STILETTO

BEAST





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1. GETTING STARTED

What's In The Box?

- 1 x Stiletto Beast™
- An Ever-So-Handy Power Cord
- 1 x Set of Mounting Brackets
- This Lovely User Manual

Getting It Out Of The Box

Congratulations on your purchase of the Stiletto Beast™, the wonderfully ferocious, monstrous LED moving head! Now that you've got your Stiletto Beast™ (or hopefully Beasts), 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.blizzardlighting.com/ support and open a support ticket. We'll be happy to help, honest.

Disclaimer: The information and specifications contained in this document are subject to change without notice. Blizzard Lighting™ assumes no responsibility or liability for any errors or omissions that may appear in this user manual. Blizzard Lighting™ reserves the right to update the existing document or to create a new document to correct any errors or omissions at any time. You can download the latest version of this document from www. blizzardlighting.com.

Author:	Date:	Last Edited:	Date:
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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.
- This product is intended for indoor use only.
- To prevent risk of fire or shock, do not expose fixture to rain or moisture.
- 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. blizzardlighting.com/support.

2. MEET THE STILETTO BEAST™

MAIN FEATURES

7* high output 60W RGBW 4-in-1 LEDs
Pan: 540°/ Tilt: 200° (8-16 bit resolution)

· Infinite bidirectional rotating lens

• Individually controllable LEDs + shape and background effects

• Multi-beam effects with zoomable 4-50° beam angle

2500-10000K Linear CTOLED drive current: 4500mA

User selectable 32-bit dimming modes

• Art-NET (DMX over Ethernet) support

0-20Hz strobe with pulse and random strobe effects
3/5-pin male/female XLR and RJ45 input and outputs

PowerCon[™] compatible AC power In/Out connectors

CONTROL:

Protocol: USITT DMX-512, Art-NET

• DMX Channels: 26/45/54

2.4 inch TFT color LCD display panel with 4x touch sensitive buttons
 Operating Modes: standalone, master/slave, auto, sound active

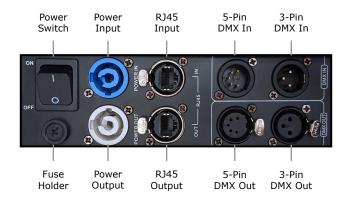
DMX Quick Reference (26/45/54-Channel Modes)

CH.	Standard (26ch)	CH.	Extended RGBW(45ch)	CH.	Extended (54ch)
1	Red (0-100%)	1	Red (0-100%)	1	Red (0-100%)
<u>2</u> 3	Green (0-100%)	2	Green (0-100%)	2	Green (0-100%)
3	Blue (0-100%)	3	Blue (0-100%)	3	Blue (0-100%)
1	White (0-100%)	4	White (0-100%)	4	White (0-100%)
5	Linear CTO	5	Linear CTO	5	Linear CTO
5	Macro Color	6	Macro Color	6	Macro Color
7	Strobe	7	Strobe	7	Strobe
3	Dimmer	8	Dimmer	8	Dimmer
)	Pan (0-540°)	9	Pan (0-540°)	9	Pan (0-540°)
LO	Fine Pan (16-bit)	10	Fine Pan (16-bit)	10	Fine Pan (16-bit)
l1	Tilt (0-200°)	11	Tilt (0-200°)	11	Tilt (0-200°)
.2	Fine Tilt (16-bit)	12	Fine Tilt (16-bit)	12	Fine Tilt (16-bit)
13	Pan & Tilt Speed	13	Pan & Tilt Speed	13	Pan & Tilt Speed
L4	32-Bit Dimming	14	32-Bit Dimming	14	32-Bit Dimming
L5	Reset	15	Reset	15	Reset
L6	Zoom (4-50°)	16	Zoom (4-50°)	16	Zoom (4-50°)
L7	Lens Rotation	17	Lens Rotation	17	Lens Rotation
.8	Shape Selection	18	LED 1 Red (0-255)	18	Shape Selection
.9	Shape Speed	19	LED 1 Green (0-255)	19	Shape Speed
20	Shape Fade	20	LED 1 Blue (0-255)	20	Shape Fade
21	Shape Red	21	LED 1 White (0-255)	21	Shape Red
22	Shape Green	22	LED 2 Red (0-255)	22	Shape Green
23	Shape Blue	23	LED 2 Green (0-255)	23	Shape Blue
24	Shape White	24	LED 2 Blue (0-255)	24	Shape White
25	Shape Dimmer	25	LED 2 White (0-255)	25	Shape Dimmer
26	Background Dimmer	26	LED 3 Red (0-255)	26	Background Dimmer
-		27	LED 3 Green (0-255)	27	LED 1 Red (0-255)
-		28	LED 3 Blue (0-255)	28	LED 1 Green (0-255)
-		29	LED 3 White (0-255)	29	LED 1 Blue (0-255)
-		30	LED 4 Red (0-255)	30	LED 1 White (0-255)
-	i	31	LED 4 Green (0-255)	31	LED 2 Red (0-255)
-		32	LED 4 Blue (0-255)	32	LED 2 Green (0-255)
-		33	LED 4 White (0-255)	33	LED 2 Blue (0-255)
-		34	LED 5 Red (0-255)	34	LED 2 White (0-255)
-		35	LED 5 Green (0-255)		1
-		36	LED 5 Blue (0-255)	35-49	LEDs 3-5 R/G/B/W
-		37	LED 5 White (0-255)		
-	i	38	LED 6 Red (0-255)	50	LED 6 Red (0-255)
-		39	LED 6 Green (0-255)	50	LED 6 Green (0-255)
-		40	LED 6 Blue (0-255)	50	LED 6 Blue (0-255)
-		41	LED 6 White (0-255)	50	LED 6 White (0-255)
-		42	LED 7 Red (0-255)	51	LED 7 Red (0-255)
-		43	LED 7 Green (0-255)	52	LED 7 Green (0-255)
-		44	LED 7 Blue (0-255)	53	LED 7 Blue (0-255)
	i	45	LED 7 White (0-255)	54	LED 7 White (0-255)

