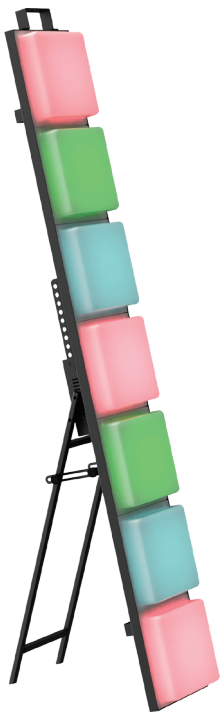


infinipix™
S P E K T R O



Blizzard Lighting, LLC
<http://www.blizzardpro.com>
Waukesha, WI USA
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1. GETTING STARTED

What's In The Box?

- Infinipix™ Spektro LED Fixture
- Power Cord
- A Set of Fixture Joining Plates & thumbscrews
- This Lovely User Manual

Getting It Out Of The Box

Congratulations on purchasing the Infinipix™ Spektro. Now that you've got your fixture, 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 goes 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 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. We reserve the right to update the existing, or create a new document to correct any errors or omissions. You can download the latest version of this document from www.blizzardpro.com.

Author:	Date:	Last Edited:	Date:
J. Thomas	7/18/2022	J. Thomas	8/10/2022

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.
- Make sure there are no flammable materials close to the unit while operating.
- The unit must be installed in a location with adequate ventilation, at least 20in (50cm) from adjacent surfaces. Be sure that no ventilation slots are blocked.
- ALWAYS disconnect from the power source before servicing or replacing fuse and be sure to replace with same fuse size and type.
- ALWAYS secure fixture using a safety chain. NEVER carry the fixture by its head. Use its carrying handles.
- DO NOT operate at ambient temperatures higher than 104°F (40°C).
- In the event of a serious operating problem, stop using the unit immediately. NEVER try to repair the unit by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.
- NEVER connect the device to a dimmer pack.
- Make sure the power cord is never crimped or damaged.
- Never disconnect the power cord by pulling or tugging on the cord.
- Avoid direct eye exposure to the light source while it is on.

Caution! There are no user serviceable parts inside the unit. Do not open the housing or attempt any repairs yourself. In the unlikely event your unit may require service, please open a support ticket at www.blizzardpro.com/support.

2. MEET THE INFINIPIX™ SPEKTRO

Main Features

- 196 tri-color SMD 5050 LEDs (RGB)
- 7 blocks (23 x 23 cm), each with 28 LEDs
- 4 horizontal sections per block for smooth gradient effects
- 120° viewing angle
- 0 to 100% dimming and variable strobe
- Free standing setup with 0-40° locking flip-out stand
- +5V USB to power SoC-It™ wireless unit (not included)
- Includes bracket hardware to allow multiple unit rigging
- 4-button control menu with LED display
- Convection cooled, zero fan noise
- PowerCON-compatible power input/output
- 3/5-pin XLR input/output

Control

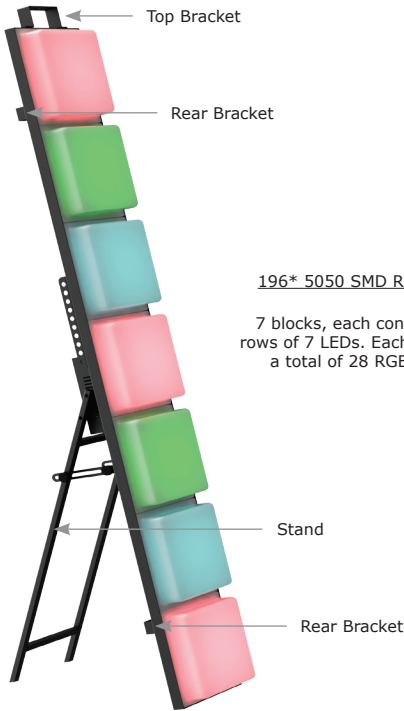
- Protocol: USITT DMX-512, RDM
- DMX Channels: 3/4/5/21/28 or 84 DMX channels
- 4-button control menu with LED display
- Operating modes: DMX512, M/S, auto, sound active mode

