W color balance setting for future use. This custom setting is global and will affect all modes.

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **Set** and press **<ENTER>**, then on while **Calibrate**, push **<ENTER>** again.
2.) Use the **<UP/DOWN>** buttons to highlight either **Red**, **Green**, **Blue**, or **White**, then press the **<ENTER>** button.
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 set up and saved a custom global color calibration setting. 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>**. Selecting **YES** enables this custom color calibration globally, and choosing **NO** keeps the fixture using the default color calibration settings. Your customized settings will be saved for later use even after powering off the fixture. They 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

Allows the user to create and save up to 10 custom static colors for use in standalone or DMX mode.

1.) Navigate to **Custom** in the menu and press **<ENTER>**, then use the **<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 **Frost**, **Red**, **Green**, **Blue**, or **White**, and then press **<ENTER>**.
3.) Using the **<UP/DOWN>** buttons, select a value for any parameter between 000-255 (000=off), and press **<ENTER>** to confirm your choice..
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.) These static colors are directly accessible from the **Effect Channel** in DMX mode.

Fixture Reset Functions

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

1.) Use the **<MENU>** and **<UP/DOWN>** buttons to navigate to **Reset** and press **<ENTER>**. Then highlight either **Settings** or **Programs** and press **<ENTER>**.
2.) Use the **<UP/DOWN>** buttons to highlight either **YES** or **NO**, then press **<ENTER>**.
3.) The **Settings** reset function will reset all default values **except** those in **Address**, **CTST** (10 custom colors), and **Programs** (custom scenes and programs).
4.) The **Programs** reset function will only reset all customized program settings found in the **Programs** 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.) The information in **Address**, and **Calibrate** 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 **Software**, **Power**, or **Temp** and press **<ENTER>**.

2.) The **Software** information displays the current software version installed on the fixture, **Temp.** displays the temperature (C) of the LED board, and **Power** displays the fixture's current power level setting. Normally, 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.

LED Pixel Group Configurations

Below are tables that represent the pixel group configurations of each channel mode.

This fixture supports 9 different pixel group configurations. Each configuration uniquely groups the RGB LEDs (top and bottom rows) and white LEDs (middle rows).

4/5/6/11/12CH

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

17CH

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

25CH

2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1
4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	4	3	3	3
4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3

33CH/PX6

3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1
3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1
6	6	6	6	6	6	6	6	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4
6	6	6	6	6	6	6	6	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4

41CH/PX8

4	4	4	4	4	4	3	3	3	3	3	3	2	2	2	2	2	2	1	1	1	1	1	1
4	4	4	4	4	4	3	3	3	3	3	3	2	2	2	2	2	2	1	1	1	1	1	1
8	8	8	8	8	8	7	7	7	7	7	7	6	6	6	6	6	6	5	5	5	5	5	5
8	8	8	8	8	8	7	7	7	7	7	7	6	6	6	6	6	6	5	5	5	5	5	5

57CH/PX12

6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
12	12	12	12	11	11	11	11	10	10	10	10	9	9	9	9	8	8	8	8	7	7	7	7
12	12	12	12	11	11	11	11	10	10	10	10	9	9	9	9	8	8	8	8	7	7	7	7

73CH/PX16

8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1
8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1
16	16	16	15	15	15	14	14	14	13	13	13	12	12	12	11	11	11	10	10	10	9	9	9
16	16	16	15	15	15	14	14	14	13	13	13	12	12	12	11	11	11	10	10	10	9	9	9

105CH/PX24

12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
24	24	23	23	22	22	21	21	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13
24	24	23	23	22	22	21	21	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13

201CH/PX48

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25
48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25

