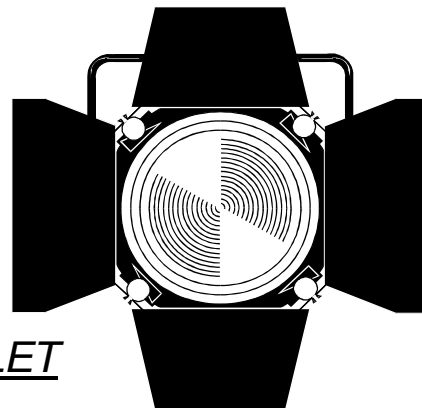


# VIKING

## STAGE LIGHTING



### LED BLINDER INSTRUCTION LEAFLET

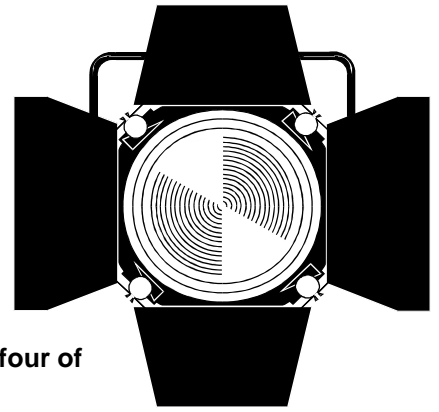
#### DMX Mode

DMX Channel	Attributes	Values in DMX	Values in %
1	Activates Cells Below	16-49	7-19
2	Rolling Effect	0-22	0-8
	Flowing Effect	23-45	9-17
	Recycling Flowing Effect	46-68	18-26
	Recycling Chase	69-91	27-35
	Recycling Chase	92-114	36-44
	All Red	115-137	45-53
	All Green	138-160	54-62
	All Blue	161-183	63-71
	All Yellow	184-206	72-80
	All Purple	207-229	81-90
	All Cyan	230-252	91-99
	All White	253-255	100
3	Strobe OFF	0-15	0-6
	1-20Hz	16-200	7-78
	Random Slow	201-210	79-83
	Random Med	211-220	84-85
	Random Fast	221-230	86-90
	Strobe OFF	231-255	91-100
4	4 Cell Dimmer	0-255	0-100
5	Cell 1 Red	0-255	0-100
6	Cell 1 Green	0-255	0-100
7	Cell 1 Blue	0-255	0-100
8	Cell 2 Red	0-255	0-100
9	Cell 2 Green	0-255	0-100
10	Cell 2 Blue	0-255	0-100
11	Cell 3 Red	0-255	0-100
12	Cell 3 Green	0-255	0-100
13	Cell 3 Blue	0-255	0-100
14	Cell 4 Red	0-255	0-100
15	Cell 4 Green	0-255	0-100
16	Cell 4 Blue	0-255	0-100



# ***VIKING***

## ***STAGE LIGHTING***



When using Strand Palette you will need to patch in a master fixture then four of the cell fixtures to enable the four cells.

### Manual Operation

Press MODE button to choose between DMX, or the built in patterns.

Press MENU button to edit built in program.

Press the UP or Down buttons to adjust value.

Menu	Function
A***	Dmx Mode and Address 1 - 512
	D*** Dimmer Value 0 - 255
PR**	F*** Fade Value 0 - 65 Seconds
	S*** Interval Time 32ms - 62 Seconds
T***	Strobe Value
P***	Auto Mode
PR**	Sound Activated and Auto Mode
L***	Display Brightness (L000 Display off after 3 Seconds)

When you choose Program 6 – 12 F\*\*\* and S\*\*\* are unavailable

### Master / Slave Mode

- Each blinder should be set to DMX mode address A001
- Connect each blinder with DMX cable
- Set one of the Blinders to run a program, this now becomes a master unit, the slave's signal LED light now flashes and run with the master at the same speed.

