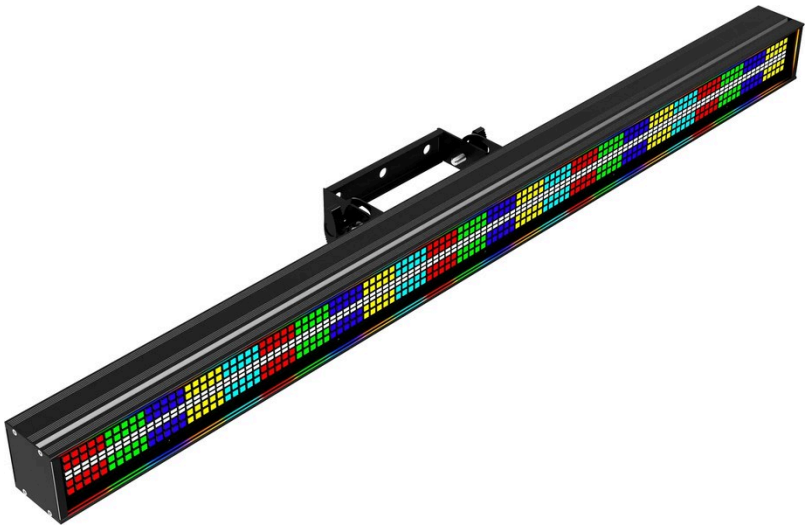
DMX REFERENCE

StormChaser SuperHot

Blizzard Lighting LLC



Manufacturer	Blizzard Lighting LLC
GDTF file	Blizzard_Lighting_LLC_StormChaser_SuperHot_169157.gdtf
GDTF revision	1.4.3 · 2026-11-12
Generated	2026-11-23

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1 About this manual

This document describes the StormChaser™ SuperHot by Blizzard Lighting LLC. It was compiled from the GDTF file Blizzard_Lighting_LLC_StormChaser_SuperHot_169157.gdtf from the GDTF-Share library.

File revision: “1.4.3”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by Blizzard Lighting LLC; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	2.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16Ch Mode	16	32	1, 17, 33, 49, ...
4Ch Mode	4	128	1, 5, 9, 13, ...
168Ch Mode	168	3	1, 169, 337

No light? Check these channels

- 16Ch Mode: CH 1 Dimmer above 0; CH 2 Shutter 1 at 0–8 “Open”; CH 8 Shutter 2 at 0–8 “Open”; CH 12 Shutter 3 at 0–8 “Open”



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

4 Product description

Description in the GDTF file

“1 m RGB / cool white LED bar: 480 x 0.3 W RGB SMD in 48 groups (two rows of 24) and 240 x 0.5 W 5700 K cool white SMD in 24 groups (centre row), 120 deg. 4 / 16 / 168 ch from Manual Rev A with the full program tables. Lamp data from the all-on photometry report; flux from the cutsheet lux table.”

5 Installation

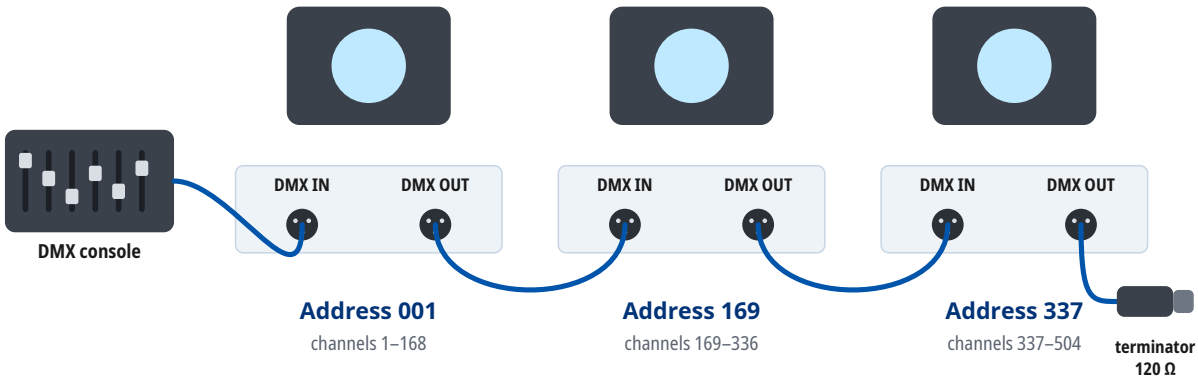
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 2.72 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode 168Ch Mode: every unit occupies 168 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