DMX Quick Reference (3/4/5/7/21/28/84-Channel Modes)

3CH	4CH	5CH	7CH	21CH	28CH	84CH	What it does
--	1	1	1	--	--	--	Dimmer
--	--	2	--	--	--	--	Strobe
1	--	3	2	--	--	--	All Red
2	--	4	3	--	--	--	All Blue
3	--	5	4	--	--	--	All Green
--	--	--	--	--	--	--	Strobe
--	2	--	5	--	--	--	Built-In Effects
--	3	--	--	--	--	--	Static Colors
--	4	--	6	--	--	--	Program Speed
--	--	--	7	--	--	--	Strobe
--	--	--	--	1-3	--	--	Block 1 Red, Green, Blue
--	--	--	--	--	--	--	--
--	--	--	--	19-21	--	--	Block 7 Red, Green, Blue
--	--	--	--	--	1-28	--	Static Colors
--	--	--	--	--	--	1-3	Section 1 Red, Green, Blue
--	--	--	--	--	--	--	--
--	--	--	--	--	--	82-84	Section 28 Red, Green, Blue

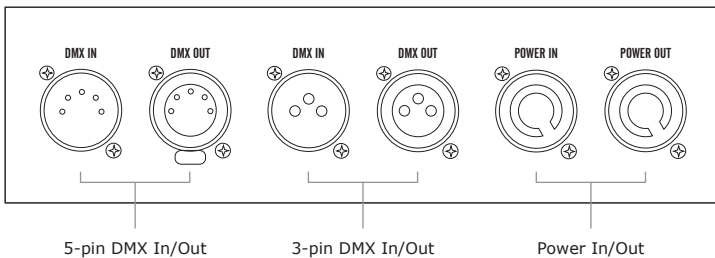
Figure 1: Infinipix™ Spektro Pin-Up Picture

Block and Section Identification:



TOP	
Block 7	Section 28
	Section 27
	Section 26
	Section 25
Block 6	Section 24
	Section 23
	Section 22
	Section 21
Block 5	Section 20
	Section 19
	Section 18
	Section 17
Block 4	Section 16
	Section 15
	Section 14
	Section 13
Block 3	Section 12
	Section 11
	Section 10
Block 2	Section 9
	Section 8
	Section 7
	Section 6
Block 1	Section 5
	Section 4
	Section 3
	Section 2
	Section 1

Figure 2: Rear Connections



3. SETUP



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

Fuse Replacement

This fixture utilizes a high-output switch-mode power supply with an internal fuse. Under normal conditions, the fuse should not require replacement. Should your fixture require fuse replacement, please contact us for instructions.

Connecting A Bunch of Infinipix™ Spektro Fixtures

You will need a serial data link to run light shows using a DMX-512 controller or to run shows on two or more fixtures set to sync in master/slave operating mode. The combined number of channels required by all the fixtures on a serial data link determines the number of fixtures the data link can support.

Fixtures on a serial data link must be daisy chained in a single line. Also, connecting more than 32 fixtures on one serial data link without the use of an optically-isolated DMX splitter may result in deterioration of DMX signal. The maximum recommended cable-run distance is 500 meters (1640 ft).

Data/DMX Cabling

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

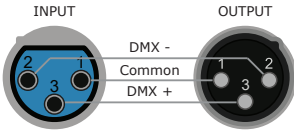
For instance, Belden© 9841 meets the specifications for EIA RS-485 applications. Standard microphone cables will "probably" be OK, but note that they cannot transmit DMX data as reliably over long distances. In any event, the cable should have the following characteristics:

- *2-conductor twisted pair plus a shield*
- *Maximum capacitance between conductors – 30 pF/ft.*
- *Maximum capacitance between conductor & shield – 55 pF/ft.*
- *Maximum resistance of 20 ohms / 1000 ft.*
- *Nominal impedance 100 – 140 ohms*

Disclaimer: The power connectors 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.

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?!?

