

STORMY 960-8



USER MANUAL

KEEP THIS USER MANUAL FOR FUTURE NEEDS

Thank you for your patronage !

We are confident that our excellent products and service can satisfy you.

For your own safety, please read this user manual carefully before installing the device.

In order to install, operate, and maintain the lighting safety correctly.

We suggest that the installation and operation should be done by the verified technician and follow the instruction strictly.



CAUTION!

Keep this device away from rain and moisture!



CAUTION!

Unplug mains lead before device's installation, cleaning and maintenance !

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow carefully the instructions of this manual

INTRODUCTION

Thank you for having chosen this professional moving head.

You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the carton box you should find:

1. One power in cable
 2. One 3 Pin DMX cable (5 Pin optional)
 3. One safety rope
 4. One English user manual
- (Flight case, Clamps are optional, please contact your dealer)

Please check carefully that there is no damage caused by transportation. Should there be any questions, please consult your dealer and don't install this device.

GENERAL GUIDELINES

This device is a lighting effect for a professional use on stages, TV, in discotheques, theaters, etc., The device was designed for indoor use only.

This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications in 6th page of this manual.

Lighting effects are not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.

Do not shake the device. Avoid brute force when installing or operating the device.

While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. Please don't project the beam onto combustible substances. The minimum distance between light-output from the projector and the illuminated surface must be more than 0,5 meter.

If you use the quick lock cam in hanging up the fixture, please make sure the quick lock fasteners turned in the quick lock holes correctly.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation.

Please use the original packaging if the device is to be transported.

For safety reasons, please be aware that all modifications on the device are forbidden. If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to short-circuit, burns, electric shock, crash, etc.

SAFETY INSTRUCTIONS



CAUTION!

Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric shock when touching wires!

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.

1. In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60 degrees.

2. Always mount this unit in safe and stable manner.

The qualified professionals are allowed to carry out the lamp installation, operation and maintenance, but they must guarantee to operate in strict accordance with the instructions referred to.

▲ Important:

Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

If the device has been exposed to temperature changes due to environmental changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperatures.

This device falls under protection-class I. Therefore it is essential that the device be earthed.

The electric connection must be carried out by a qualified person.

Make sure the power cord is never crimped or damaged by sharp edges. If this would be the case, replacement of the cable must be done by an authorized dealer.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.

During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, it should decrease gradually.

Please don't project the beam onto combustible substances.

If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.



CAUTION!

Never touch the device during operation!

The housing may heat up!

**CAUTION!**

Never look directly into the light source,
As sensitive persons may suffer an epileptic shock.

Please be aware that damages caused by manual modifications to the device are not subject to warranty. Keep away from children and non-professionals.

CLEANING AND MAINTENANCE

1. To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
2. Do not spill water or other liquids into or on to your unit.
3. During long periods of non-use, disconnect the unit's main power.
4. It should be installed in a well-ventilated place, at a distance of 50 centimeters or more with the walls. At the same time, please check if the fan and ventilation holes are unobstructed.

The following points have to be considered during the inspection

- 1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
- 2) There must not be any deformations on the housing. Fixations and installations spots (ceiling, suspension, trussing).
- 3) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
- 4) The electric power supply cables must not show any damage, material fatigue or sediments. Further instructions depending on the installation spot and usage have to be adhered by a skilled installer and any safety problems have to be removed.

**CAUTION!**

Disconnect from mains before starting maintenance operation!

In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.

- 1) Clean the inside and outside lens each week to avoid the weakness of the lights due to accumulation of dust.
- 2) Clean the fan each week.
- 3) A detailed electric check by approved electrical engineer each three months, make sure that the circuit contacts are in good condition, prevent the poor contact of circuit from overheating.

We recommend a frequent cleaning of the device. Please use a moist, lint-free cloth. Never use alcohol or solvents!