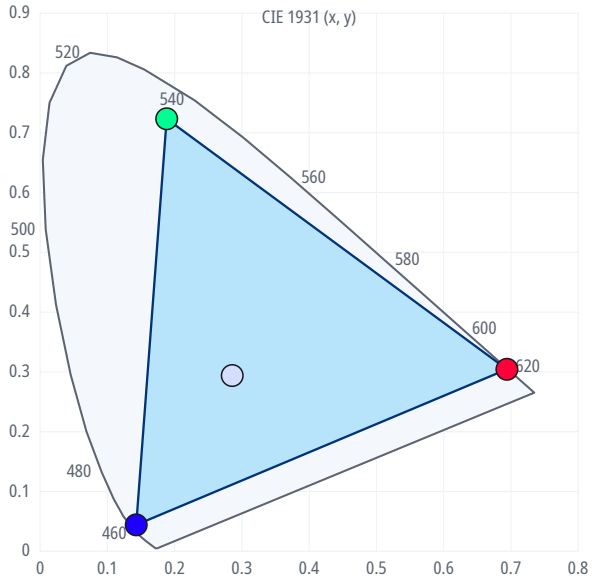
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “168Ch Mode”: 168.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “168Ch Mode”, you can use, for example, the start addresses 1, 169, 337.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	16Ch Mode 16 channels	4Ch Mode 4 channels	168Ch Mode 168 channels
Dimmer	1		✓
Shutter / strobe	2, 8, 12		
Color mixing	3–5, 9	1–4	1–168
Effects / macros	6, 7, 10, 11, 13–16		
Pixel control			48 + 24 cells

LED colors and the colors they mix



LED	x	y
Red-LED	0.694	0.304
Green-LED	0.188	0.723
Blue-LED	0.143	0.044
Cool White-LED	0.286	0.294

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

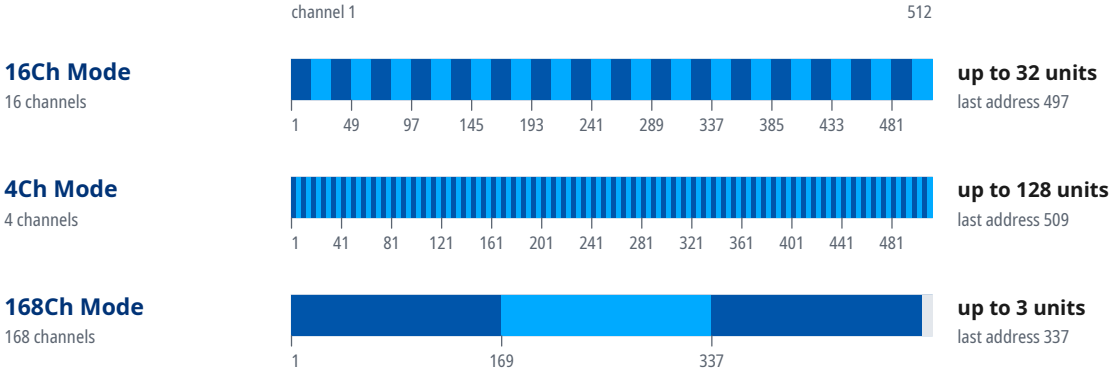
Cells (pixels)

