

ミスターMISTER STROBOTOロボット



Blizzard Lighting, LLC
<http://www.blizzardpro.com>
Waukesha, WI USA
Copyright (c) 2019

TABLE OF CONTENTS

Mister Stroboto™ LED Strobe	1
1. Getting Started	3
What's In The Box?	3
Getting It Out Of The Box	3
Powering Up!	3
Getting A Hold Of Us	3
Safety Instructions (Don't Stick Your Hand In The Toaster!)	4
2. Meet Mister Stroboto™	5
Main Features	5
DMX Quick Reference	5
The Mister Stroboto™ Pin-up Picture	6
3. Setup	7
Fuse Replacement	7
Connecting A Bunch Of Mister Stroboto™ Fixtures	7
Data/DMX Cables	7
Cable Connectors	8
3-Pin??? 5-Pin??? Huh?	8
Fixture Linking (Master/Slave Mode)	9
Mounting & Rigging	9
Mounting Points	10
Clamp Mounting	11
Securing the Fixture	11
4. Operating Adjustments	12
The Control Panel	12
Control Panel Menu Structure	13
DMX Values In-Depth	14
5. Appendix	16
A Quick DMX Lesson	16
Keeping Your Mister Stroboto™ As Good As New	17
Returns (Gasp!)	17
Shipping Issues	17
Tech Specs	18
Dimensional Drawings	19

1. GETTING STARTED

What's In The Box?

- 1 x Mister Stroboto™
- 1 x LED Diffuser
- 1 x Ever-So-Handy Power Cord
- 2 x Mounting Brackets
- This Lovely User Manual

Getting It Out Of The Box

Domo arigato, for purchasing Mister Stroboto™! Now that you've got Mister Stroboto™ (*or hopefully Stroboto's*), 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.

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.blizzardpro.com.

Author:	Date:	Last Edited:	Date:
J. Thomas	8/23/2019	J. Thomas	12/11/2019

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.blizzardpro.com/support.

2. MEET MISTER STROBOTO™

MAIN FEATURES

- 8* 100W 6500K CTO white LED strobe with 90° beam angle
- Background colors via 32* 3W 3-in-1 RGB LEDs
- Individually controllable strobe + 4/8-section background color LEDs
- 1-30Hz strobe, flash duration, and variable/random effects
- 20 built-in strobe & 20 background color automated programs
- 15 preset background colors with jump and fade effects
- 5-pin DMX In/Out + RJ45 etherCON™ connections (Art-Net)
- PowerCON™ compatible AC power In/Out

CONTROL:

- Protocol: USITT DMX-512, Art-Net, RDM
- DMX channels: 4/5/8/10/15/16/28-channel modes
- 2.4" TFT LCD display with 4 button control
- Operating modes: DMX512, Master/Slave, Auto

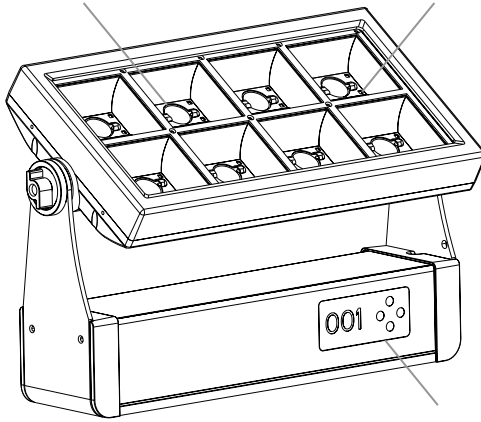
DMX Quick Reference: 2/4/12/29/45-Channel Modes