TECHNICAL PARAMETERS

Voltage: AC100~240V 50/60HZ

Power: 500W

Light source: 960Pcs 5050 RGB LEDs

Control: DMX512、auto run、master/slave、sound active、with RDM

Channel: 8Sections/CH03、CH09、CH24

Dimmer: 32bit 0~100% linear dimmer

Feature: wash + strobe+background effect

Working environment: -30~50 ℃

Strobe frequency: 1~30HZ

Housing: Black

Connection: DMX512/ Power in+out。

IP rate: IP20

Size:445*215*140MM

Weight:6.5KG

MENU OPERATION

A001	➡	A512	Change address codes up or down (A001~A 512), Confirm key save, default A001.
CH03	➡	CH24	Switch up or downCH03、 CH09、 CH24Three channels,confirm key save,default CH09.
FF00	➡	FF99	Modify gradient speed (FF00~FF99), confirm key save, default FF10.
EE00	➡	EE99	Pulse change,up or down modify pulse change speed (EE00~EE99), confirm key save, default EE10.
P000	➡	P241	Built-in effect 242(P000~P241), up or down switch built-in effect, confirm key save, default P000 jump.
S000	➡	S255	Up or down modify built-in effect speed (S000~S255), confirm key save, default S010.
Soud	➡	Soud	Sound Control Mode.
R255	➡	R000	Modify red bead brightness (R000~R255) up or down, confirm key save, default R255.
G255	➡	G000	Modify green bead brightness (G000~G255) up or down, confirm key save, default G255.
B255	➡	B000	Modify blue bead brightness (B000~B255) up or down, confirm key save, default B255.
T000			Show temperature,if T045indicates current lamp temperature is 45℃; no 10thermistor installed,display T000.

FACTORY SETTING

At A001~A512any address code,press the menu key for 3seconds to enter the factory settings.The factory setting is mainly the function of output power per circuit of lamp,fan setting mode,setting temperature protection point,sending parameter,factory setting any mode press menu key for 3seconds to exit.

Factory Setup Table:

R 255	➡	R032	Modify red bead current (R032-R255) up or down, confirm key save, default R240.
G 255	➡	G032	Modify green bead current (G032-G255) up or down, confirm key save, default G240.
B 255	➡	B032	Modify blue bead current (B032-B255) up or down, confirm key save, default B240.
FAN0	➡	FAN1	Fan setting: FAN0the lamp bead to start the fan,FAN1reach the set temperature protection

			point to start the fan,confirm the key to save.
T040	→	T105	press confirm key to save,default T060. Set temperature protection point,modify parameters up or down (40℃~105℃)
S end	→	S end	Send the factory setting parameters up or down to all other three-core signal lines connected in parallel;confirm the sending parameters by pressing the menu key for 3seconds to exit,deny the parameters by pressing the confirmation key to cancel the sending.

CHANNE LIST

3CH

CH	VALUE	FUNCTION
1	000-255	Red
2	000-255	Green
3	000-255	Blue

9CH

CH	VALUE	FUNCTION
1	000-255	Dimming
2	000-255	Red
3	000-255	Green
4	000-255	Blue
5	000-255	Strobe
6	000-255	Shape effect 1
7	000-255	Shape effect 2
8	000-255	Shape effect 3
9	000-255	Speed

24CH

CH	VALUE	FUNCTION
1	000-255	1 Section Red
2	000-255	1 Section Green
3	000-255	1 Section Blue
... 	... 	 
22	000-255	8 Section Red
23	000-255	8 Section Green
24	000-255	8 Section Blue

Shape Effect 1 (Tip: No. 2~82, change RGB to change background color.)

VALUE	NO.	FUNCTION
0-2	0	No
3-5	1	Jump
6-8	2	Red bead runs smoothly.1
9-11	3	Green bead runs smoothly.1
12-14	4	Blue bead runs smoothly.1
15-17	5	Section of red and green lights running clockwise.1
18-20	6	Red and blue stain goes straight.1
21-23	7	Green and blue stain goes straight.1
24-26	8	Blue dye lamp runs clockwise.1

27-29	9	Integrated Model Code 2-8Cycle.
30-32	10	Red runs counterclockwise.1
33-35	11	Green bead runs counterclockwise.1
36-38	12	Blue bead runs counterclockwise.1
39-41	13	Section of red and green runs counterclockwise.1
42-44	14	Red and blue dye lamp runs counterclockwise.1
45-47	15	Green and blue dye lamp runs counterclockwise.1
48-50	16	Blue dye lamp runs counterclockwise.1
51-53	17	Integrated model code 10-16cycle.
54-56	18	Red bead runs smoothly.2
57-59	19	Green bead runs smoothly.2
60-62	20	Blue bead runs smoothly.2
63-65	21	Section of red and green lights running clockwise.2
66-68	22	Red and blue stain goes straight.2
69-71	23	Green and blue stain goes straight.2
72-74	24	Blue dye lamp runs clockwise.2
75-77	25	Integrated Model Code 18-24Cycle.
78-80	26	Red bead runs counterclockwise.2
81-83	27	Green bead runs counterclockwise.2
84-86	28	Blue bead runs counterclockwise.2
87-89	29	Section of red and green runs counterclockwise.2
90-92	30	Red and blue dye lamp runs counterclockwise.2
93-95	31	Green and blue dye lamp runs counterclockwise.2
96-98	32	Blue dye lamp runs counterclockwise.2
99-101	33	Integrated model code 26-32cycle.
102-104	34	Two red beads.
105-107	35	Two green beads.
108-110	36	Two blue beads.
111-113	37	Stacking of two colouring lamps.
114-116	38	Two red and blue stains.
117-119	39	Two sections of green and blue dyeing lights accumulate.
120-122	40	Two sections of blue dye lamp pile up.
123-125	41	Integrated Model Code 34-40Cycle.
126-128	42	A pile of red lights.
129-131	43	A green bead.
132-134	44	A bunch of blue beads.
135-137	45	A red -green stain.
138-140	46	A red and blue stain.
141-143	47	A section of green and blue dye lamp accumulates.
144-146	48	A blue dye lamp accumulates.
147-149	49	Integrated mode code 42-48cycle.
150-152	50	A red bead and a green bead run counterclockwise.
153-155	51	A green bead and a blue bead run counterclockwise.
156-158	52	A section of blue lamp beads and a section of red and green dyed lights run counterclockwise.
159-161	53	A section of red and green dyeing lamp and a section of red and blue dyeing lamp running counterclockwise.