1 CH 1	48 CH 142	2 CH 4	47 CH 139	3 CH 7	46 CH 136	4 CH 10	45 CH 133	5 CH 13	44 CH 130	6 CH 16	43 CH 127	7 CH 19	42 CH 124	8 CH 22	41 CH 121
9 CH 25	40 CH 118	10 CH 28	39 CH 115	11 CH 31	38 CH 112	12 CH 34	37 CH 109	13 CH 37	36 CH 106	14 CH 40	35 CH 103	15 CH 43	34 CH 100	16 CH 46	33 CH 97
17 CH 49	32 CH 94	18 CH 52	31 CH 91	19 CH 55	30 CH 88	20 CH 58	29 CH 85	21 CH 61	28 CH 82	22 CH 64	27 CH 79	23 CH 67	26 CH 76	24 CH 70	25 CH 73

48 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; numbered by their first DMX channel (CH) in the mode “168Ch Mode”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “168Ch Mode”

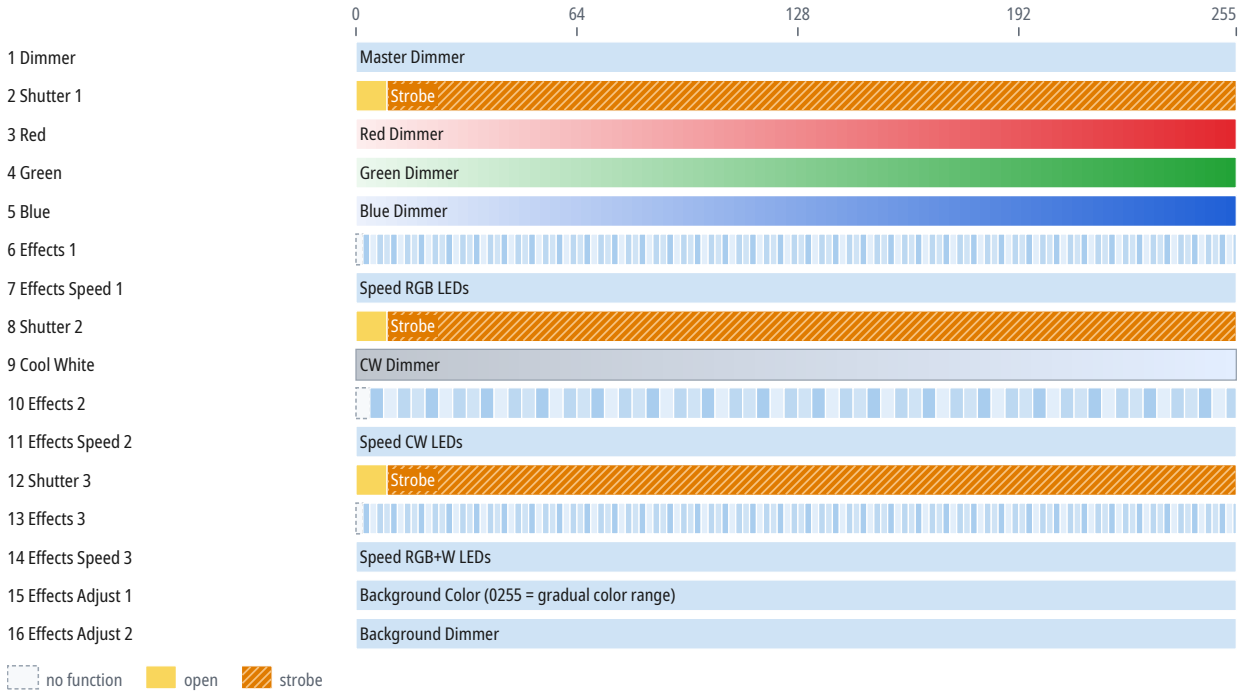
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 337	11	U4 · 169	16	U6 · 1
2	169	7	U3 · 1	12	U4 · 337	17	U6 · 169
3	337	8	U3 · 169	13	U5 · 1	18	U6 · 337
4	U2 · 1	9	U3 · 337	14	U5 · 169	19	U7 · 1
5	U2 · 169	10	U4 · 1	15	U5 · 337	20	U7 · 169

Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 16Ch Mode

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter 1 at 0–8 “Open”; CH 8 Shutter 2 at 0–8 “Open”; CH 12 Shutter 3 at 0–8 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Shutter 1 0, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 8 Shutter 2 0, CH 9 Cool White 255, CH 12 Shutter 3 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Master Dimmer
		0–255	Master Dimmer
2	Shutter 1	0–8	Open
		9–255	Strobe (1–30 Hz)
3	Red		Red Dimmer
		0–255	Red Dimmer
4	Green		Green Dimmer
		0–255	Green Dimmer
5	Blue		Blue Dimmer
		0–255	Blue Dimmer
6	Effects 1		No Function
		0–1	No Function
		2–3	Program 1
		4–5	Program 2
		6–7	Program 3
		8–9	Program 4
		10–11	Program 5
		12–13	Program 6

CH	Function	DMX	Description
6	Effects 1 (continued)	14–15	Program 7
		16–17	Program 8
		18–19	Program 9
		20–21	Program 10
		22–23	Program 11
		24–25	Program 12
		26–27	Program 13
		28–29	Program 14
		30–31	Program 15
		32–33	Program 16
		34–35	Program 17
		36–37	Program 18
		38–39	Program 19
		40–41	Program 20
		42–43	Program 21
		44–45	Program 22
		46–47	Program 23
		48–49	Program 24
		50–51	Program 25
		52–53	Program 26
		54–55	Program 27
		56–57	Program 28
		58–59	Program 29
		60–61	Program 30
		62–63	Program 31
		64–65	Program 32
		66–67	Program 33
		68–69	Program 34
		70–71	Program 35
		72–73	Program 36
		74–75	Program 37
		76–77	Program 38
		78–79	Program 39
		80–81	Program 40
		82–83	Program 41
		84–85	Program 42
		86–87	Program 43
		88–89	Program 44
		90–91	Program 45
		92–93	Program 46
		94–95	Program 47
		96–97	Program 48

CH	Function	DMX	Description
6	Effects 1 (continued)	98–99	Program 49
		100–101	Program 50
		102–103	Program 51
		104–105	Program 52
		106–107	Program 53
		108–109	Program 54
		110–111	Program 55
		112–113	Program 56
		114–115	Program 57
		116–117	Program 58
		118–119	Program 59
		120–121	Program 60
		122–123	Program 61
		124–125	Program 62
		126–127	Program 63
		128–129	Program 64
		130–131	Program 65
		132–133	Program 66
		134–135	Program 67
		136–137	Program 68
		138–139	Program 69
		140–141	Program 70
		142–143	Program 71
		144–145	Program 72
		146–147	Program 73
		148–149	Program 74
		150–151	Program 75
		152–153	Program 76
		154–155	Program 77
		156–157	Program 78
		158–159	Program 79
		160–161	Program 80
		162–163	Program 81
		164–165	Program 82
		166–167	Program 83
		168–169	Program 84
		170–171	Program 85
		172–173	Program 86
		174–175	Program 87
		176–177	Program 88
		178–179	Program 89
		180–181	Program 90

CH	Function	DMX	Description
6	Effects 1 (continued)	182–183	Program 91
		184–185	Program 92
		186–187	Program 93
		188–189	Program 94
		190–191	Program 95
		192–193	Program 96
		194–195	Program 97
		196–197	Program 98
		198–199	Program 99
		200–201	Program 100
		202–203	Program 101
		204–205	Program 102
		206–207	Program 103
		208–209	Program 104
		210–211	Program 105
		212–213	Program 106
		214–215	Program 107
		216–217	Program 108
		218–219	Program 109
		220–221	Program 110
		222–223	Program 111
		224–225	Program 112
		226–227	Program 113
		228–229	Program 114
		230–231	Program 115
		232–233	Program 116
		234–235	Program 117
		236–237	Program 118
		238–239	Program 119
		240–241	Program 120
		242–243	Program 121
		244–245	Program 122
		246–247	Program 123
		248–249	Program 124
		250–251	Program 125
		252–253	Program 126
		254–255	Cycle All
7	Effects Speed 1		Speed – RGB LEDs
		0–255	Speed RGB LEDs (0–10 Hz)
8	Shutter 2	0–8	Open
		9–255	Strobe (1–30 Hz)
9	Cool White		CW Dimmer