Figure 1: Stiletto Beast™ Pin-Up Picture



Figure 2: The Rear Connections



3. SETUP



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

Fuse Replacement

Remove the fuse holder from of its housing. Then take out the damaged fuse from its holder and replace with exact same type of fuse. Reattach the fuse holder, and then reconnect power.

Connecting A Bunch of Stiletto™ Beast 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 one single line. Also, connecting more than 32 fixtures on one serial data link without the use of a DMX optically-isolated splitter may result in deterioration of the digital DMX signal. The maximum recommended cable-run distance is 500 meters (1640 ft). The maximum recommended number of fixtures on a serial data link is 32 fixtures.

Data/DMX Cabling

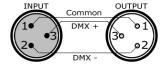
To link fixtures together you'll need data cables. You should use datagrade cables that can carry a high quality signal and are less prone to electromagnetic interference.

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 5-pin DMX output connector, it's no problem! you can simply use the installed 5-pin DMX input and/or output connections found on the back of your fixture(s).

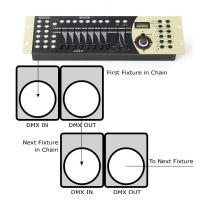
Conductor	3-Pin Female (Output)	5-Pin Male (Input)
Ground/Shield	Pin 1	Pin 1
Data 1- (Primary Data Link)	Pin 2	Pin 2
Data 1+ (Primary Data Link)	Pin 3	Pin 3
Data 2- (Optional Secondary Data Link)	Pin 4	Pin 4
Data 2+ (Optional Secondary Data Link)	Pin 5	Pin 5

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.

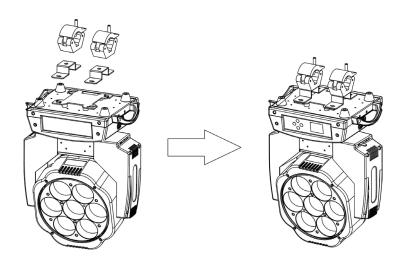


Installation

The fixture can be installed on the floor resting on its rubber feet, or mounted on truss.

- Choose a suitable place to put or hang the equipment when installing. When hanging the fixture, use the included clamp mounting brackets with suitable clamps to properly support the weight of the fixture.
- When installing the equipment, ensure that no flammable or explosive materials are within 1/2 meter distance.
- Please ask professionals to install the equipment. Any improper installation can cause personal injury or material damage.
- The equipment must be placed in a ventilated area, at least 50 cm from the ground, and always ensure that the vents are not clogged.
- Mount the fixture using suitable type clamps. The clamp should be rated to hold at least 10x the fixture's weight to ensure structural stability. Do not mount to surfaces with unknown strength, and ensure properly "rated" rigging is used when mounting fixtures overhead.