162-164	54	A red and blue dye lamp and a green and blue dye lamp run counterclockwise.
165-167	55	A section of green and blue dye lamp and a section of blue dye lamp run counterclockwise.
168-170	56	A blue dye lamp and a red bead run counterclockwise.
171-173	57	Integrated mode code 50-56 cycle.
174-176	58	Two red beads are brushed counterclockwise.
177-179	59	Two green beads are brushed counterclockwise.
180-182	60	Two blue beads are brushed counterclockwise.
183-185	61	The two sections of the dyeing lamp are refreshed counterclockwise.
186-188	62	Two red and blue dyeing lights are refreshed counterclockwise.
189-191	63	Two green and blue dyeing lights are refreshed counterclockwise.
192-194	64	Two sections of blue dye lamp counterclockwise refresh.
195-197	65	Integrated mode code 58-64 cycle.
198-200	66	Two red beads are brushed clockwise.
201-203	67	Two green beads are brushed clockwise.
204-206	68	Two blue beads are brushed clockwise.
207-209	69	The two sections of the dyeing lamp are refreshed clockwise.
210-212	70	Two red and blue staining lights are refreshed clockwise.
213-215	71	Two green and blue dyeing lights are refreshed clockwise.
216-218	72	Two sections of blue dye lamp are refreshed clockwise.
219-221	73	Integrated mode code 66-72 cycle.
222-224	74	Two red beads are refreshed counterclockwise.
225-227	75	Two green beads are refreshed counterclockwise.
228-230	76	Two blue beads are refreshed counterclockwise.
231-233	77	The two sections of the dyeing lamp are refreshed counterclockwise.
234-236	78	Two red and blue dyeing lights are refreshed counterclockwise.
237-239	79	Two green and blue dyeing lights are refreshed counterclockwise.
240-242	80	Two sections of blue dye lamp are refreshed counterclockwise.
243-245	81	Comprehensive mode code 74-80 cycle.
246-248	82	Refresh seven colors clockwise
249-251	83	Colorful running horses
252-254	84	Mode code 2~83 loop.
255	85	The red light is on

Shape Effect 1 (Tip: No. 2~82, change RGB to change background color.)

VALUE	NO.	FUNCTION
0-2	0	No effect
3-5	1	The red lights are all on.
6-8	2	The green lamp beads are all on.
9-11	3	The blue light is all on.
12-14	4	The red and green dyeing lights are all on.
15-17	5	The red and blue dyeing lights are all on.
18-20	6	The green and blue dyeing lights are all on.
21-23	7	The red, green and blue dyeing lights are all on.
24-26	8	Integrated mode code 1-7 loop.
27-29	9	Pulse
30-32	10	Jump