2CH	4CH	12CH	29CH	45CH	What It Does
--	1	1	1	1	Dimmer (0% <--> 100%)
1	2	2	2	2	Strobe
--	3	--	3	3	Flash Duration (0 - 510ms)
--	--	--	4	4	White LED Dimmer 1 (0% <--> 100%)
--	--	--	5	5	White LED Dimmer 2 (0% <--> 100%)
--	--	--	6	6	White LED Dimmer 3 (0% <--> 100%)
--	--	--	7	7	White LED Dimmer 4 (0% <--> 100%)
--	--	--	--	8	White LED Dimmer 5 (0% <--> 100%)
--	--	--	--	9	White LED Dimmer 6 (0% <--> 100%)
--	--	--	--	10	White LED Dimmer 7 (0% <--> 100%)
--	--	--	--	11	White LED Dimmer 8 (0% <--> 100%)
--	--	3	8	12	Strobe Programs
--	--	4	9	13	Program Speed (slow <---> fast)
--	--	5	10	14	Background Dimmer (0% <--> 100%)
--	--	6	11	15	Background Strobe (slow <---> fast)
--	--	7	12	16	Background Red (0% <--> 100%)
--	--	8	13	17	Background Green (0% <--> 100%)
--	--	9	14	18	Background Blue (0% <--> 100%)
2	4	10	15	19	Color Macro (background)
--	--	11	16	20	Macro Auto (background)
--	--	12	17	21	Macro Speed (background, slow <--> fast)
--	--	--	18-29	22-45	Background Colors (29CH = 4x R/G/B, 45CH = 8x R/G/B)

Figure 1: Mister Stroboto™ Pin-Up Picture

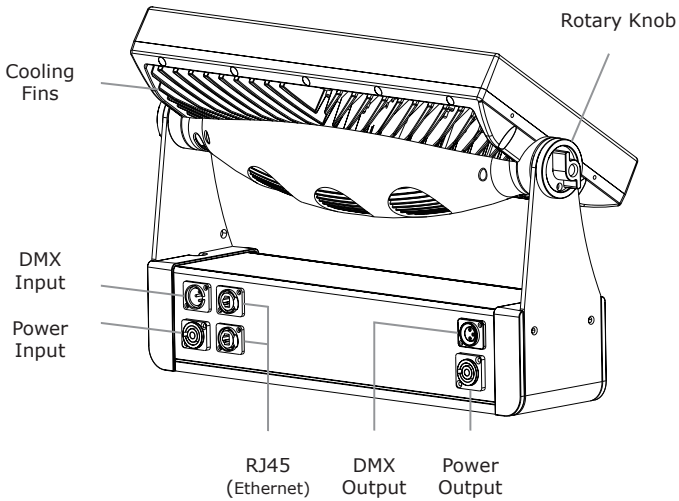
8* 100-watt 6500K
CTO White LEDs

32* 3-watt 3-in-1
RGB LEDs



4-Button Control
Panel with 2.4" TFT
Color Display

Figure 2: The Rear Connections



3. SETUP



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

Fuse Replacement

Mister Stroboto™ utilizes a high-output switch-mode power supply with an internal fuse. Under normal operating conditions, it should not require replacement. Should the fuse require replacement, please contact Blizzard Lighting for instructions, or to return your unit for service.

Connecting A Bunch of Mister Stroboto™ 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

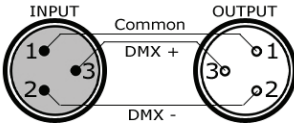
To link fixtures together you'll need data cables. You should use data-grade cables that can carry a high quality signal and are less prone to electromagnetic interference.

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*

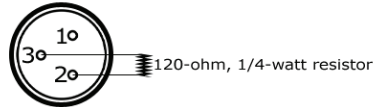
Cable Connectors

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 only a 3-pin DMX output connector, you will need to use a 3-pin to 5-pin adapter. They are widely available over the internet and from specialty retailers. If you'd like to build your own, the chart below details a proper cable conversion:

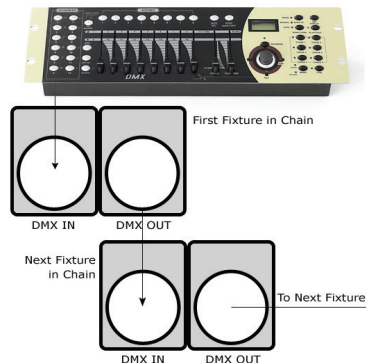
Conductor	3-pin Male (Input)	5-Pin Female (Output)
Ground/Shield	Pin 1	Pin 1
Data 1- (Primary Data Link)	Pin 2	Pin 2
Data 1+ (Primary Data Link)	Pin 3	Pin 3
Data 2- (Optional Secondary Data Link)	n/c	Pin 4
Data 2+ (Optional Secondary Data Link)	n/c	Pin 5

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.