DMX Value In-Depth Reference Guide

Function	Value	What It Does
Frost	000 <-> 255	(100% <-> 0%)
Dimmers	000 <-> 255	(0% <-> 100%)
Red	000 <-> 255	(0% <-> 100%)
Green	000 <-> 255	(0% <-> 100%)
Blue	000 <-> 255	(0% <-> 100%)
White	000 <-> 255	(0% <-> 100%)
Strobe	000 <-> 005 006 <-> 020 021 <-> 060 061 <-> 100 101 <-> 140 141 <-> 180 181 <-> 220 221 <-> 255	No strobe Non-synchronous strobe (slow <--> fast) Synchronous strobe (slow <--> fast) Electronic sine wave (slow <--> fast) Random strobe (slow <--> fast) Opening pulse (slow <--> fast) Closing pulse (slow <--> fast) Electronic square wave (slow <--> fast)
Effect	000 <-> 005 006 <-> 010 011 <-> 015 016 <-> 020 021 <-> 025 026 <-> 030 031 <-> 035 036 <-> 040 041 <-> 045 046 <-> 050 051 <-> 055 056 <-> 060 061 <-> 065 066 <-> 070 071 <-> 075 076 <-> 080 081 <-> 085 086 <-> 090 091 <-> 095 096 <-> 100 101 <-> 105 106 <-> 110 111 <-> 115 116 <-> 120 121 <-> 125 126 <-> 130 131 <-> 135 136 <-> 140 141 <-> 145 146 <-> 150 151 <-> 155 156 <-> 160 161 <-> 165 166 <-> 170 171 <-> 175 176 <-> 180 181 <-> 185 186 <-> 190 191 <-> 195 196 <-> 200 201 <-> 205 206 <-> 210 211 <-> 215 216 <-> 220 221 <-> 225 226 <-> 230 231 <-> 235 236 <-> 255	No Function Custom color 1 (CT01 in menu settings) Custom color 2 (CT02 in menu settings) Custom color 3 (CT03 in menu settings) Custom color 4 (CT04 in menu settings) Custom color 5 (CT05 in menu settings) Custom color 6 (CT06 in menu settings) Custom color 7 (CT07 in menu settings) Custom color 8 (CT08 in menu settings) Custom color 9 (CT09 in menu settings) Custom color 10 (CT10 in menu settings) Auto 1 - R, G, B, W, Y, M, C, RGBW (snap) Auto 2 - R, G, B, RGBW (pulse) Auto 3 - B, C, G, Y, R, M (fade) Auto 4 - Pink BG + R, G, B, W, Y, M, C, RGBW (snap) Auto 5 - R, G, B, W, Y, M, C, RGB (rainbow, L to R) Auto 6 - R, G, B, W, Y, M, C, RGB (rainbow L to R + pulse) Auto 7 - RGB rainbow effect (L to R) Auto 8 - 1 of 24 (R to L) run: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 9 - 2 of 24 (R to L) run: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 10 - 4 of 24 (R to L) run: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 11 - 8 of 24 (R to L) run: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 12 - 2 group inward chase: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 13 - 4 group inward chase: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 14 - 6 group inward chase: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 15 - 2 set oscillate (1 color): R, G, B, W, Y, M, C, RGBW (+bg color) Auto 16 - Color swipe (R to L) : R, G, B, W, RG, RB, GB, RGBW Auto 17 - Chase + end trail: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 18 - Chase + start/end trail: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 19 - Chase, halves (R to L): R, G, B, W, Y, M, C, RGBW (+bg color) Auto 20 - Swipe, halves (R to L): R, G, B, W, Y, M, C, RGBW Auto 21 - 1 cell chase (circular): R, G, B, W, Y, M, C, RGBW (+bg color) Auto 22 - 2 cells chase (circular): R, G, B, W, Y, M, C, RGBW (+bg color) Auto 23 - 3 cells chase (circular): R, G, B, W, Y, M, C, RGBW (+bg color) Auto 24 - 8 cells chase (circular): R, G, B, W, Y, M, C, RGBW (+bg color) Auto 25 - 2 set oscillate (2 color): R, G, B, W, Y, M, C, RGBW (+bg color) Auto 26 - Colorful inward chase: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 27 - Colorful oscillation: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 28 - Colorful oscillation 2: R, G, B, W, Y, M, C, RGBW (+bg color) Auto 29 - Colorful swipe, halves: R, G, B, W, Y, M, C, RGBW Auto 30 - Circular swipe: R, G, B, W, Y, M, C, RGBW Auto 31 - Circular swipe (halves): R, G, B, W, Y, M, C, RGBW Auto 32 - Colorful staggered chase (R to L): R, G, B, W, Y, M, C, RGBW Auto 33 - Colorful staggered chase (R to L) with end trail effects Custom program 1 (CH01 in menu settings) Custom program 2 (CH02 in menu settings) Custom program 3 (CH03 in menu settings) Built-in color presets (1 color per each increment)

DMX Value In-Depth Reference Guide (continued)