WARNING: With the exception of when the fixture is positioned on the floor, a safety cable must always be used. It must be securely fixed to the support structure of the projector and then connected to the fixing point at the center of the base.



4. OPERATING ADJUSTMENTS

The Control Panel

All the goodies and different modes possible with the Stiletto™ Beast are accessed by using the control panel on the front of the fixture. There are 4 control buttons to the right of the LCD display which allow you to navigate through the various control panel menus.

<MENU>

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

<ENTER>

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

<UP>

Scrolls through menu items and numbers in ascending order.

<DOWN>

Scrolls through menu items and numbers in descending order.



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

Address	<enter></enter>	001-512	To choose the DMX address
Intro	Reset	<enter></enter>	Reset the fixture
	Run	DMX512	DMX mode
	1	Artnet	Artnet mode
	İ	Auto1	Auto mode 1
		Auto2	Auto mode 2
	i	Sound1	Sound active mode 1
		Sound2	Sound active mode 2
		Slave	Slave mode
		Static	Static mode
	Calibration	Password	Password = 033
	Calibration	Pan	Pan (0-255)
		Tilt	Tilt (0-255)
		Zoom	Zoom (0-255)
		Zoom Rot	Lens Rotation (0-255)
	Static		
	Static	Red Green	Red (0-255)
			Green (0-255)
		Blue	Blue (0-255)
		White	White (0-255)
		Linear CTO	Linear CTO (0-255)
	1	Macro color	Macro color (0-255)
		Strobe	IStrone (1)-755)
		Dimmer	Dimmer (0-255)
		Pan	Pan (0-255)
		Pan 16bit	Pan 16bit (0-255)
		Tilt	Tilt (0-255)
	0.255	Tilt 16bit	Tilt 16bit (0-255)
	0-255 values are	Pan & Tilt Speed	Pan & Tilt Speed (0-255)
	the same as DMX	Function	Function (0-255)
	Standard Mode	Reset	Reset (0-255)
		Zoom	Zoom (0-255)
		Lens Rotation	Lens Rotation (0-255)
		Shane Selection	Shane Selection (0-255)
		Shape Selection Shape Speed Shape Fade	Shape Selection (0-255) Shape Speed (0-255) Shape Fade (0-255)
		Shane Fade	Shape Fade (0-255)
		Shape Red	Chana Rad (0.255)
		Shape Green	Shape Red (0-255) Shape Green (0-255)
		Shape Blue	Shape Blue (0-255)
		Shape White Shape Dimmer	Shape White (0-255) Shape Dimmer (0-255)
11 M - d -	I Characterist	Background Dimmer	
User Mode		<enter></enter>	26-channel mode
	Extended RGBW	<enter></enter>	45-channel mode
_	Extended	<enter></enter>	54-channel mode
Test	All	<pre><enter></enter></pre>	Test motors and LEDs
	Pan & Tilt	<enter></enter>	Test motors
	LED	<enter></enter>	Test LEDs
Set	Fan Control	Auto	Auto fan speed
		High	High Fan speed
		Low	Low fan speed
	DMX Fail	Blackout	Blackout fixture if DMX is lost
		Hold	Hold DMX values if DMX is lost
		Auto	Auto mode if DMX is lost
	Disp. Setting	Shut off time	Menu screen off: 2-60 minutes On/Off
		Flip display	On/Off
	i	Key lock	On/Off
		Display flash	On/Off On/Off, Menu flash if DMX is lost
	Pan	Normal	Normal Pan
	I. 3	Reverse	Invert Pan
	Tilt	Normal	Normal Tilt
	1'''	Reverse	Invert Tilt
	Encode	On/Off	Dan/Tilt Error Correction
			Pan/Tilt Error Correction
T f -	Factory Reset	Yes/No	Reset to factory default settings
Info	Time Info	Power on	Hours currently on: xxx (Hours)
	1	Ttl life hours	Total running hours: xxx (Hours)
	i	Last Run Hrs	Last run hours: xxx (Hours)
		Lust Kull IIIs	
	Temp info Software Ver	Head Temp Vxx	Displays temperature (c) Software version

DMX Mode

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

Set the Starting DMX Address:

- 1.) Navigate the main menu until you reach Address, press <ENTER>.
- 2.) Use the **<UP/DOWN>** buttons to select a DMX channel from **001-512**.
- 3.) Press the **<ENTER>** button to confirm.