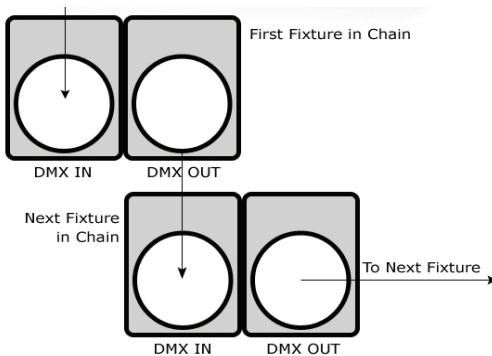
Step 2: Connect the female connector of the DMX cable to the first fixture's male connector (input). *Note:* It doesn't matter which fixture address is the first one connected. We recommend connecting the fixtures in terms of their proximity to the controller, rather than connecting the lowest fixture 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.



Fixture Linking (Master/Slave Mode)

1. Connect the (male) 5-pin connector side of the DMX cable to the output (female) 5-pin connector of the first fixture.
2. Connect the end of the cable coming from the first fixture which will have a (female) 5-pin connector to the input connector of the next fixture consisting of a (male) 5-pin 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. Secondly, 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.

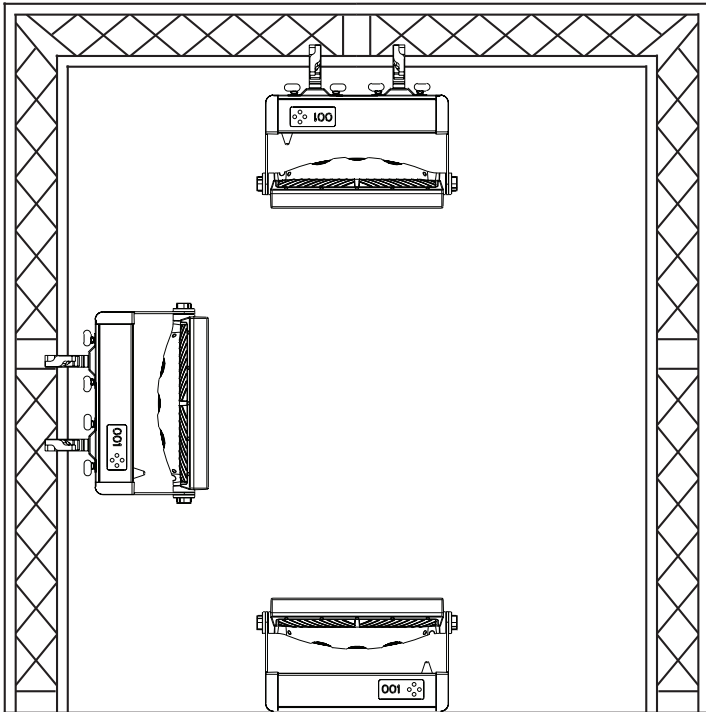
It is important never to obstruct the fan or vents pathway. Mount the fixture using a suitable “C” or “O” type clamp. The clamp should be rated to hold at least 10x the fixture’s weight to ensure structural stability. Do not mount to surfaces with unknown strength, and ensure properly “rated” rigging is used when mounting fixtures overhead.

Adjust the angle of the fixture by loosening both knobs and tilting the fixture. After finding the desired position, retighten both knobs.

- When selecting installation location, take into consideration lamp replacement access (if applicable) and routine maintenance.
- Safety cables MUST ALWAYS be used.

Mounting Points

Overhead mounting requires extensive experience, which includes calculating working load limits, knowledge of the installation material being used, and periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.