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

DMX In-Depth: 4-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	2	Red	3	Green	4	Blue

DMX In-Depth: 5-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	2	Red	3	Green	4	Blue	5	White

DMX In-Depth: 6-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	3	Red	5	Blue
2	Dimmer	4	Green	6	White

DMX In-Depth: 11-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	4	Green	7	Strobe	10	Virtual Color Wheel
2	Dimmer	5	Blue	8	Effect	11	Dimmer Mode
3	Red	6	White	9	Auto Speed		

DMX In-Depth: 12-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	4	Green	7	Strobe (RGB)	10	Auto Speed
2	Dimmer	5	Blue	8	Strobe (White)	11	Virtual Color Wheel
3	Red	6	White	9	Effect	12	Dimmer Mode

DMX In-Depth: 17-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	5	B1	9	Strobe (RGB)	13	Strobe (White)	17	Dimmer Mode
2	Dimmer (RGB)	6	R2	10	Dimmer (White)	14	Effect		
3	R1	7	G2	11	W1	15	Auto Speed		
4	G1	8	B2	12	W2	16	Virtual Color Wheel		

DMX In-Depth: 25-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	6	R2	11	B3	16	Dimmer (White)	21	Strobe (White)
2	Dimmer (RGB)	7	G2	12	R4	17	W1	22	Effect
3	R1	8	B3	13	G4	18	W2	23	Auto Speed
4	G1	9	R3	14	B4	19	W3	24	Virtual Color Wheel
5	B1	10	G3	15	Strobe (RGB)	20	W4	25	Dimmer Mode

DMX In-Depth: 33-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	8	B2	15	R5	22	Dimmer (White)	29	Strobe (White)
2	Dimmer (RGB)	9	R3	16	G5	23	W1	30	Effect
3	R1	10	G3	17	B5	24	W2	31	Auto Speed
4	G1	11	B3	18	R6	25	W3	32	Virtual Color Wheel
5	B1	12	R4	19	G6	26	W4	33	Dimmer Mode
6	R2	13	G4	20	B6	27	W5		
7	G2	14	B4	21	Strobe (RGB)	28	W6		

DMX In-Depth: 41-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	10	G3	19	G6	28	Dimmer (White)	37	Strobe (White)
2	Dimmer (RGB)	11	B3	20	B6	29	W1	38	Effect
3	R1	12	R4	21	R7	30	W2	39	Auto Speed
4	G1	13	G4	22	G7	31	W3	40	Virtual Color Wheel
5	B1	14	B4	23	B7	32	W4	41	Dimmer Mode
6	R2	15	R5	24	R8	33	W5		
7	G2	16	G5	25	G8	34	W6		
8	B2	17	B5	26	B8	35	W7		
9	R3	18	R6	27	Strobe (RGB)	36	W8		

DMX In-Depth: 57-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	13	G4	25	G8	37	G12	49	W9
2	Dimmer (RGB)	14	B4	26	B8	38	B12	50	W10
3	R1	15	R5	27	R9	39	Strobe (RGB)	51	W11
4	G1	16	G5	28	G9	40	Dimmer (White)	52	W12
5	B1	17	B5	29	B9	41	W1	53	Strobe (White)
6	R2	18	R6	30	R10	42	W2	54	Effect
7	G2	19	G6	31	G10	43	W3	55	Auto Speed
8	B2	20	B6	32	B10	44	W4	56	Virtual Color Wheel
9	R3	21	R7	33	R11	45	W5	57	Dimmer Mode
10	G3	22	G7	34	G11	46	W6		
11	B3	23	B7	35	B11	47	W7		
12	R4	24	R8	36	R12	48	W8		

DMX In-Depth: 73-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	16	G5	31	G10	46	G15	61	W9
2	Dimmer (RGB)	17	B5	32	B10	47	B15	62	W10
3	R1	18	R6	33	R11	48	R16	63	W11
4	G1	19	G6	34	G11	49	G16	64	W12
5	B1	20	B6	35	B11	50	B16	65	W13
6	R2	21	R7	36	R12	51	Strobe (RGB)	66	W14
7	G2	22	G7	37	G12	52	Dimmer (White)	67	W15
8	B2	23	B7	38	B12	53	W1	68	W16
9	R3	24	R8	39	R13	54	W2	69	Strobe (White)
10	G3	25	G8	40	G13	55	W3	70	Effect
11	B3	26	B8	41	B13	56	W4	71	Auto Speed
12	R4	27	R9	42	R14	57	W5	72	Virtual Color Wheel
13	G4	28	G9	43	G14	58	W6	73	Dimmer Mode
14	B4	29	B9	44	B14	59	W7		
15	R5	30	R10	45	R15	60	W8		