Select the DMX Channel Mode:

- 1.) Navigate the main menu until you reach **User Mode**, press **<ENTER>**.
- 2.) Use the **<UP/DOWN>** buttons to select **Standard (26CH), Extended RGBW (45CH)** or **Extended (54CH).**
- 3.) Press the **<ENTER>** button to confirm your selection.

DMX512 and Art-Net Mode:

- 1.) Navigate the main menu until you reach **Intro**, press **<ENTER>**.
- 2.) Use the **<UP/DOWN>** buttons to select **DMX512**, or **Artnet**.
- 3.) When **DMX512** is selected, signal can be sent/received through the 3/5-pin DMX connections, and when **Artnet** is selected, signals can be sent/recieved through the RJ45 connections.

Slave Mode:

- 1.) Navigate the main menu until you reach Intro, press <ENTER>.
- 2.) Use the **<UP/DOWN>** buttons to select **Slave**.
- 3.) Press the **<ENTER>** button to confirm.

Auto, Sound Active, & Manual Adjustments:

Allows a single or Master/Slaved units to run factory installed programs.

Auto Mode:

- 1.) Navigate the main menu until you reach **Intro**, press **<ENTER>**.
- 2.) Use the **<UP/DOWN>** buttons to select **Auto1** or **Auto2**.
- 3.) When using either auto run mode, the unit can be used as a master fixture with other linked fixtures that are set to **Slave.**

Sound Active Mode:

- 1.) Navigate the main menu until you reach **Intro**, press **<ENTER>**.
- 2.) Use the **<UP/DOWN>** buttons to select **Sound1** or **Sound2**.
- 3.) When using either sound active mode, the unit can be used as a Master fixture with other linked fixtures that are set to **Slave.**

Static Mode:

- 1.) Navigate the main menu until you reach **Intro**, press **<ENTER>**.
- 2.) Use the <UP/DOWN> buttons to select Static.
- 3.) When **Static** is enabled, manual **0-255** adjustments found in **Intro > Static** are active. These are the same settings found in 26CH Standard DMX mode.

Calibration Settings:

- 1.) Navigate to Intro <ENTER>, then Calibration <ENTER>.
- 2.) Use the password 033 to enable editing of the values within for Pan, Tilt, Zoom, and Zoom (Lens) Rotation 0-255.
- 3.) Press the **<ENTER>** button to confirm.

Test Mode:

- 1.) Navigate the main menu until you reach **Test**, press **<ENTER>**.
- 2.) Use the **<UP/DOWN>** buttons to select **All** (motors and LEDs), **Pan & Tilt** (motors), or **LED** (LEDs only).
- 3.) Press the **<ENTER>** button to confirm your selection.

Fan Control:

- 1.) Navigate to Set <ENTER>, then Fan Control <ENTER>.
- 2.) Use the <UP/DOWN> buttons to highlight Auto, High or Low.
- 3.) Press the **<ENTER>** button to confirm.

DMX Fail Setting:

- 1.) Navigate to Set <ENTER>, then DMX Fail <ENTER>.
- 2.) Use the <UP/DOWN> buttons to highlight Blackout, Hold, or Auto Mode.
- 3.) Press the **<ENTER>** button to confirm.

Menu Shut Off Timer:

- 1.) Navigate to **Set <ENTER>**, then **Disp. Setting <ENTER>**.
- 2.) Use the **<UP/DOWN>** buttons to select **Shut off time**, press **<ENTER>**.
- 3.) Set the timer to shut off the display after 2-60 minutes of inactivity.

Flip Display:

- 1.) Navigate to **Set <ENTER>**, then **Disp. Setting <ENTER>**.
- 2.) Use the **<UP/DOWN>** buttons to select **Flip Display,** press **<ENTER>**.
- 3.) From here, you can select **On/Off** to flip the display.

Menu Key Lock:

- 1.) Navigate to **Set <ENTER>**, then **Disp. Setting <ENTER>**.
- 2.) Use the <UP/DOWN> buttons to select Display flash, press <ENTER>.
- 3.) Now use the **<UP/DOWN>** buttons to select **On/Off,** press **<ENTER>**.
- 4.) To unlock while On, press <UP>, <DOWN>, <UP>, <DOWN>, <ENTER>.

