

STORMY 960-112



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 carry out by 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 be 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 month, 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!

Display And Key Description



MENU: function choice

UP: Parameter incrementing

DOWN: Parameter decrement

ENTER: Confirm and save

Menu Function

After power on, press “MENU”, the function table will appear in sequence; press “UP/DOWN” to modify the function parameters, “ENTER” to save the current function and parameters (it has a power-down memory after saving).

MENU OPERATION:

A001	➡	A512	Change address codes up or down (A001~A 512), ENTER key save, default A001.
C003	➡	C336	UP or DOWN switch C003、 C011、 C336 three channels,confirm key save,default C011。
I000	➡	I255	UP or DOWN modify the effect of character 1 , display in the center vertically (when using JXXX character 2 at the same time, it will be displayed on the left), total 127 effects,ENTER key to save, default I000.
J000	➡	J255	UP or DOWN modify the effect of character 2,display in the center horizontally (when IXXX character 1 is used at the same time, it will be displayed on the right), a total of 127 effects, ENTER key to save, default J000.
M000	➡	M255	Built-in effect 127 (M000~M255,One effect every 2 values), UP or DOWN switch built-in effect,ENTER key to save,default M000。
S000	➡	S255	UP or DOWN modify built-in effect speed (S000~ S255), ENTER key to save,default S000。
K000	➡	K255	UP or DOWN modify the running direction of built-in effect (K000~K255, value 0~127, 128~255 positive and negative directions),ENTER key to save,default K000
L000	➡	L255	UP or DOWN modify built-in effect color, One color every 32 values,The last 32 values are automatically changed for 7 colors (By dynamic mode effect)default L000。
R255	➡	R000	UP or DOWN modify red led brightness (R000~ R255),ENTER key to save,default R255。
G255	➡	G000	UP or DOWN modify green led brightness (G000~ G255),ENTER key to save,default G255。
B255	➡	B000	UP or DOWN modify blue led brightness (B000~ B255), ENTER key to save,default B255。
T000			Temperature display, For example, T045 indicates that the current temperature is 45℃; if no 10K thermistor, T000 is displayed.

Master-slave control

Two or more same lights connected with DMX three pin signal cable, the light set to any address code from A001~A512, any one set as the master, the others are slaves, all slave displays do not flicker; When using the master to gradient change, pulse change, jump change, voice control, auto effect, all slaves synchronize gradient change, pulse change, jump change, voice control, auto effect.

Special attention: 1. Only one mater can be set for a group of lights. If there are multiple maters, all lights will flash randomly without synchronization.

2. All lights must be used only when the DMX512 console is turned off.

FACTORY SETTING

At A001~A512 any address code, press the menu key for 5seconds to enter the factory setting. The factory setting is mainly the function of output power per light, fan setting mode, setting temperature protection point, sending parameter, factory setting any mode press menu key for 5seconds to exit.

Factory Setup Table:

R255	➡	R032	UP or DOWN modify red led current (R032-R255), ENTER key to save, default R220.
G255	➡	G032	UP or DOWN modify green led current (G032-G255), ENTER key to save, default G220.
B255	➡	B032	UP or DOWN modify blue led current (B032-B255), ENTER key to save, default B220.
FAN0	➡	FAN1	Fan setting: FAN0 led on to start the fan, FAN1 reach the set temperature protection point to start the fan, ENTER key to save.
T040	➡	T-105	Temperature protection point setting, UP or DOWN modify parameters (40°C~105°C), ENTER key to save.
Send	➡	Send	UP or DOWN to send the factory setting parameters to all other lights connected in parallel by three pin signal cabal, (The display screen flashes once in 5 seconds to indicate that the sending is successful); Confirm the sending parameters by pressing the "Menu" key for 5seconds. To exit, deny the parameters by pressing the "ENTRE" key to cancel the sending.

DMX512 console

After the power is turned on, the address codes of all lights are set, all lights are connected in parallel to the DMX512 console with a three pin signal cable, the address code will stop flashing, indicating that the DMX512 console signal has been sent to the lights. Use the DMX512 console to control related functions according to the description of each channel.