DMX In-Depth: 105-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	23	B7	45	R15	67	G22	89	W13
2	Dimmer (RGB)	24	R8	46	G15	68	B22	90	W14
3	R1	25	G8	47	B15	69	R23	91	W15
4	G1	26	B8	48	R16	70	G23	92	W16
5	B1	27	R9	49	G16	71	B23	93	W17
6	R2	28	G9	50	B16	72	R24	94	W18
7	G2	29	B9	51	R17	73	G24	95	W19
8	B2	30	R10	52	G17	74	B24	96	W20
9	R3	31	G10	53	B17	75	Strobe (RGB)	97	W21
10	G3	32	B10	54	R18	76	Dimmer (White)	98	W22
11	B3	33	R11	55	G18	77	W1	99	W23
12	R4	34	G11	56	B18	78	W2	100	W24
13	G4	35	B11	57	R19	79	W3	101	Strobe (White)
14	B4	36	R12	58	G19	80	W4	102	Effect
15	R5	37	G12	59	B19	81	W5	103	Auto Speed
16	G5	38	B12	60	R20	82	W6	104	Virtual Color Wheel
17	B5	39	R13	61	G20	83	W7	105	Dimmer Mode
18	R6	40	G13	62	B20	84	W8		
19	G6	41	B13	63	R21	85	W9		
20	B6	42	R14	64	G21	86	W10		
21	R7	43	G14	65	B21	87	W11		
22	G7	44	B14	66	R22	88	W12		

DMX In-Depth: 201-Channel Mode

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	42	R14	83	B27	124	G41	165	W17
2	Dimmer (RGB)	43	G14	84	R28	125	B41	166	W18
3	R1	44	B14	85	G28	126	R42	167	W19
4	G1	45	R15	86	B28	127	G42	168	W20
5	B1	46	G15	87	R29	128	B42	169	W21
6	R2	47	B15	88	G29	129	R43	170	W22
7	G2	48	R16	89	B29	130	G43	171	W23
8	B2	49	G16	90	R30	131	B43	172	W24
9	R3	50	B16	91	G30	132	R44	173	W25
10	G3	51	R17	92	B30	133	G44	174	W26
11	B3	52	G17	93	R31	134	B44	175	W27
12	R4	53	B17	94	G31	135	R45	176	W28
13	G4	54	R18	95	B31	136	G45	177	W29
14	B4	55	G18	96	R32	137	B45	178	W30
15	R5	56	B18	97	G32	138	R46	179	W31
16	G5	57	R19	98	B32	139	G46	180	W32
17	B5	58	G19	99	R33	140	B46	181	W33
18	R6	59	B19	100	G33	141	R47	182	W34
19	G6	60	R20	101	B33	142	G47	183	W35
20	B6	61	G20	102	R34	143	B47	184	W36
21	R7	62	B20	103	G34	144	R48	185	W37
22	G7	63	R21	104	B34	145	G48	186	W38
23	B7	64	G21	105	R35	146	B48	187	W39
24	R8	65	B21	106	G35	147	Strobe (RGB)	188	W40
25	G8	66	R22	107	B35	148	Effect	189	W41
26	B8	67	G22	108	R36	149	W1	190	W42
27	R9	68	B22	109	G36	150	W2	191	W43
28	G9	69	R23	110	B36	151	W3	192	W44
29	B9	70	G23	111	R37	152	W4	193	W45
30	R10	71	B23	112	G37	153	W5	194	W46
31	G10	72	R24	113	B37	154	W6	195	W47
32	B10	73	G24	114	R38	155	W7	196	W48
33	R11	74	B24	115	G38	156	W8	197	Strobe (White)
34	G11	75	R25	116	B38	157	W9	198	Effect
35	B11	76	G25	117	R39	158	W10	199	Auto Speed
36	R12	77	B25	118	G39	159	W11	200	Virtual Color Wheel
37	G12	78	R26	119	B39	160	W12	201	Dimmer Mode
38	B12	79	G26	120	R40	161	W13		
39	R13	80	B26	121	G40	162	W14		
40	G13	81	R27	122	B40	163	W15		
41	B13	82	G27	123	R41	164	W16		