Display Flash:

- 1.) Navigate to Set <ENTER>, then Disp. Setting <ENTER>.
- 2.) Use the **<UP/DOWN>** buttons to select **Disp.flas**, press **<ENTER>**.
- Now use the <UP/DOWN> buttons to select On/Off, press <ENTER>.
- 4.) When set to On, the LCD display will flash if DMX signal is lost.

Pan/Tilt Reverse:

- 1.) Navigate to Set <ENTER>, then Pan or Tilt <ENTER>.
- 2.) Use the <UP/DOWN> buttons to highlight Normal, or Reverse.
- 3.) Press the **<ENTER>** button to confirm.

Encode (Pan/Tilt Error Correction):

- 1.) Navigate to Set <ENTER>, then Encode <ENTER>.
- 2.) Use the **<UP/DOWN>** buttons to highlight **On** or **Off.**
- 3.) Press the **<ENTER>** button to confirm.

Factory Reset:

- 1.) Navigate to Set <ENTER>, then Factory Reset <ENTER>.
- 2.) Use the **<UP/DOWN>** buttons to highlight **Yes** or **No.**
- 3.) Press the **<ENTER>** button to confirm.

DMX Values In-Depth (26/45/54-Channel Modes)

Standard 26CH	Extended RGBW 45CH	Extended 54CH	Value	What it does
1	1	1	000 <-> 255	Red Intensity (0% - 100%)
2	2	2	000 <-> 255	Green Intensity (0% - 100%)
3	3	3	000 <-> 255	Blue Intensity (0% - 100%)
4	4	4	000 <-> 255	White Intensity (0% - 100%)
5	5	5	010 <-> 019 020 <-> 029	4000K 5000K 6000K 7200K 8000K 10000K
6	6	6	000 <-> 255	Macro Colors

Macro Colors:

Value	What is does	Value	What is does	Value	What is does
000 <-> 009	No Function	091 <-> 093	Light Amber	175 <-> 177	Lilac Tint
010 <-> 012	Red	094 <-> 096	Straw	178 <-> 180	Deep lavender
013 <-> 015	Blue	097 <-> 099	Deep Amber	181 <-> 183	Drk Steel Blue
019 <-> 021	Cyan	100 <-> 102	Orange	184 <-> 186	Congo Blue
021 <-> 024	Yellow	103 <-> 105	Light Rose	187 <-> 189	Alice Blue
025 <-> 027	Magenta	106 <-> 108	English Rose	190 <-> 192	Dirty White
028 <-> 030	White 7000K	109 <-> 111	Light Salmon	193 <-> 195	White
031 <-> 033	White 3700K	112 <-> 114	Middle Rose	196 <-> 198	Rainbow1
034 <-> 036	White 5000K	115 <-> 117	Dark Pink	199 <-> 201	Rainbow2
037 <-> 039	Black	118 <-> 120	Magenta	202 <-> 204	Rainbow3
040 <-> 042	Medium Yellow	121 <-> 123	Peacock Blue	205 <-> 207	Rainbow4
043 <-> 045	Straw tint	124 <-> 126	Blue Green	208 <-> 210	Rainbow5
046 <-> 048	Surprise Peach	127 <-> 129	Steel Blue	211 <-> 213	Rainbow6
049 <-> 051	Fire	130 <-> 132	Light Blue	214 <-> 216	Rainbow7
052 <-> 054	Medium Amber	133 <-> 135	Dark Blue	217 <-> 219	Rainbow8
055 <-> 057	Gold Amber	136 <-> 138	Leaf Green	220 <-> 222	Rainbow9
058 <-> 060	Dark Amber	139 <-> 141	Dark Green	223 <-> 225	Rainbow10
061 <-> 063	Sunrise Red	142 <-> 144	Mauve	226 <-> 228	Rainbow11
064 <-> 066	Light Pink	145 <-> 147	Medium Pink	229 <-> 231	Rainbow12
067 <-> 069	Medium Pink	151 <-> 153	Golden Amber	232 <-> 234	Rainbow13
070 <-> 072	Pink Carnation	154 <-> 156	Pale Lavender	235 <-> 237	Rainbow14
073 <-> 075	Light Lavender	157 <-> 159	Lavender	238 <-> 240	Rainbow15
076 <-> 078	Lavender	160 <-> 162	Pale Gold	241 <-> 243	Rainbow16
079 <-> 081	Sky Blue	163 <-> 165	Deep Orange	244 <-> 246	Rainbow17
082 <-> 084	Just Blue	166 <-> 168	Bastard Amber	247 <-> 249	Rainbow18
085 <-> 087	Dark Y/G	169 <-> 171	Flame Red	250 <-> 252	Rainbow19
088 <-> 090	Spring Yellow	172 <-> 174	Daylight Blue	253 <-> 255	Rainbow20