33-35	11	A red light runs counterclockwise.
36-38	12	A green light runs counterclockwise.
39-41	13	A blue light runs counterclockwise.
42-44	14	A red and green dye lamp runs counterclockwise.
45-47	15	A red and blue dye lamp runs counterclockwise.
48-50	16	A green blue dye lamp runs counterclockwise.
51-53	17	A red, green and blue dye lamp runs counterclockwise.
54-56	18	Integrated mode code 11-17 loop.
57-59	19	A red light ran the horse clockwise.
60-62	20	A green light runs the horse clockwise.
63-65	21	A blue light ran the horse clockwise.
66-68	22	A red and green dye lamp runs the horse clockwise.
69-71	23	A red and blue dye lamp runs the horse clockwise.
72-74	24	A green blue dye lamp runs the horse clockwise.
75-77	25	A red, green and blue dye lamp runs the horse clockwise.
78-80	26	Integrated mode code 19-25 cycle.
81-83	27	Two red lights ran back and forth.
84-86	28	Two green lights ran back and forth.
87-89	29	Two blue lights ran back and forth.
90-92	30	Two red and green dyed lights ran back and forth.
93-95	31	Two red and blue dye lights run back and forth.
96-98	32	Two green and blue dyed lights run back and forth.
99-101	33	Two red, green and blue dyed lights run back and forth.
102-104	34	Integrated mode code 27-33 cycle.
105-107	35	Two red lights collide back and forth.
108-110	36	Two green lights collide back and forth.
111-113	37	Two blue lights collide back and forth.
114-116	38	Two red and green dyeing lights collide back and forth.
117-119	39	Two red and blue dyeing lights collide back and forth.
120-122	40	Two green and blue dye lights collide back and forth.
123-125	41	Two red, green and blue dyeing lights collide back and forth.
126-128	42	Integrated mode code 35-41 cycle.
129-131	43	A red light ran back and forth.
132-134	44	A green light runs back and forth.
135-137	45	A blue light ran back and forth.
138-140	46	A red and green dye lamp runs back and forth.
141-143	47	A red and blue dye lamp runs back and forth.
144-146	48	A green blue dye lamp runs back and forth.
147-149	49	A red, green and blue dye lamp runs back and forth.
150-152	50	Comprehensive mode code 43-49 cycle.
153-155	51	A red light piled up.
156-158	52	A green lamp accumulates.
159-161	53	A blue lamp accumulates.
162-164	54	A red and green dye lamp accumulates.
165-167	55	A red and blue dye lamp accumulates.
168-170	56	A green and blue dye lamp accumulates.
171-173	57	A red, green and blue dye lamp accumulates.

174-176	58	Comprehensive mode code 51-57 cycle.
177-179	59	A red light and a green light ran back and forth.
180-182	60	A green light and a blue light ran back and forth.
183-185	61	A blue lamp and a red and green dyed lamp ran back and forth.
186-188	62	A red and green dyeing lamp and a red and blue dyeing lamp run back and forth.
189-191	63	A red and blue dye lamp and a green and blue dye lamp run back and forth.
192-194	64	A green and blue dye lamp and a red, green and blue dye lamp run back and forth.
195-197	65	A red, green and blue dye lamp and a red lamp run back and forth.
198-200	66	Integrated mode code 59-65 cycle.
201-203	67	A red light is refreshed from left to right.
204-206	68	A green light is refreshed from left to right.
207-209	69	A blue light is refreshed from left to right.
210-212	70	A red and green dye lamp is refreshed from left to right.
213-215	71	A red and blue dye lamp is refreshed from left to right.
216-218	72	A green blue dye lamp is refreshed from left to right.
219-221	73	A red, green and blue dye lamp is refreshed from left to right.
222-224	74	Integrated mode code 67-73 cycle.
225-227	75	A red light is refreshed from right to left.
228-230	76	A green light is refreshed from right to left.
231-233	77	A blue light is refreshed from right to left.
234-236	78	A red green dye lamp is refreshed from right to left.
237-239	79	A red and blue dye lamp is refreshed from right to left.
240-242	80	A green blue dye lamp is refreshed from right to left.
243-245	81	A red, green and blue dye lamp is refreshed from right to left.
246-248	82	Integrated mode code 75-81 loop.
249-251	83	Colorful running horses
252-254	84	Mode code 2~83 loop.
255	85	The red light is on

Shape Effect 3 (Tip: No. 2~82, change RGB to change background color.)

VALUE	NO.	FUNCTION
0-2	0	No effect
3-5	1	Jump
6-8	2	Two red beads run clockwise.
9-11	3	Two green beads run clockwise.
12-14	4	Two blue beads run clockwise.
15-17	5	The two sections of the dyeing lamp run clockwise.
18-20	6	Two red and blue staining lights run clockwise.
21-23	7	Two green and blue dyed lights run clockwise.
24-26	8	Two sections of blue dye lamp run clockwise.
27-29	9	Integrated mode code 2-8 loop.
30-32	10	Two red beads run counterclockwise.
33-35	11	Two green beads run counterclockwise.
36-38	12	Two blue beads run counterclockwise.
39-41	13	The two sections of the dyeing lamp run counterclockwise.
42-44	14	Two red and blue dyeing lights run counterclockwise.
45-47	15	Two green and blue dyeing lights run counterclockwise.