DMX In-Depth: PX6 RGB (19-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	5	R2	9	G3	13	B4	17	R6
2	R1	6	G2	10	B3	14	R5	18	G6
3	G1	7	B2	11	R4	15	G5	19	B6
4	B1	8	R3	12	G4	16	B5		

DMX In-Depth: PX8 RGB (25-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	7	B2	13	B4	19	B6	25	B8
2	R1	8	R3	14	R5	20	R7		
3	G1	9	G3	15	G5	21	G7		
4	B1	10	B3	16	B5	22	B7		
5	R2	11	R4	17	R6	23	R8		
6	G2	12	G4	18	G6	24	G8		

DMX In-Depth: PX12 RGB (37-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	10	B3	19	B6	28	B9	37	B12
2	R1	11	R4	20	R7	29	R10		
3	G1	12	G4	21	G7	30	G10		
4	B1	13	B4	22	B7	31	B10		
5	R2	14	R5	23	R8	32	R11		
6	G2	15	G5	24	G8	33	G11		
7	B2	16	B5	25	B8	34	B11		
8	R3	17	R6	26	R9	35	R12		
9	G3	18	G6	27	G9	36	B12		

DMX In-Depth: PX16 RGB (49-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	13	B4	25	B8	37	B12	49	B16
2	R1	14	R5	26	R9	38	R13		
3	G1	15	G5	27	G9	39	G13		
4	B1	16	B5	28	B9	40	B13		
5	R2	17	R6	29	R10	41	R14		
6	G2	18	G6	30	G10	42	G14		
7	B2	19	B6	31	B10	43	B14		
8	R3	20	R7	32	R11	44	R15		
9	G3	21	G7	33	G11	45	G15		
10	B3	22	B7	34	B11	46	B15		
11	R4	23	R8	35	R12	47	R16		
12	G4	24	G8	36	G12	48	G16		

DMX In-Depth: PX24 RGB (73-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	16	B5	31	B10	46	B15	61	B20
2	R1	17	R6	32	R11	47	R16	62	R21
3	G1	18	G6	33	G11	48	G16	63	G21
4	B1	19	B6	34	B11	49	B16	64	B21
5	R2	20	R7	35	R12	50	R17	65	R22
6	G2	21	G7	36	G12	51	G17	66	G22
7	B2	22	B7	37	B12	52	B17	67	B22
8	R3	23	R8	38	R13	53	R18	68	R23
9	G3	24	G8	39	G13	54	G18	69	G23
10	B3	25	B8	40	B13	55	B18	70	B23
11	R4	26	R9	41	R14	56	R19	71	R24
12	G4	27	G9	42	G14	57	G19	72	G24
13	G4	28	B9	43	B14	58	B19	73	B24
14	R5	29	R10	44	R15	59	R20		
15	G5	30	G10	45	G15	60	G20		

DMX In-Depth: PX48 RGB (145-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	30	G10	59	R20	88	B29	117	G39
2	R1	31	B10	60	G20	89	R30	118	B39
3	G1	32	R11	61	B20	90	G30	119	R40
4	B1	33	G11	62	R21	91	B30	120	G40
5	R2	34	B11	63	G21	92	R31	121	B40
6	G2	35	R12	64	B21	93	G31	122	R41
7	B2	36	G12	65	R22	94	B31	123	G41
8	R3	37	B12	66	G22	95	R32	124	B41
9	G3	38	R13	67	B22	96	G32	125	R42
10	B3	39	G13	68	R23	97	B32	126	G42
11	R4	40	B13	69	G23	98	R33	127	B42
12	G4	41	R14	70	B23	99	G33	128	R43
13	B4	42	G14	71	R24	100	B33	129	G43
14	R5	43	B14	72	G24	101	R34	130	B43
15	G5	44	R15	73	B24	102	G34	131	R44
16	B5	45	G15	74	R25	103	B34	132	G44
17	R6	46	B15	75	G25	104	R35	133	B44
18	G6	47	R16	76	B25	105	G35	134	R45
19	B6	48	G16	77	R26	106	B35	135	G45
20	R7	49	B16	78	G26	107	R36	136	B45
21	G7	50	R17	79	B26	108	G36	137	R46
22	B7	51	G17	80	R27	109	B36	138	G46
23	R8	52	B17	81	G27	110	R37	139	B46
24	G8	53	R18	82	B27	111	G37	140	R47
25	B8	54	G18	83	R28	112	B37	141	G47
26	R9	55	B18	84	G28	113	R38	142	B47
27	G9	56	R19	85	B28	114	G38	143	R48
28	B9	57	G19	86	R29	115	B38	144	G48
29	R10	58	B19	87	G29	116	R39	145	B48