DMX Values In-Depth (26/45/54-Channel Modes), continued

Standard 26CH	Extended RGBW 45CH	Extended 54CH	Value	What it does
7	7	7	032 <-> 063 064 <-> 095 096 <-> 127 128 <-> 159 160 <-> 191 192 <-> 223	Strobe LEDs Off LEDs On Strobe (slow <> fast) LEDs On Pule strobe in sequences LEDs On Random strobe (slow <> fast) LEDs On
8	8	8	000 <-> 255	Dimmer (0% - 100%)
9	9	9	000 <-> 255	Pan (0-540°)
10	10	10	000 <-> 255	Fine Pan (16-bit)
11	11	11	000 <-> 255	Tilt (0-200°)
12	12	12	000 <-> 255	Fine Tilt (16-bit)

DMX Values In-Depth (26/45/54-Channel Modes), continued

Standard 26CH	Extended RGBW 45CH	Extended 54CH	Value	What it does
13	13	13		Pan & Tilt Speed Speed (fast <> slow) LEDs Blackout By Movement No Function
14	14	14	000 <-> 009 010 <-> 019 020 <-> 029 030 <-> 039 040 <-> 049 050 <-> 255	Gamma=1 Gamma=2 Gamma=3 Gamma=4
15	15	15	128 <-> 255	Reset All (+5 sec) Reset Pan & Tilt (+5 sec) Reset Zoom and Lens Rotation (+5 sec)
16	16	16	000 <-> 255	,
17	17	17	0-127 128-189 190-193 194-255	Lens Rotation Linear Rotation Clockwise Rotation (fast <->slow) Stop Counterclockwise Rotation (slow <->fast)
18		18	000 <-> 255	Shape Selection

Shape Selection:

Value	What is does	Туре	Value	What is does	Туре
000 <-> 009	No Function	1 - 7	118 <-> 121	Shape 28	Dynamic
010 <-> 013	Shape 1	Static	122 <-> 125	Shape 29	Dynamic
014 <-> 017	Shape 2	Static	126 <-> 129	Shape 30	Dynamic
018 <-> 021	Shape 3	Static	130 <-> 133	Shape 31	Dynamic
022 <-> 025	Shape 4	Static	134 <-> 137	Shape 32	Dynamic
026 <-> 029	Shape 5	Static	138 <-> 141	Shape 33	Dynamic
030 <-> 033	Shape 6	Static	142 <-> 145	Shape 34	Dynamic
034 <-> 037	Shape 7	Static	146 <-> 149	Shape 35	Dynamic
038 <-> 041	Shape 8	Static	150 <-> 153	Shape 36	Dynamic
042 <-> 045	Shape 9	Static	154 <-> 157	Shape 37	Dynamic
046 <-> 049	Shape 10	Static	158 <-> 161	Shape 38	Dynamic
050 <-> 053	Shape 11	Static	162 <-> 165	Shape 39	Dynamic
054 <-> 057	Shape 12	Static	166 <-> 169	Shape 40	Dynamic
058 <-> 061	Shape 13	Static	170 <-> 173	Shape 41	Dynamic
062 <-> 065	Shape 14	Static	174 <-> 177	Shape 42	Dynamic
066 <-> 069	Shape 15	Static	178 <-> 181	Shape 43	Dynamic
070 <-> 073	Shape 16	Static	182 <-> 185	Shape 44	Dynamic
074 <-> 077	Shape 17	Static	186 <-> 189	Shape 45	Dynamic
078 <-> 081	Shape 18	Static	190 <-> 193	Shape 46	Dynamic
082 <-> 085	Shape 19	Static	194 <-> 197	Shape 47	Dynamic
086 <-> 089	Shape 20	Static	198 <-> 201	Shape 48	Dynamic
090 <-> 093	Shape 21	Static	202 <-> 205	Shape 49	Dynamic
094 <-> 097	Shape 22	Static	206 <-> 209	Shape 50	Dynamic
098 <-> 101	Shape 23	Static	210 <-> 213	Shape 51	Dynamic
102 <-> 105	Shape 24	Static	214 <-> 217	Shape 52	Dynamic
106 <-> 109	Shape 25	Dynamic	218 <-> 221	Shape 53	Dynamic
110 <-> 113	Shape 26	Dynamic	222 <-> 225	Shape 54	Dynamic
114 <-> 117	Shape 27	Dynamic	226 <-> 255	Shape 55	Random