CHANNE LIST

C003:

CH	VALUE	FUNCTION
1	000-255	R Linear dimming
2	000-255	G Linear dimming
3	000-255	B Linear dimming

C011:

CH	VALUE	FUNCTION
1	000-255	All dimming
2	000-255	Strobe

3	000-255	Character 1, numbers, letters,symbols,total 127, displayed in the center vertically(when using 4-channel character 1 at the same time,displayed on the left).
4	000-255	Character 2,numbers, letters,symbols,total 127, displayed in the center horizontally (when using 3-channel character 2 at the same time,displayed on the right).
5	000-255	Mode, higher priority than characters 1 and 2 (see: 6. Mode effect)
6	000-255	Speed
7	000-255	Direction stick, mode effect running direction (values 0~127,positive and negative directions 128~255)
8	000-255	Color stick, the color of the mode effect, one color every 32 values, the last 32 values are 7 colors that automatically change (it is useful for dynamic mode effects).
9	000-255	R Linear dimming
10	000-255	G Linear dimming
11	000-255	B Linear dimming

C336:

CH	VALUE	FUNCTION
1	000-255	R Group1 Linear dimming
2	000-255	G Group1 Linear dimming
3	000-255	B Group1 Linear dimming
...	...	...
334	000-255	R Group 112 Linear dimming
335	000-255	G Group 112 Linear dimming
336	000-255	B Group 112 Linear dimming

Mode effect

VALUE	NO.	FUNCTION
0-1	0	NO
2-3	1	The numbers 0~9 are displayed in the center vertically. Push the direction stick or color stick to change the direction and color, push RGB to change the background color.
4-5	2	The capital letters A~Z are displayed in the center vertically . Push the direction stick or color stick to change the direction and color, push RGB to change the background color.
6-7	3	The numbers 0~9 and capital letters A~Z are displayed in the center horizontally. Push the direction stick or color stick to change the direction and color, push RGB to change the background color.
8-9	4	Color selection,push the color stick to select the color
10-11	5	Gradient change
12-13	6	Pulse change
14-15	7	Jump change
16-17	8	One color runs from left to right, push the direction stick or color stick to change the direction and color, push RGB to change the background color.
18-19	9	One color refresh from left to right , push the direction stick or color stick to change the direction and color,, push RGB to change the background color.
20-21	10	One color stack from left to right, push the direction stick or color stick to change the direction and color,, push RGB to change the background color.
22-23	11	One color starts from the top left and fills in a snake shape around the center , push the direction stick or color stick to change the direction and color,push RGB to change the background color.
24-25	12	Two color V-shaped moving up and down, left and right,push the direction stick or color stick

		to change the direction and color,, push RGB to change the background color。
26-27	13	Two color diamonds moving left and right, push the direction stick or color stick to change the direction and color,, push RGB to change the background color。
28-29	14	One color key pattern from left to right, one color heart pattern from right to left,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
30-31	15	Some part one color Chinese fonts are displayed from left to right, and the other part one color Chinese fonts are displayed from right to left, forming the two characters "中国"(China).push the direction stick or color stick to change the direction and color, push RGB to change the background color。
32-33	16	One color moves from top to bottom, another red moves from right to left,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
34-35	17	The bilateral one color track moves from left to right,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
36-37	18	The bilateral one color runway moves from left to right,push the direction stick or color stick to change the direction and color, push RGB to change the background color。
38-39	19	One color arrows move from left to right ,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
40-41	20	The one color pulse wave moves from left to right,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
42-43	21	One color tail starts from the upper left and moves in a serpentine shape around the center,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
44-45	22	Four colors four sine waves move from left to right,push the direction stick to change the direction, push RGB to change the background color。
46-47	23	From top left to bottom right, one color refreshes the other,push the direction stick to change the direction,。
48-49	24	One color moves back and forth left and right, and there is deformation in the movement.push the direction stick or color stick to change the direction and color,push RGB to change the background color。
50-51	25	Multi-color gradient strips flow from left to right,push the direction stick to change the direction,push RGB to change the background color。
52-53	26	Multi-color gradient strips flow from bottom to top,push the direction stick to change the direction,push RGB to change the background color。
54-55	27	Multi-color gradient colorful flowing water,push the direction stick to change the direction,。
56-57	28	Multi-color gradient flows from the lower left corner to the upper right corner,push the direction stick to change the direction,。
58-59	29	Multi-color gradient shrinks towards the middle,push RGB to change the background color。
60-61	30	Multi-color gradient spread to the right
62-63	31	Multi-color gradient strips are covered from top to bottom,push RGB to change the background color。
64-65	32	Colorful sine wave from right to left,push the direction stick to change the direction,push RGB to change the background color。
66-67	33	One color sine wave from right to left,push the direction stick or color stick to change the direction and color,, and push RGB to change the background color。
68-69	34	Seven-color up and down sine,push the direction stick to change the direction, push RGB to change the background color。