DMX In-Depth: PX6 All (25-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	6	G2	11	R4	16	B5	21	W2
2	R1	7	B2	12	G4	17	R6	22	W3
3	G1	8	R3	13	B4	18	G6	23	W4
4	B1	9	G3	14	R5	19	B6	24	W5
5	R2	10	B3	15	G5	20	W1	25	W6

DMX In-Depth: PX8 All (33-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	8	R3	15	G5	22	B7	29	W4
2	R1	9	G3	16	B5	23	R8	30	W5
3	G1	10	B3	17	R6	24	G8	31	W6
4	B1	11	R4	18	G6	25	B8	32	W7
5	R2	12	G4	19	B6	26	W1	33	W8
6	G2	13	B4	20	R7	27	W2		
7	B2	14	R5	21	G7	28	W3		

DMX In-Depth: PX12 All (49-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	11	R4	21	G7	31	B10	41	W4
2	R1	12	G4	22	B7	32	R11	42	W5
3	G1	13	B4	23	R8	33	G11	43	W6
4	B1	14	R5	24	G8	34	B11	44	W7
5	R2	15	G5	25	B8	35	R12	45	W8
6	G2	16	B5	26	R9	36	G12	46	W9
7	B2	17	R6	27	G9	37	B12	47	W10
8	R3	18	G6	28	B9	38	W1	48	W11
9	G3	19	B6	29	R10	39	W2	49	W12
10	B3	20	R7	30	G10	40	W3		

DMX In-Depth: PX16 All (65-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	14	R5	27	G9	40	B13	53	W4
2	R1	15	G5	28	B9	41	R14	54	W5
3	G1	16	B5	29	R10	42	G14	55	W6
4	B1	17	R6	30	G10	43	B14	56	W7
5	R2	18	G6	31	B10	44	R15	57	W8
6	G2	19	B6	32	R11	45	G15	58	W9
7	B2	20	R7	33	G11	46	B15	59	W10
8	R3	21	G7	34	B11	47	R16	60	W11
9	G3	22	B7	35	R12	48	G16	61	W12
10	B3	23	R8	36	G12	49	B16	62	W13
11	R4	24	G8	37	B12	50	W1	63	W14
12	G4	25	B8	38	R13	51	W2	64	W15
13	B4	26	R9	39	G13	52	W3	65	W16

DMX In-Depth: PX24 All (97-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	21	G7	41	R14	61	B20	81	W8
2	R1	22	B7	42	G14	62	R21	82	W9
3	G1	23	R8	43	B14	63	G21	83	W10
4	B1	24	G8	44	R15	64	B21	84	W11
5	R2	25	B8	45	G15	65	R22	85	W12
6	G2	26	R9	46	B15	66	G22	86	W13
7	B2	27	G9	47	R16	67	B22	87	W14
8	R3	28	B9	48	G16	68	R23	88	W15
9	G3	29	R10	49	B16	69	G23	89	W16
10	B3	30	G10	50	R17	70	B23	90	W17
11	R4	31	B10	51	G17	71	R24	91	W18
12	G4	32	R11	52	B17	72	G24	92	W19
13	G4	33	G11	53	R18	73	B24	93	W20
14	R5	34	B11	54	G18	74	W1	94	W21
15	G5	35	R12	55	B18	75	W2	95	W22
16	B5	36	G12	56	R19	76	W3	96	W23
17	R6	37	B12	57	G19	77	W4	97	W24
18	G6	38	R13	58	B19	78	W5		
19	B6	39	G13	59	R20	79	W6		
20	R7	40	B13	60	G20	80	W7		

DMX In-Depth: PX48 All (193-channels)

Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name	Ch.	Name
1	Frost	40	B13	79	B26	118	B39	157	W12
2	R1	41	R14	80	R27	119	R40	158	W13
3	G1	42	G14	81	G27	120	G40	159	W14
4	B1	43	B14	82	B27	121	B40	160	W15
5	R2	44	R15	83	R28	122	R41	161	W16
6	G2	45	G15	84	G28	123	G41	162	W17
7	B2	46	B15	85	B28	124	B41	163	W18
8	R3	47	R16	86	R29	125	R42	164	W19
9	G3	48	G16	87	G29	126	G42	165	W20
10	B3	49	B16	88	B29	127	B42	166	W21
11	R4	50	R17	89	R30	128	R43	167	W22
12	G4	51	G17	90	G30	129	G43	168	W23
13	B4	52	B17	91	B30	130	B43	169	W24
14	R5	53	R18	92	R31	131	R44	170	W25
15	G5	54	G18	93	G31	132	G44	171	W26
16	B5	55	B18	94	B31	133	B44	172	W27
17	R6	56	R19	95	R32	134	R45	173	W28
18	G6	57	G19	96	G32	135	G45	174	W29
19	B6	58	B19	97	B32	136	B45	175	W30
20	R7	59	R20	98	R33	137	R46	176	W31
21	G7	60	G20	99	G33	138	G46	177	W32
22	B7	61	B20	100	B33	139	B46	178	W33
23	R8	62	R21	101	R34	140	R47	179	W34
24	G8	63	G21	102	G34	141	G47	180	W35
25	B8	64	B21	103	B34	142	B47	181	W36
26	R9	65	R22	104	R35	143	R48	182	W37
27	G9	66	G22	105	G35	144	G48	183	W38
28	B9	67	B22	106	B35	145	B48	184	W39
29	R10	68	R23	107	R36	146	W1	185	W40
30	G10	69	G23	108	G36	147	W2	186	W41
31	B10	70	B23	109	B36	148	W3	187	W42
32	R11	71	R24	110	R37	149	W4	188	W43
33	G11	72	G24	111	G37	150	W5	189	W44
34	B11	73	B24	112	B37	151	W6	190	W45
35	R12	74	R25	113	R38	152	W7	191	W46
36	G12	75	G25	114	G38	153	W8	192	W47
37	B12	76	B25	115	B38	154	W9	193	W48
38	R13	77	R26	116	R39	155	W10		
39	G13	78	G26	117	G39	156	W11		

5. APPENDIX

A Quick Lesson On DMX

DMX (short for Digital Multiplex) was created in 1986 by the United States Institute for Theatre Technology (USITT) as a standardized method for connecting lighting consoles to lighting dimmer modules. It underwent revisions in 1990 and 2000 to increase flexibility. The Entertainment Services and Technology Association (ESTA) later assumed control over the DMX512 standard, which has also been approved and recognized as an ANSI standard.

DMX is the most commonly used communications standard in lighting and related stage equipment. It allows for up to 512 control channels per data link, with each channel originally designed to control the brightness levels of lamps. Imagine 512 faders on a lighting console, each connected to a light bulb, with each fader's position represented as an 8-bit number ranging from 0 to 255. A value of 0 means the light is completely off, while 255 indicates full brightness.

DMX data transmits at 250,000 bits per second using the RS-485 standard over two wires. Similar to microphone cables, a grounded cable shield helps prevent interference with other signals.

A DMX connector features five pins: one for ground (cable shield), two for primary communication from a DMX source to a receiver, and two for secondary communication, which returns from the receiver to the source. Typically, the secondary channel is not used, allowing data to flow only from sources to receivers. Consequently, DMX-512 is commonly implemented using standard 3-pin microphone cables, although this does not adhere to the official standard.

Devices are connected in a daisy-chain configuration: the source connects to the input of the first device, the output of which connects to the input of the next device, and so forth. The standard supports up to 32 devices on a single DMX link.

Troubleshooting

Symptom	Solution
Fixture Auto-Shut Off	If the fixture stops or runs slower than normal, it may shut itself off due to high heat. This is a safety feature to prevent overheating.
No Light Output	Ensure the fixture is operating under the correct mode, such as auto, DMX, etc., if applicable.
Chase Speed Too Fast/Slow	Verify the speed adjustment settings are configured properly.
No Power	Inspect the AC cord and circuit for any malfunctions.
Fixture Not Responding or Responding Erratically	Ensure all connectors are securely seated and check for any defects in the cables. Use only DMX cables. Reset the fixture(s) if necessary.