DMX Values In-Depth (26/45/54-Channel Modes), continued

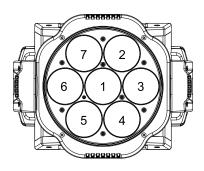
Standard 26CH	Extended RGBW 45CH	Extended 54CH	Value	What it does
19		19	126 <-> 130	Shape Speed Speed (fast <> slow) Stop Speed (slow <> fast)
20		20	000 <-> 255	Shape Fade
21		21	000 <-> 255	Shape Red Intensity (0% - 100%)

DMX Values In-Depth (26/45/54-Channel Modes), continued

Standard 26CH	Extended RGBW 45CH	Extended 54CH	Value	What it does
22		22	000 <-> 255	Shape Green Intensity (0% - 100%)
23		23	000 <-> 255	Shape Blue Intensity (0% - 100%)
24		24	000 <-> 255	Shape White Intensity (0% - 100%)
25		25	000 <-> 255	Shape Dimmer (0% - 100%)
26		26	000 <-> 255	Background Dimmer (0% - 100%)
	18	27	000 <-> 255	LED 1 Red Intensity (0% - 100%)
	19	28	000 <-> 255	LED 1 Green Intensity (0% - 100%)
	20	29	000 <-> 255	LED 1 Blue Intensity (0% - 100%)
	21	30	000 <-> 255	LED 1 White Intensity (0% - 100%)
	22	31	000 <-> 255	LED 2 Red Intensity (0% - 100%)
	23	32	000 <-> 255	LED 2 Green Intensity (0% - 100%)
	24	33	000 <-> 255	LED 2 Blue Intensity (0% - 100%)
	25	34	000 <-> 255	LED 2 White Intensity (0% - 100%)
	26	35	000 <-> 255	LED 3 Red Intensity (0% - 100%)
	27	36	000 <-> 255	LED 3 Green Intensity (0% - 100%)
	28	37	000 <-> 255	LED 3 Blue Intensity (0% - 100%)
	29	38	000 <-> 255	LED 3 White Intensity (0% - 100%)
	30	39	000 <-> 255	LED 4 Red Intensity (0% - 100%)
	31	40	000 <-> 255	LED 4 Green Intensity (0% - 100%)
	32	41	000 <-> 255	LED 4 Blue Intensity (0% - 100%)
	33	42	000 <-> 255	LED 4 White Intensity (0% - 100%)
	34	43	000 <-> 255	LED 5 Red Intensity (0% - 100%)
	35	44	000 <-> 255	LED 5 Green Intensity (0% - 100%)
	36	45	000 <-> 255	LED 5 Blue Intensity (0% - 100%)
	37	46	000 <-> 255	LED 5 White Intensity (0% - 100%)
	38	47	000 <-> 255	LED 6 Red Intensity (0% - 100%)
	39	48	000 <-> 255	LED 6 Green Intensity (0% - 100%)
	40	49	000 <-> 255	LED 6 Blue Intensity (0% - 100%)
	41	50	000 <-> 255	LED 6 White Intensity (0% - 100%)
	42	51	000 <-> 255	LED 7 Red Intensity (0% - 100%)
	43	52	000 <-> 255	LED 7 Green Intensity (0% - 100%)
	44	53	000 <-> 255	LED 7 Blue Intensity (0% - 100%)
	45	54	000 <-> 255	LED 7 White Intensity (0% - 100%)

LED Identification

1.) The drawing below illustrates each LEDs assigned ID number for pixel mapping:



5. APPENDIX

A Ouick Lesson On DMX

DMX (aka DMX-512) 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 was revised in 1990 and again in 2000 to allow more flexibility. The Entertainment Services and Technology Association (ESTA) has since assumed control over the DMX512 standard. It has also been approved and recognized for ANSI standard classification.

DMX covers (and is an abbreviation for) Digital MultipleXed signals. It is the most common communications standard used by lighting and related stage equipment.