This fixture is equipped with both 3-pin and 5-pin XLR sockets for DMX input and output. The sockets are wired in parallel. Only use a shielded twisted pair cable designed for RS-485 and 3/5-pin XLR connectors to connect the controller to the fixture, or the fixture to another fixture.

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 - Do Not Use
Data 2+ (Optional Secondary Data Link)	--	Pin 5 - Do Not Use

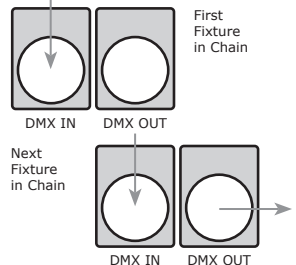
Take It To The Next Level: Setting Up DMX Control

Step 1: Connect the male connector of the DMX cable to the female connector (output) on the controller.

Step 2: Connect the female connector of the DMX cable to the first fixture's male connector (input).

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

Step 3: Connect other fixtures in the chain from output to input as above. Place a DMX terminator on the output of the final fixture to ensure best communication.



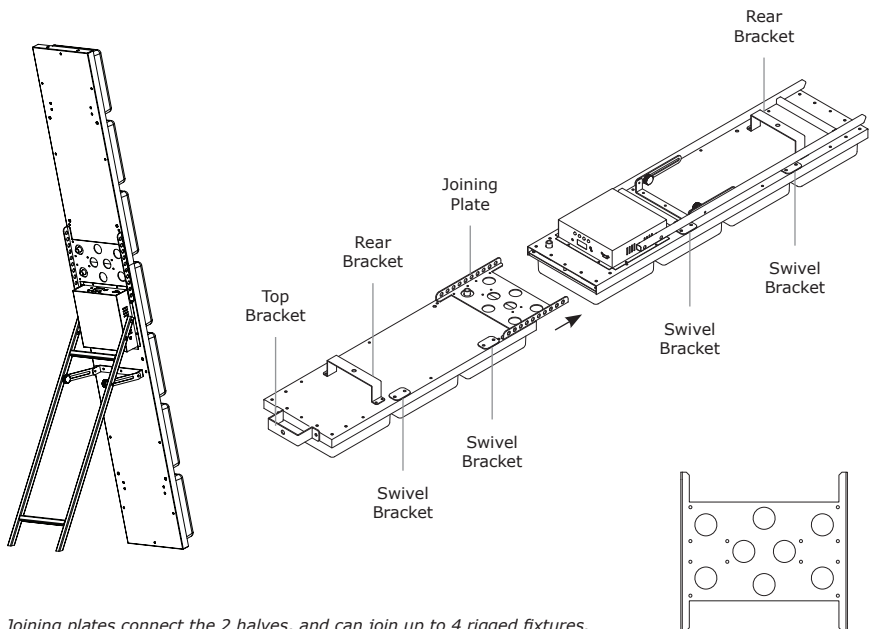
Assembly Instructions

- 1.) On a flat surface, lay the top and bottom fixture pieces face down, and align the bottom of the top piece with the top of the bottom piece. You may want to lay them on a piece of cardboard (or other soft material) to avoid the possibility of scratching the block lenses.
- 2.) Align the joining plate with the screw holes found on the top and bottom pieces, and use the included thumbscrews to securely attach the pieces together.
- 3.) Connect the data wiring cable from the bottom piece to the top piece.
- 4.) For a single freestanding setup, you can now set the fixture upright on the floor, swivel the stand anywhere up to a 40° angle, and tighten the stand's locking knobs.
- 5.) To vertically join multiple fixtures, use the second joining plate and thumbscrews to attach them together (top to bottom). You should only use the top hanging bracket on the uppermost rigged fixture(s). The top bracket can support up to 4 fixtures.
- 6.) For horizontally connected fixtures, use the rear swivel mount brackets and extra thumbscrews to secure them together.

Mounting & Rigging

This fixture may be mounted in any SAFE position using the top or rear clamp mounting brackets.

IMPORTANT: Always secure mounted fixtures with a safety cable.



To mount the fixture, use 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 of unknown strength, and ensure properly rated rigging is used.