70-71	35	Seven-color left and right sine,push the direction stick to change the direction,push RGB to change the background color。
72-73	36	Colorful gradient wagging tail,push the direction stick to change the direction,push RGB to change the background color。
74-75	37	Multi-color gradient with two ovals expanding outwards,push RGB to change the background color。
76-77	38	Multi-color gradient single oval expanding outwards,push RGB to change the background color。
78-79	39	Multi-color gradient with a single oval indented,push RGB to change the background color。
80-81	40	Multi-color gradient left and right two circles expand, push RGB to change the background color。
82-83	41	Multi-color full color gradient square exploding.
84-85	42	Multi-color gradient diamond ring expanding outwards.
86-87	43	Multi-color gradient squares expanding outwards,push RGB to change the background color。
88-89	44	Multi-color gradient flash up and down the same direction center reverse,push the direction stick to change the direction,, and push RGB to change the background color。
90-91	45	Multi-color gradient with a touch of light and shadow,push the direction stick to change the direction,push RGB to change the background color。
92-93	46	Multi-color Gradient Explosion,and push RGB to change the background color。
94-95	47	Multi-color gradient, three-color rotation, square indentation.
96-97	48	Multi-color gradient,left and right,positive and negative directions rotating at the same time,push the direction stick to change the direction,push RGB to change the background color。
98-99	49	Multi-color gradient, left open and right closed,push the direction stick to change the direction,push RGB to change the background color。
100-101	50	Multi-color gradient, multiple squares spread on both sides,push RGB to change the background color。
102-103	51	Multi-color gradient, shrinking from top to bottom,push RGB to change the background color。
104-105	52	Multi-color gradient with three ovals expanding outwards.
106-107	53	One color gradient diamond wave moves outward, push the color stick to change the color, push RGB to change the background color。
108-109	54	The two-color gradient diamond wave moves inward,push RGB to change the background color。
110-111	55	The two-color gradient diamond wave moves outward,push RGB to change the background color。
112-113	56	Multi-color gradient diamond inwards.
114-115	57	Multi-color gradient diamond exploding.
116-117	58	Multi-color gradient three square diffusion,push RGB to change the background color。
118-119	59	One color gradient, square indented,push the color stick to change the color,push RGB to change the background color。
120-121	60	One color gradient square explosion, push the color stick to change the color,push RGB to change the background color。
122-123	61	Three-color gradient, the square shrinks inward,push RGB to change the background color。
124-125	62	Three-color gradient, the square explodes outward,push RGB to change the background color。
126-127	63	Three-color gradient,square shrinks inward,push RGB to change the background color。

128-129	64	Three-color gradient, square explodes outward,push RGB to change the background color。
130-131	65	Three-color gradient, border indented,push RGB to change the background color。
132-133	66	Three-color gradient, border explodes,push RGB to change the background color。
134-135	67	Multi-color gradient square explode outwards,push RGB to change the background color。
136-137	68	Multi-color gradient, squares shrink inwards,push RGB to change the background color。
138-139	69	Multi-color gradient, rectangle shrinks inward,and push RGB to change the background color。
140-141	70	Multi-color gradient, rectangles explode outwards,push RGB to change the background color。
142-143	71	Multi-color gradient, the rectangle expands outward,push RGB to change the background color。
144-145	72	Multi-color full color gradient with squares shrinking inwards.
146-147	73	Multi-color full-color gradient, shrinking inwards from top left.
148-149	74	Multi-color full-color gradient, exploded from the top left to the outside.
150-151	75	One color one square bounces,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
152-153	76	One color one cross bounces,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
154-155	77	One color two crosses collide, push the color stick to change the color, push RGB to change the background color。
156-157	78	One color two squares collide, push the color stick to change the color, push RGB to change the background color。
158-159	79	Two colors two diamonds bounce,push the direction stick to change the direction,push RGB to change the background color。
160-161	80	Two colors two crosses bounce,push the direction stick to change the direction,push RGB to change the background color。
162-163	81	Two color two squares bounce,push the direction stick to change the direction,push RGB to change the background color。
164-165	82	Three colors three rhombus bounces,push the direction stick to change the direction,push RGB to change the background color。
166-167	83	Three crosses three colors bounce,push the direction stick to change the direction,push RGB to change the background color。
168-169	84	Three color three squares bounce,push the direction stick to change the direction,push RGB to change the background color。
170-171	85	One color flame,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
172-173	86	Multi-color gradient Flame 1,push the direction stick to change the direction,push RGB to change the background color。
174-175	87	Multi-color gradient Flame 2,push the direction stick to change the direction,push RGB to change the background color。
176-177	88	Push the direction stick to change the direction,push RGB to change the background color。
178-179	89	One color gradient,leaves rotate counterclockwise, push the color stick to change the color,push RGB to change the background color。
180-181	90	One color gradient, two leaves rotate clockwise, push the color stick to change the color,push RGB to change the background color。
182-183	91	One color gradient,four leaves rotate counterclockwise,push the color stick to change the color,push RGB to change the background color。
184-185	92	One color gradient, four leaves rotate clockwise, push the color stick to change the