DMX provides up to 512 control "channels" per data link. Each of these channels was originally intended to control lamp dimmer levels. You can think of it as 512 faders on a lighting console, connected to 512 light bulbs. Each slider's position is sent over the data link as an 8-bit number having a value between 0 and 255. The value 0 corresponds to the light bulb being completely off while 255 corresponds to the light bulb being fully on.

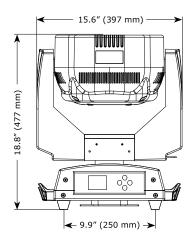
DMX data is transmitted at 250,000 bits per second using the RS-485 transmission standard over two wires. As with microphone cables, a grounded cable shield is used to prevent interference with other signals.

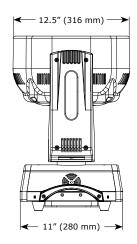
There are five pins on a DMX connector: a wire for ground (cable shield), two wires for "Primary" communication which goes from a DMX source to a DMX receiver, and two wires for a "Secondary" communication which goes from a DMX receiver back to a DMX source. Generally, the "Secondary" channel is not used so data flows only from sources to receivers. Hence, most of us are most familiar with DMX-512 as being employer over typical 3-pin "mic cables," although this does not conform to the defined standard.

DMX is connected using a daisy-chain configuration where the source connects to the input of the first device, the output of the first device connects to the input of the next device, and so on. The standard allows for up to 32 devices on a single DMX link.

In summary, since its design and evolution in the 1980's DMX has become the standard for lighting control. It is flexible, robust, and scalable, and its ability to control everything from dimmer packs to moving lights to foggers to lasers makes it an indispensable tool for any lighting designer or lighting performer.

Dimensions





Keeping Your Stiletto™ Beast 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. That said, like anything, you'll need to take care of it if you want it to operate as designed. You should absolutely keep the fixture clean, especially if you are using it in an environment with a lot of dust, fog, haze, wild animals, wild teenagers or spilled drinks.

Cleaning the optics routinely with a suitable glass cleaner will greatly improve the quality of light output. Keeping the fans free of dust and debris will keep the fixture running cool and prevent damage from overheating.

In transit, keep the fixtures in cases. You wouldn't throw a prized guitar, drumset, or other piece of expensive gear into a gear trailer without a case, and similarly, you shouldn't even think about doing it with your shiny new light fixtures.

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 worry about designing a great light show, putting on a great concert, or maximizing your client's satisfaction and "wow factor." 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 go to our website and open a support ticket at www.blizzardlighting.com/support, 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		(2.2.7				
Width	15.6 inches (397 mm)					
Depth	12.5 inches (316 mm)					
Height	18.8 inches (477 mm)					
Weight	46.3 lbs. (21 kg)					
Power						
Operating Voltage	100V-240VAC, 50-60Hz					
Power Consumption	650W, 5.32A, PF:.99					
Light Source						
LED	7x 60W RGBW 4-in-1 LEDs					
Optical						
Beam Angle	4-50 degree beam angle					
Luminous Intensity	Lux/m	Red	Green	Blue	White	All
Zummodo Internoley	1m (4°)	32,600	29,410	44,000	55,500	125,500
	2m (4°)	25,620	24,440	37,810	43,900	96,800
	3m (4°)	17,510	17,200	24,490	30,460	64,400
	4m (4°)	11,390	11,060	15,210	18,900	42,000
	5m (4°)	7,570	7,140	9,760	12,160	26,710
	1m (50°)	4,660	4,350	5,940	7,070	16,580
	2m (50°)	1,408	1,364	1,869	2,206	5,030
	3m (50°)	681	660	896	1,056	2,405
	4m (50°)	382	368	517	644	1,385
	5m (50°)	253	250	342	418	951
Thermal						
Max. Operating Temp.	104 degrees F (40 degrees C) ambient					
Control						
Protocol	USITT DMX-512, Artnet					
DMX Channels	26/45/54-channel DMX modes					
Input	3/5-pin XLR Male, RJ45					
Output	3/5-pin XLR Female, RJ45					
Other Operating Modes	Standalone, Master/Slave, Auto, Sound Active					
Other Information						
The w in "between" real	y is.					
Warranty	2-year limited warranty, does not cover malfunction caused by damage to LEDs.					

DISCLAIMER:

The power connector 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.



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