4. OPERATING ADJUSTMENTS

The Control Panel

All the features and different modes possible with the Infinipix™ Spektro are accessed by using the control panel on the rear of the fixture. There are 4 control buttons under to the LED display which allow you to navigate through the various control panel menus.

<MENU>

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

<UP>

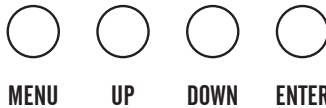
Scrolls through menu items and numbers in ascending order.

<DOWN>

Scrolls through menu items and numbers in descending order.

<ENTER>

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



The control panel LCD 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/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

Auto	Sp 1-10		Speed (slow <-> fast)	Auto Mode Effects
	St 0-9		Strobe (slow <-> fast)	
Addr	3 CH	A001-A510	3CH DMX mode, select starting address	
	4 CH	A001-A508	4CH DMX mode, select starting address	
	5 CH	A001-A507	5CH DMX mode, select starting address	
	7 CH	A001-A505	7CH DMX mode, select starting address	
	21CH	A001-A492	12CH DMX mode, select starting address	
	28CH	A001-A485	28CH DMX mode, select starting address	
Shou	84CH		84CH DMX mode, select starting address	
	Sh 1-45		Program shows 1-45	
	Sp 1-10		Program speed (slow <-> fast)	
Soud	St 0-9		Program strobe (slow <-> fast)	
	Sou1	Sen1-9	Sound active mode 1 + mic sensitivity 1-9	
Sou2	Sound active mode 2 + mic sensitivity 1-9			
Colo	r000-255		Red intensity (0% <-> 100%)	
	g000-255		Green intensity (0% <-> 100%)	
	b000-255		Blue intensity (0% <-> 100%)	
	St 0 – St 9		Strobe (slow <-> fast)	
StAt	CL00-CL37		Static colors 0-37	
SLAU	<ENTER>		Set the fixture as a slave fixture	
Info	Ver		Displays the firmware version	
Set	dis	10s	Set the control panel menu display to shut off or stay on continually.	
		20s		
		30s		
		60s		
		on		
	dir	Set to allow reverse direction of auto chases		

DMX Values In-Depth (3-Channel Mode)

3CH	Value	What it does
1	000 <-> 255	All Red (0% <-> 100%)
2	000 <-> 255	All Blue (0% <-> 100%)
3	000 <-> 255	All Green (0% <-> 100%)

DMX Values In-Depth (4-Channel Mode)

4CH	Value	What it does
1	000 <-> 255	Dimmer (0% <-> 100%)
2	000 <-> 255	Built-In Effects (see <i>Built-In Program Values on p.14</i>)
3	000 <-> 255	Static Colors (see <i>Static Color Values on p.14</i>)
4	000 <-> 255	Program Speed (slow <-> fast)

DMX Values In-Depth (5-Channel Mode)

5CH	Value	What it does
1	000 <-> 255	Dimmer (0% <-> 100%)
2	000 <-> 009	Strobe No function
	010 <-> 255	Strobe (slow <-> fast)
3	000 <-> 255	All Red (0% <-> 100%)
4	000 <-> 255	All Green (0% <-> 100%)
5	000 <-> 255	All Blue (0% <-> 100%)

DMX Values In-Depth (7-Channel Mode)

7CH	Value	What it does
1	000 <-> 255	Dimmer (0% <-> 100%)
2	000 <-> 255	All Red (0% <-> 100%)
3	000 <-> 255	All Green (0% <-> 100%)
4	000 <-> 255	All Blue (0% <-> 100%)
5	000 <-> 255	Built-In Effects (see <i>Built-In Program Values on p.14</i>)
6	000 <-> 255	Program Speed (slow <-> fast)
7	000 <-> 009	Strobe No function
	010 <-> 255	Strobe (slow <-> fast)