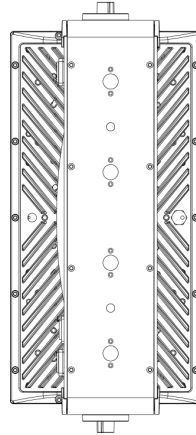
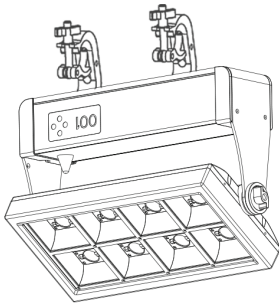
Caution!

Please be aware, you should have a qualified electrician performing all of your electrical connection needs.

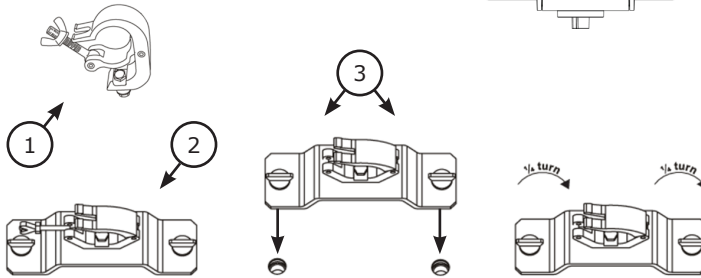
Be sure to complete all rigging and installation procedures before connecting the main power cord to the appropriate wall outlet.

Clamp Mounting

This fixture provides a mounting bracket assembly that secures the bottom of the base, the "Omega Bracket," and the safety cable rigging point together. When mounting this fixture to truss, be sure to secure an appropriately rated clamp to the omega bracket using an M10 screw fitted through the center hole of the "omega bracket".



- 1.) Clamp
- 2.) Omega Bracket
- 3.) ¼ Turn Quick Lock Fasteners



Securing the Fixture

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

4. OPERATING ADJUSTMENTS

The Control Panel

All the goodies and different modes possible with Mister Stroboto™ 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.

<MODE>

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

<ENTER>

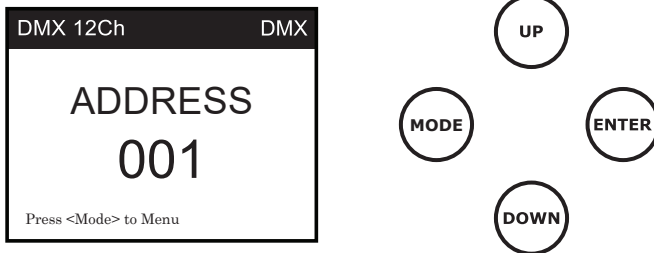
Is used to select and confirm/store the current selection.

<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 #13. 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 **<MODE>** button.

Control Panel Menu Structure

DMX Address	Set DMX Address	001-512			
MODE	DMX Signal Select	DMX			
		Artnet			
	DMX Mode	DMX 2Ch			
		DMX 4Ch			
		DMX 12Ch			
		DMX 29Ch			
		DMX 45Ch			
	Slave	NO			
		YES (set unit as a slave fixture)			
	Fading	Auto Fading (auto fade speed, slow <-> fast)			
		Strobe (auto strobe speed, slow <-> fast)			
	Auto <i>(Auto strobe programs 1-8)</i>	Strobe Program			
		000 - 005	No function	038 - 045	Auto 5
		006 - 013	Auto 1	046 - 053	Auto 6
		014 - 021	Auto 2	054 - 061	Auto 7
	022 - 029	Auto 3	062 - 069	Auto 8	
	030 - 037	Auto 4	070 - 255	No function	
Program Speed (auto program speed, slow <-> fast)					
Static	Dimmer	000-255		Uses DMX values found in 12CH DMX mode. See pages 14-15.	
	Strobe	000-255			
	Strobe Program	000-255			
	Program Speed	000-255			
	Background Dimmer	000-255			
	Background Strobe	000-255			
	Color Macro	000-255			
	Macro Auto	000-255			
Macro Speed	000-255				
Settings	Display Rev	OFF			
	Display	ON (rotation of the display by 180°)			
		OFF (turns off after 1 minute of inactivity)			
	DMX Fail	ON (continually on)			
		Blackout (blackout upon loss of DMX signal)			
	FanSet	Hold (holds last command upon loss of DMX signal)			
		Regular (max LED brightness with normal fan function)			
	Test	Silent (reduces LED brightness to lower heat)			
OFF					
Factory Reset	ON (step-by-step function test of LEDs)				
	NO				
Keylock	YES				
	OFF	Unlock code: Up, Down, Up, Down, Enter.			
Network Settings	IP Address	xxx.xxx.xxx.xxx			
	Subnet Mask	xxx.xxx.xxx.xxx			
	Universe	000-255			
System Info	Firmware	Vx.xx			
	Time Info	Power on (xxxh)			
		Last Run (xxxh)			
	Temperature	LED Temp (xxxC/F)			
Temp Unit		Celsius			
		Fahrenheit			