48-50	16	Two sections of blue dye lamp counterclockwise run.
51-53	17	Comprehensive mode code 10-16 cycle.
54-56	18	Two red beads run in the opposite direction.
57-59	19	Two green beads run in the opposite direction.
60-62	20	Two blue beads run in the opposite direction.
63-65	21	The two sections of the dyeing lamp run in the opposite direction.
66-68	22	Two red and blue dyeing lights run in the opposite direction.
69-71	23	Two green and blue dyeing lights run in the opposite direction.
72-74	24	Two sections of blue dye lamp run back in the opposite direction.
75-77	25	Integrated mode code 18-24 cycle.
78-80	26	Two red beads run in the opposite direction.
81-83	27	Two green beads run in the opposite direction.
84-86	28	Two blue beads run in the opposite direction.
87-89	29	The two sections of the dyeing lamp run in the opposite direction.
90-92	30	Two red and blue dyeing lights run in the opposite direction.
93-95	31	Two green and blue dyeing lights run in the opposite direction.
96-98	32	Two sections of blue dye lamp run back in the opposite direction.
99-101	33	Comprehensive mode code 26-32 cycle.
102-104	34	Two red beads are connected to run clockwise.
105-107	35	Two green beads are connected and run clockwise.
108-110	36	Two blue beads are connected to run clockwise.
111-113	37	The two sections of the dyeing lamp are connected and run clockwise.
114-116	38	Two sections of red and blue dyeing lights are connected to run clockwise.
117-119	39	Two green and blue dye lights are connected to run clockwise.
120-122	40	Two sections of blue dye lamp are connected to run clockwise.
123-125	41	Integrated mode code 34-40 cycle.
126-128	42	Two red beads are connected to run counterclockwise.
129-131	43	Two green beads are connected to each other and run counterclockwise.
132-134	44	Two blue beads are connected to run counterclockwise.
135-137	45	The two sections of the dyeing lamp are connected to each other and run counterclockwise.
138-140	46	Two sections of red and blue dyeing lights are connected to run counterclockwise.
141-143	47	Two green and blue dye lights are connected to run counterclockwise.
144-146	48	The two sections of the blue dye lamp are connected to each other and run counterclockwise.
147-149	49	Integrated mode code 42-48 cycle.
150-152	50	Four red beads run back and forth.
153-155	51	Four green beads run back and forth.
156-158	52	Four blue beads run back and forth.
159-161	53	Four red and green dyeing lights run back and forth.
162-164	54	Four red and blue dye lights run back and forth.
165-167	55	Four green and blue dye lights run back and forth.
168-170	56	Four red, green and blue dyeing lights run back and forth.
171-173	57	Integrated mode code 50-56 cycle.
174-176	58	Four red beads run back and forth.
177-179	59	Four green beads run back and forth.
180-182	60	Four blue beads run back and forth.

183-185	61	Four red and green dyeing lights run back and forth.
186-188	62	Four red and blue dye lights run back and forth.
189-191	63	Four green and blue dye lights run back and forth.
192-194	64	Four red, green and blue dyeing lights run back and forth.
195-197	65	Integrated mode code 58-64 cycle.
198-200	66	A red bead runs clockwise in the middle.
201-203	67	A green bead runs clockwise in the middle.
204-206	68	A blue bead runs clockwise in the middle.
207-209	69	A red and green dye lamp runs clockwise in the middle.
210-212	70	A red and blue dye lamp runs clockwise in the middle.
213-215	71	A green and blue dye lamp runs clockwise in the middle.
216-218	72	A blue dye lamp runs clockwise in the middle.
219-221	73	Integrated mode code 66-72 cycle.
222-224	74	A red bead runs counterclockwise in the middle.
225-227	75	A green bead runs counterclockwise in the middle.
228-230	76	A blue bead runs counterclockwise in the middle.
231-233	77	A red and green dye lamp runs counterclockwise in the middle.
234-236	78	A red and blue dye lamp runs counterclockwise in the middle.
237-239	79	A green blue dye lamp runs counterclockwise in the middle.
240-242	80	A blue dye lamp runs counterclockwise in the middle.
243-245	81	Comprehensive mode code 74-80 cycle.
246-248	82	Colorful color selection, divided into two different colors in the opposite direction round run
249-251	83	Colorful running horses
252-254	84	Mode code 2~83 loop.
255	85	The red light is on

REMARK

The product has perfect performance and integrity packing. All users should be strictly comply with the warning and operating instructions as stated. Or we aren't in charge of any result by misusing.

Any damage resulting by misuse is not within the Company's warranty.

Any fault or problem caused by neglecting the manual is also not in the charge of dealers.

Errors and omissions for every information given in this manual excepted.

All information is subject to change without prior notice.