DMX Values In-Depth (21-Channel Mode) *Blocks 1-7 RGB Color Mixing*

21CH	Value	What it does	Value	What it does	
1	000 <-> 255	Block 1 Red	12	000 <-> 255	Block 4 Blue
2	000 <-> 255	Block 1 Green	13	000 <-> 255	Block 5 Red
3	000 <-> 255	Block 1 Blue	14	000 <-> 255	Block 5 Green
4	000 <-> 255	Block 2 Red	15	000 <-> 255	Block 5 Blue
5	000 <-> 255	Block 2 Green	16	000 <-> 255	Block 6 Red
6	000 <-> 255	Block 2 Blue	17	000 <-> 255	Block 6 Green
7	000 <-> 255	Block 3 Red	18	000 <-> 255	Block 6 Blue
8	000 <-> 255	Block 3 Green	19	000 <-> 255	Block 7 Red
9	000 <-> 255	Block 3 Blue	20	000 <-> 255	Block 7 Green
10	000 <-> 255	Block 4 Red	21	000 <-> 255	Block 7 Blue
11	000 <-> 255	Block 4 Green			

DMX Values In-Depth (28-Channel Mode) *See Static Color Values on p.14*

28CH	Value	What it does	Value	What it does	
1	000 <-> 255	Section 1	15	000 <-> 255	Section 15
2	000 <-> 255	Section 2	16	000 <-> 255	Section 16
3	000 <-> 255	Section 3	17	000 <-> 255	Section 17
4	000 <-> 255	Section 4	18	000 <-> 255	Section 18
5	000 <-> 255	Section 5	19	000 <-> 255	Section 19
6	000 <-> 255	Section 6	20	000 <-> 255	Section 20
7	000 <-> 255	Section 7	21	000 <-> 255	Section 21
8	000 <-> 255	Section 8	22	000 <-> 255	Section 22
9	000 <-> 255	Section 9	23	000 <-> 255	Section 23
10	000 <-> 255	Section 10	24	000 <-> 255	Section 24
11	000 <-> 255	Section 11	25	000 <-> 255	Section 25
12	000 <-> 255	Section 12	26	000 <-> 255	Section 26
13	000 <-> 255	Section 13	27	000 <-> 255	Section 27
14	000 <-> 255	Section 14	28	000 <-> 255	Section 28

DMX Values In-Depth (84-Channel Mode) *Sections 1-28 RGB Color Mixing*

84CH	Value	What it does		Value	What it does
1	000 <-> 255	Section 1, Red	43	000 <-> 255	Section 15, Red
2	000 <-> 255	Section 1, Blue	44	000 <-> 255	Section 15, Blue
3	000 <-> 255	Section 1, Green	45	000 <-> 255	Section 15, Green
4	000 <-> 255	Section 2, Red	46	000 <-> 255	Section 16, Red
5	000 <-> 255	Section 2, Blue	47	000 <-> 255	Section 16, Blue
6	000 <-> 255	Section 2, Green	48	000 <-> 255	Section 16, Green
7	000 <-> 255	Section 3, Red	49	000 <-> 255	Section 17, Red
8	000 <-> 255	Section 3, Blue	50	000 <-> 255	Section 17, Blue
9	000 <-> 255	Section 3, Green	51	000 <-> 255	Section 17, Green
10	000 <-> 255	Section 4, Red	52	000 <-> 255	Section 18, Red
11	000 <-> 255	Section 4, Blue	53	000 <-> 255	Section 18, Blue
12	000 <-> 255	Section 4, Green	54	000 <-> 255	Section 18, Green
13	000 <-> 255	Section 5, Red	55	000 <-> 255	Section 19, Red
14	000 <-> 255	Section 5, Blue	56	000 <-> 255	Section 19, Blue
15	000 <-> 255	Section 5, Green	57	000 <-> 255	Section 19, Green
16	000 <-> 255	Section 6, Red	58	000 <-> 255	Section 20, Red
17	000 <-> 255	Section 6, Blue	59	000 <-> 255	Section 20, Blue
18	000 <-> 255	Section 6, Green	60	000 <-> 255	Section 20, Green
19	000 <-> 255	Section 7, Red	61	000 <-> 255	Section 21, Red
20	000 <-> 255	Section 7, Blue	62	000 <-> 255	Section 21, Blue
21	000 <-> 255	Section 7, Green	63	000 <-> 255	Section 21, Green
22	000 <-> 255	Section 8, Red	64	000 <-> 255	Section 22, Red
23	000 <-> 255	Section 8, Blue	65	000 <-> 255	Section 22, Blue
24	000 <-> 255	Section 8, Green	66	000 <-> 255	Section 22, Green
25	000 <-> 255	Section 9, Red	67	000 <-> 255	Section 23, Red
26	000 <-> 255	Section 9, Blue	68	000 <-> 255	Section 23, Blue
27	000 <-> 255	Section 9, Green	69	000 <-> 255	Section 23, Green
28	000 <-> 255	Section 10, Red	70	000 <-> 255	Section 24, Red
29	000 <-> 255	Section 10, Blue	71	000 <-> 255	Section 24, Blue
30	000 <-> 255	Section 10, Green	72	000 <-> 255	Section 24, Green
31	000 <-> 255	Section 11, Red	73	000 <-> 255	Section 25, Red
32	000 <-> 255	Section 11, Blue	74	000 <-> 255	Section 25, Blue
33	000 <-> 255	Section 11, Green	75	000 <-> 255	Section 25, Green
34	000 <-> 255	Section 12, Red	76	000 <-> 255	Section 26, Red
35	000 <-> 255	Section 12, Blue	77	000 <-> 255	Section 26, Blue
36	000 <-> 255	Section 12, Green	78	000 <-> 255	Section 26, Green
37	000 <-> 255	Section 13, Red	79	000 <-> 255	Section 27, Red
38	000 <-> 255	Section 13, Blue	80	000 <-> 255	Section 27, Blue
39	000 <-> 255	Section 13, Green	81	000 <-> 255	Section 27, Green
40	000 <-> 255	Section 14, Red	82	000 <-> 255	Section 28, Red
41	000 <-> 255	Section 14, Blue	83	000 <-> 255	Section 28, Blue
42	000 <-> 255	Section 14, Green	84	000 <-> 255	Section 28, Green