		color,push RGB to change the background color。
186-187	93	Two-color gradient, four leaves rotate counterclockwise,push RGB to change the background color。
188-189	94	Two-color gradient, four leaves rotate clockwise,push RGB to change the background color。
190-191	95	Three-color gradient,diamond shrinks inward,push RGB to change the background color。
192-193	96	Three-color gradient, diamond explodes outwards,push RGB to change the background color。
194-195	97	Three-color gradient, diamond shrinks inward,push RGB to change the background color。
196-197	98	Three-color gradient, diamond explodes outwards,push RGB to change the background color。
198-199	99	Multi-color gradient, oval explodes outwards,push RGB to change the background color。
200-201	100	Multi-color gradient, oval shrinks inward, push RGB to change the background color。
202-203	101	Multi-color gradient, the half-diamond expands outwards,push RGB to change the background color。
204-205	102	Multi-color gradient, the half-diamond shrinks inwards,push RGB to change the background color。
206-207	103	Multi-color gradient, one diamond expands outwards,push RGB to change the background color。
208-209	104	Multi-color gradient,one diamond shrinks inwards,push RGB to change the background color。
210-211	105	Multi-color gradient, half-diamond collides with each other,push RGB to change the background color。
212-213	106	One color scattered fill,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
214-215	107	Seven-color scattered fill,push the direction stick to change the direction,push RGB to change the background color。
216-217	108	Seven color gradients, stars twinkling,push RGB to change the background color。
218-219	109	Seven colorful gradients scattered,push the direction stick to change the direction,push RGB to change the background color。
220-221	110	One color scattered,push the direction stick or color stick to change the direction and color,push RGB to change the background color。
222-223	111	Six colors gradient from upper left to lower right, while filling from upper right to lower left,push the direction stick to change the direction,。
224-225	112	Six colors gradient , from the bottom left to the top right, while filling from the bottom right to the top left,push the direction stick to change the direction,。
226-227	113	Three-color gradient , from upper left to bottom right, while filling from upper right to bottom left,push the direction stick to change the direction,。
228-229	114	Three colors gradient ,from bottom left to top right, while filling from bottom right to top left,push the direction stick to change the direction,。
230-231	115	Multi-color gradient flying.
232-233	116	Multi-color gradient flying and diving.
234-235	117	Multi-color gradient, arrows spread from bottom to top.
236-237	118	Three-color gradient, the spiral rotates inward in anti-clockwise,push RGB to change the background color。
238-239	119	Three-color gradient, the spiral rotates inward clockwise,push RGB to change the background color。
240-241	120	The gradient rotates outwards clockwise, three-color spiral waveform,the direction stick to change the direction,push RGB to change the background color。

242-243	121	Multi-color gradient inward spiral,push RGB to change the background color。
244-245	122	Two-color gradient, two spirals left and right,the direction stick to change the direction,, push RGB to change the background color。
246-247	123	Music spectrum one,the direction stick to change the direction,, push RGB to change the background color。
248-249	124	Music spectrum two,the direction stick to change the direction,, push RGB to change the background color。
250-251	125	Multi-color gradient multi effect collection.
252-253	126	Voice control
254-255	127	Mode 5~125 cycle.

TECHNICAL PARAMETERS

Voltage: AC100~240V 50/60HZ

Power: 130W

Light source: 1008pcs5050 RGB LEDs

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

Channel:: C003、 C011、 C336

Dimmer: 32bit 0~100% linear dimmer

Feature: 112 Group Running + wash + Strobe

Working environment: -30 ℃~50 ℃

Strobe frequency: 1~30HZ

Housing: Black, Metal

Connection: DMX512/ Power in+out。

IP rate: IP20

Size: 445*215*140MM

Weight: 6.5KG

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.