DMX Values In-Depth (2/4/12/29/45-Channel Modes)

2CH	4CH	12CH	29CH	45CH	Value	What it does
--	1	1	1	1	000 <-> 255	Dimmer (0% - 100%)
1	--	--	--	--	000 <-> 010 011 <-> 255	Strobe Closed Strobe, Slow (1Hz) <-> Fast (30Hz)
--	--	2	--	--	000 <-> 005 006 <-> 010 011 <-> 033 034 <-> 056 057 <-> 079 080 <-> 102 103 <-> 127 128 <-> 250 251 <-> 255	Strobe Open Closed Pulse Random (Slow <-> Fast) Ramp Up Random (Slow <-> Fast) Ramp Down Random (Slow <-> Fast) Random Strobe (Slow <-> Fast) Strobe Burst/Break Effect (5 Sec <-> 1 Sec) Strobe, Slow (1Hz) <-> Fast (30Hz) Open
--	2	--	2	2	000 <-> 005 006 <-> 010 011 <-> 250 251 <-> 255	Strobe Open Closed Strobe, Slow (1Hz) <-> Fast (30Hz) Open
--	3	--	3	3	000 <-> 255	Flash Duration 0 - 510ms
--	--	--	4	4	000 <-> 255	White LED Dimmer 1 0% <-> 100%
--	--	--	5	5	000 <-> 255	White LED Dimmer 2 0% <-> 100%
--	--	--	6	6	000 <-> 255	White LED Dimmer 3 0% <-> 100%
--	--	--	7	7	000 <-> 255	White LED Dimmer 4 0% <-> 100%
--	--	--	--	8	000 <-> 255	White LED Dimmer 5 0% <-> 100%
--	--	--	--	9	000 <-> 255	White LED Dimmer 6 0% <-> 100%
--	--	--	--	10	000 <-> 255	White LED Dimmer 7 0% <-> 100%
--	--	--	--	11	000 <-> 255	White LED Dimmer 8 0% <-> 100%
--	--	3	8	12	000 <-> 010 011 <-> 022 023 <-> 034 035 <-> 046 047 <-> 058 059 <-> 070 071 <-> 082 083 <-> 094 095 <-> 106 107 <-> 118 119 <-> 130	Strobe Programs No Function Program 1 Program 2 Program 3 Program 4 Program 5 Program 6 Program 7 Program 8 Program 9 Program 10 Program 11 Program 12 Program 13 Program 14 Program 15 Program 16 Program 17 Program 18 Program 19 Program 20
--	--	4	9	13	000 <-> 255	Program Speed (strobe) Slow <-> Fast
--	--	5	10	14	000 <-> 255	Background Dimmer 0% <-> 100%
--	--	6	11	15	000 <-> 005 006 <-> 255	Background Strobe Open Strobe, Slow (1Hz) <-> Fast (20Hz)