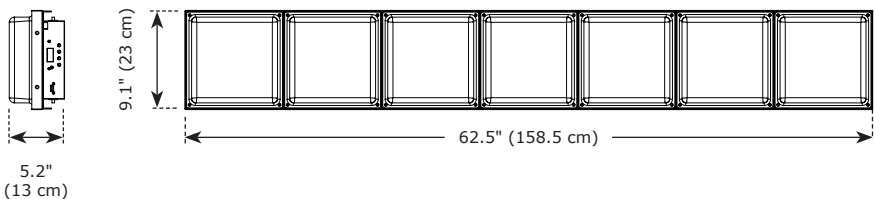
Static Color Values

000 <-> 001	R:000 G:000 B:000	128 <-> 134	R:000 G:255 B:255
002 <-> 008	R:255 G:000 B:000	135 <-> 141	R:000 G:225 B:255
009 <-> 015	R:255 G:050 B:000	142 <-> 148	R:000 G:190 B:255
016 <-> 022	R:255 G:100 B:000	149 <-> 155	R:000 G:150 B:255
023 <-> 029	R:255 G:150 B:000	156 <-> 162	R:000 G:100 B:255
030 <-> 036	R:255 G:190 B:000	163 <-> 169	R:000 G:050 B:255
037 <-> 043	R:255 G:225 B:000	170 <-> 176	R:000 G:000 B:255
044 <-> 050	R:255 G:255 B:000	177 <-> 183	R:050 G:000 B:255
051 <-> 057	R:225 G:255 B:000	184 <-> 190	R:100 G:000 B:255
058 <-> 064	R:190 G:255 B:000	191 <-> 197	R:150 G:000 B:255
065 <-> 071	R:150 G:255 B:000	198 <-> 204	R:190 G:000 B:255
072 <-> 078	R:100 G:255 B:000	205 <-> 211	R:225 G:000 B:255
079 <-> 085	R:050 G:255 B:000	212 <-> 218	R:255 G:000 B:255
086 <-> 092	R:000 G:255 B:000	219 <-> 225	R:255 G:000 B:225
093 <-> 099	R:000 G:255 B:050	226 <-> 232	R:255 G:000 B:190
100 <-> 106	R:000 G:255 B:100	233 <-> 239	R:255 G:000 B:150
107 <-> 113	R:000 G:255 B:150	240 <-> 246	R:255 G:000 B:100
114 <-> 120	R:000 G:255 B:190	247 <-> 253	R:255 G:000 B:050
121 <-> 127	R:000 G:255 B:225	254 <-> 255	R:255 G:255 B:255