Keeping Your Fixture As Good As New

Your new fixture is a robust piece of professional lighting equipment. With proper care, it will function flawlessly for years. Routine maintenance is essential, especially in environments prone to dust, fog, haze, or spills. Regularly clean the optics with a suitable glass cleaner to enhance light output.

Transporting Your Fixtures

Always transport your fixtures in protective cases. Just as you would not transport expensive musical instruments without proper casing, treat your lighting fixtures with the same care to prevent damage.

Maximizing Performance

Proper maintenance isn't just about upkeep—it ensures that your fixtures perform optimally, allowing you to focus on creating a spectacular lighting display that maximizes client satisfaction and delivers that crucial "wow factor."

Returns (Gasp!)

We go to great lengths to ensure that you won't need to return a unit due to defects. However, as with any complex equipment built by humans, unexpected issues can occasionally arise. If your fixture starts acting up, obtaining a Return Authorization (RA) is straightforward:

1.) Open a support ticket at www.blizzardpro.com/support to receive an RA.
2.) Send the unit back to us using a trackable, prepaid freight method such as USPS Priority or UPS. Ensure the fixture is well-packed, ideally in its original box and packing materials, to prevent damage during transit.

Include the following in your return package:

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

At our discretion, we will repair or replace the fixture. Please note that any shipping damage occurring during transit to us is the responsibility of the customer, so ensure the package is secure.

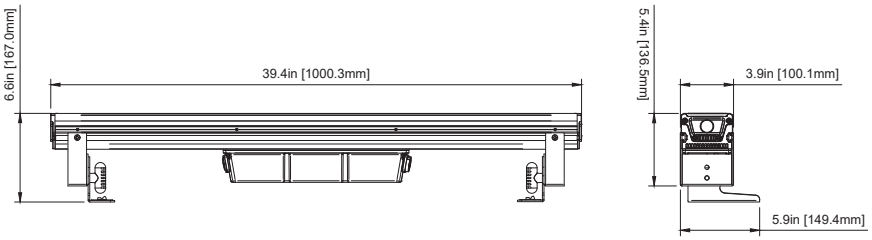
Shipping Issues

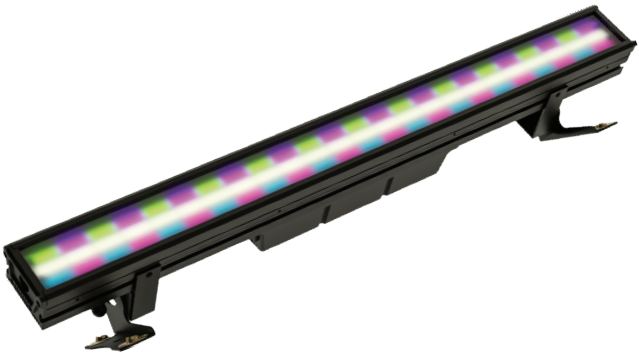
Damage incurred in shipping is the responsibility of the shipper, and must be reported to the carrier immediately upon receipt of the items. Claims must be made within seven (7) days of receipt.

Tech Specs!

Weight & Dimensions	
Width	39.4 inches (1000.3 mm)
Depth	Fixture: 3.9” (100.1 mm), Bracket: 5.9” (149.4 mm)
Height	6.6” (167 mm)
Weight	17.9 lbs (8.1 kg)
Power	
Operating Voltage	100-240VAC, 50-60 Hz
Power Consumption	358W, 3.15A, PF:.99
Light Source	
LED	480x 0.5W RGB SMD 5050 + 240x 1W white SMD LEDs
Optical	
Viewing Angle	104° (110° with frost)
Luminous Intensity	1406 Lux @ 2.5M (no frost) 1209 Lux @ 2.5M (with frost) 347 Lux @ 5M (no frost) 327 Lux @ 5M (with frost)
Thermal	
Max. Operating Temp.	104 degrees F (40 degrees C) ambient
Control	
Protocol	USITT DMX-512, RDM
DMX Channels	4/5/6/11/12/17/25/33/41/57/73/105/201 + 12 dedicated pixel mapping modes (RGB/RGBW)
Input/Output	5-pin XLR Male/Female
Operating Modes	Standalone, Master/Slave, Color Preset
Warranty	2-year limited warranty, does not cover malfunction caused by damage to LEDs.

Dimensional Drawings





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