DMX Values In-Depth (2/4/12/29/45-Channel Modes), continued

2CH	4CH	12CH	29CH	45CH	Value	What it does		
--	--	7	12	16	000 <-> 255	Background Red 0% <--> 100%		
--	--	8	13	17	000 <-> 255	Background Green 0% <--> 100%		
--	--	9	14	18	000 <-> 255	Background Blue 0% <--> 100%		
2	4	10	15	19	000 <-> 005 006 <-> 013 014 <-> 021 022 <-> 029 030 <-> 037 038 <-> 045 046 <-> 053 054 <-> 061 062 <-> 069 070 <-> 077	Color Macro (background) <i>(Overrides the RGB Color Mixing Channels)</i>		
						No Function		Mauve
						Red	078 <-> 085	Magenta
						Amber	086 <-> 093	Pink
						Yellow Amber	094 <-> 101	Warm White
						Yellow	102 <-> 109	White
						Green	110 <-> 117	Cold White
						Turquoise	118 <-> 125	Color Jump
						Cyan	126 <-> 127	(stop)
						Blue	128 <-> 191	Color Jump (-/+)
Lavender	192 <-> 255	Color Fade (-/+)						
--	--	11	16	20	000 <-> 010 011 <-> 022 023 <-> 034 035 <-> 046 047 <-> 058 059 <-> 070 071 <-> 082 083 <-> 094 095 <-> 106 107 <-> 118 119 <-> 130	Macro Auto (background) <i>(Uses Background Color Macros/RGB Channels)</i>		
						No Function		Program 11
						Program 1	131 <-> 142	Program 12
						Program 2	143 <-> 154	Program 13
						Program 3	155 <-> 166	Program 14
						Program 4	167 <-> 178	Program 15
						Program 5	179 <-> 190	Program 16
						Program 6	191 <-> 202	Program 17
						Program 7	203 <-> 214	Program 18
						Program 8	215 <-> 226	Program 19
Program 9	227 <-> 238	Program 20						
Program 10	239 <-> 255							
--	--	12	17	21	000 <-> 255	Macro Speed (background) Slow <--> Fast		
--	--	--	18	22	000 <-> 255	Background Red 1 (0% <--> 100%)		
--	--	--	19	23	000 <-> 255	Background Green 1 (0% <--> 100%)		
--	--	--	20	24	000 <-> 255	Background Blue 1 (0% <--> 100%)		
--	--	--	21	25	000 <-> 255	Background Red 2 (0% <--> 100%)		
--	--	--	22	26	000 <-> 255	Background Green 2 (0% <--> 100%)		
--	--	--	23	27	000 <-> 255	Background Blue 2 (0% <--> 100%)		
--	--	--	24	28	000 <-> 255	Background Red 3 (0% <--> 100%)		
--	--	--	25	29	000 <-> 255	Background Green 3 (0% <--> 100%)		
--	--	--	26	30	000 <-> 255	Background Blue 3 (0% <--> 100%)		
--	--	--	27	31	000 <-> 255	Background Red 4 (0% <--> 100%)		
--	--	--	28	32	000 <-> 255	Background Green 4 (0% <--> 100%)		
--	--	--	29	33	000 <-> 255	Background Blue 4 (0% <--> 100%)		
--	--	--	--	34	000 <-> 255	Background Red 5 (0% <--> 100%)		
--	--	--	--	35	000 <-> 255	Background Green 5 (0% <--> 100%)		
--	--	--	--	36	000 <-> 255	Background Blue 5 (0% <--> 100%)		
--	--	--	--	37	000 <-> 255	Background Red 6 (0% <--> 100%)		
--	--	--	--	38	000 <-> 255	Background Green 6 (0% <--> 100%)		
--	--	--	--	39	000 <-> 255	Background Blue 6 (0% <--> 100%)		
--	--	--	--	40	000 <-> 255	Background Red 7 (0% <--> 100%)		
--	--	--	--	41	000 <-> 255	Background Green 7 (0% <--> 100%)		
--	--	--	--	42	000 <-> 255	Background Blue 7 (0% <--> 100%)		
--	--	--	--	43	000 <-> 255	Background Red 8 (0% <--> 100%)		
--	--	--	--	44	000 <-> 255	Background Green 8 (0% <--> 100%)		
--	--	--	--	45	000 <-> 255	Background Blue 8 (0% <--> 100%)		

5. APPENDIX

A Quick 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.