Built-In Program Values

000 <-> 002	No Function	063 <-> 065	Effect 21	129 <-> 131	Effect 43
003 <-> 005	Effect 1	066 <-> 068	Effect 22	132 <-> 134	Effect 44
006 <-> 008	Effect 2	069 <-> 071	Effect 23	135 <-> 137	Effect 45
009 <-> 011	Effect 3	072 <-> 074	Effect 24	138 <-> 140	Effect 46
012 <-> 014	Effect 4	075 <-> 077	Effect 25	141 <-> 143	Effect 47
015 <-> 017	Effect 5	078 <-> 080	Effect 26	144 <-> 146	Effect 48
018 <-> 020	Effect 6	081 <-> 083	Effect 27	147 <-> 149	Effect 49
021 <-> 023	Effect 7	084 <-> 086	Effect 28	150 <-> 152	Effect 50
024 <-> 026	Effect 8	087 <-> 089	Effect 29	153 <-> 155	Effect 51
027 <-> 029	Effect 9	090 <-> 092	Effect 30	156 <-> 158	Effect 52
030 <-> 032	Effect 10	093 <-> 095	Effect 31	159 <-> 161	Effect 53
033 <-> 035	Effect 11	096 <-> 098	Effect 32	162 <-> 164	Effect 54
036 <-> 038	Effect 12	099 <-> 101	Effect 33	165 <-> 167	Effect 55
039 <-> 041	Effect 13	102 <-> 104	Effect 34	168 <-> 170	Effect 56
042 <-> 044	Effect 14	105 <-> 107	Effect 35	171 <-> 173	Effect 57
045 <-> 047	Effect 15	108 <-> 110	Effect 36	174 <-> 176	Effect 58
048 <-> 050	Effect 16	111 <-> 113	Effect 37	177 <-> 179	Effect 59
051 <-> 053	Effect 17	114 <-> 116	Effect 38	180 <-> 182	Effect 60
054 <-> 056	Effect 18	117 <-> 119	Effect 39	183 <-> 185	Effect 61
057 <-> 059	Effect 19	120 <-> 122	Effect 40	186 <-> 188	Auto 1
060 <-> 062	Effect 20	123 <-> 125	Effect 41	189 <-> 191	Sound 1
		126 <-> 128	Effect 42	192 <-> 255	Sound 2

Dimensional Drawings



5. APPENDIX

Keeping Your Infinipix™ Spektro 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.

Cleaning the optics routinely with a suitable glass cleaner will greatly improve the quality of light output, and keeping the vents free of dust will keep the fixture running cool.

Returns (Gasp!)

If you find yourself with a fixture that isn't behaving like it should, you'll need to obtain a Return Authorization (RA).

Don't worry, this is easy. Just visit www.blizzardpro.com/support and open a support ticket, 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.

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	
Dimensions	9.1 x 5.2 x 62.5 (23 x 13 x 158.5 cm)
Weight	17 lbs (7.7 kg)
Power	
Operating Voltage	AC 110V-240V/50-60Hz
Power Consumption	47W, .66A, PF: .61
Light Source	
LED	196* (7* 28 pcs) SMD 5050 3-in-1 RGB LEDs
Luminous Intensity	2,150 nits
Thermal	
Max. Operating Temp.	104 degrees F (40 degrees C) ambient
Control	
Protocol	USITT DMX-512, RDM
DMX Channels	3/4/5/7/21/28/84-channel DMX modes
Input/Output	3/5-pin XLR Male/Female
Other Operating Modes	DMX512, M/S, standalone, auto, sound active
Warranty	
	2-year limited warranty



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