Each receiving device typically has a means for setting the "starting channel number" that it will respond to. For example, if two 6-channel fixtures are used, the first fixture might be set to start at channel 1 so it would respond to DMX channels 1 through 6, and the next fixture would be set to start at channel 7 so it would respond to channels 7 through 12.

The greatest strength of the DMX communications protocol is that it is very simple and robust. It involves transmitting a reset condition (indicating the start of a new "packet"), a start code, and up to 512 bytes of data. Data packets are transmitted continuously. As soon as one packet is finished, another can begin with no delay if desired (usually another follows within 1 ms). If nothing is changing (i.e. no lamp levels change) the same data will be sent out over and over again. This is a great feature of DMX -- if for some reason the data is not interpreted the first time around, it will be re-sent shortly.

Not all 512 channels need to be output per packet, and in fact, it is very uncommon to find all 512 used. The fewer channels are used, the higher the "refresh" rate. It is possible to get DMX refreshes at around 1000 times per second if only 24 channels are being transmitted. If all 512 channels are being transmitted, the refresh rate is around 44 times per second.

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.

Keeping Your Mister Stroboto™ 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.blizzardpro.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.

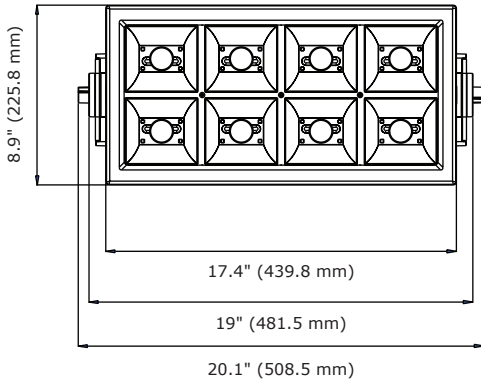
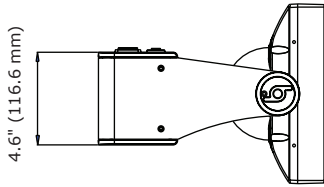
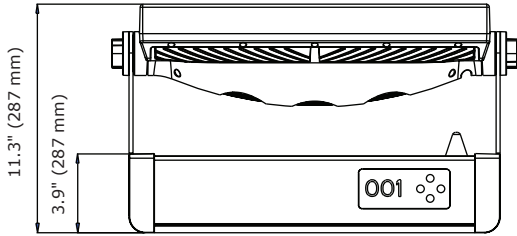
Tech Specs!

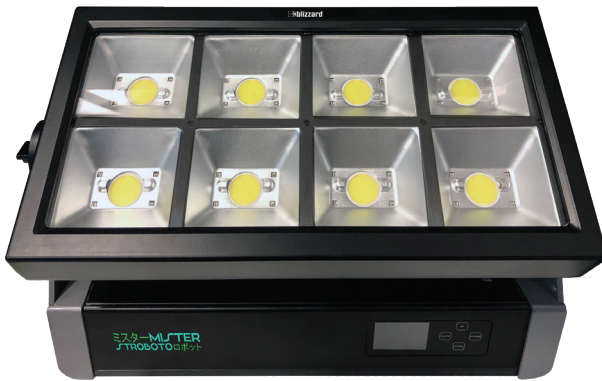
Weight & Dimensions	
Width	20.1 inches (508.5 mm)
Depth	4.6 inches (116.6 mm)
Height	11.3 inches (287 mm)
Weight	28 lbs (12.7 kg)
Power	
Operating Voltage	AC 100-240VAC, 50-60 Hertz
Power Consumption	350W, 1.5A (RGB) / 800W, 3A (strobe)
Light Source	
LED	8*100W white 6500k LEDs + 32* 3W 3-in-1 LEDs
Optical	
Beam Angle	90° beam angle
Thermal	
Max. Operating Temp.	104 degrees F (40 degrees C) ambient
Control	
Protocol	USITT DMX-512, Art-Net, RDM
DMX Channels	2/4/12/29/45
Input	5-pin XLR Male
Output	5-pin XLR Female
Other Operating Modes	DMX512, Master/Slave, Auto
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.

Dimensional Drawings





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