CH	Function	DMX	Description
9	Cool White (continued)	0–255	CW Dimmer
10	Effects 2		No Function
		0–3	No Function
		4–7	Program 1
		8–11	Program 2
		12–15	Program 3
		16–19	Program 4
		20–23	Program 5
		24–27	Program 6
		28–31	Program 7
		32–35	Program 8
		36–39	Program 9
		40–43	Program 10
		44–47	Program 11
		48–51	Program 12
		52–55	Program 13
		56–59	Program 14
		60–63	Program 15
		64–67	Program 16
		68–71	Program 17
		72–75	Program 18
		76–79	Program 19
		80–83	Program 20
		84–87	Program 21
		88–91	Program 22
		92–95	Program 23
		96–99	Program 24
		100–103	Program 25
		104–107	Program 26
		108–111	Program 27
		112–115	Program 28
		116–119	Program 29
		120–123	Program 30
		124–127	Program 31
		128–131	Program 32
		132–135	Program 33
		136–139	Program 34
		140–143	Program 35
		144–147	Program 36
		148–151	Program 37
		152–155	Program 38
		156–159	Program 39

CH	Function	DMX	Description
10	Effects 2 (continued)	160–163	Program 40
		164–167	Program 41
		168–171	Program 42
		172–175	Program 43
		176–179	Program 44
		180–183	Program 45
		184–187	Program 46
		188–191	Program 47
		192–195	Program 48
		196–199	Program 49
		200–203	Program 50
		204–207	Program 51
		208–211	Program 52
		212–215	Program 53
		216–219	Program 54
		220–223	Program 55
		224–227	Program 56
		228–231	Program 57
		232–235	Program 58
		236–239	Program 59
		240–243	Program 60
		244–247	Program 61
		248–251	Program 62
		252–255	Cycle All
11	Effects Speed 2		Speed – CW LEDs
		0–255	Speed CW LEDs (0–10 Hz)
12	Shutter 3	0–8	Open
		9–255	Strobe (1–30 Hz)
13	Effects 3		No Function
		0–1	No Function
		2–3	Program 1
		4–5	Program 2
		6–7	Program 3
		8–9	Program 4
		10–11	Program 5
		12–13	Program 6
		14–15	Program 7
		16–17	Program 8
		18–19	Program 9
		20–21	Program 10
		22–23	Program 11
		24–25	Program 12

CH	Function	DMX	Description
13	Effects 3 (continued)	26–27	Program 13
		28–29	Program 14
		30–31	Program 15
		32–33	Program 16
		34–35	Program 17
		36–37	Program 18
		38–39	Program 19
		40–41	Program 20
		42–43	Program 21
		44–45	Program 22
		46–47	Program 23
		48–49	Program 24
		50–51	Program 25
		52–53	Program 26
		54–55	Program 27
		56–57	Program 28
		58–59	Program 29
		60–61	Program 30
		62–63	Program 31
		64–65	Program 32
		66–67	Program 33
		68–69	Program 34
		70–71	Program 35
		72–73	Program 36
		74–75	Program 37
		76–77	Program 38
		78–79	Program 39
		80–81	Program 40
		82–83	Program 41
		84–85	Program 42
		86–87	Program 43
		88–89	Program 44
		90–91	Program 45
		92–93	Program 46
		94–95	Program 47
		96–97	Program 48
		98–99	Program 49
		100–101	Program 50
		102–103	Program 51
		104–105	Program 52
		106–107	Program 53
		108–109	Program 54

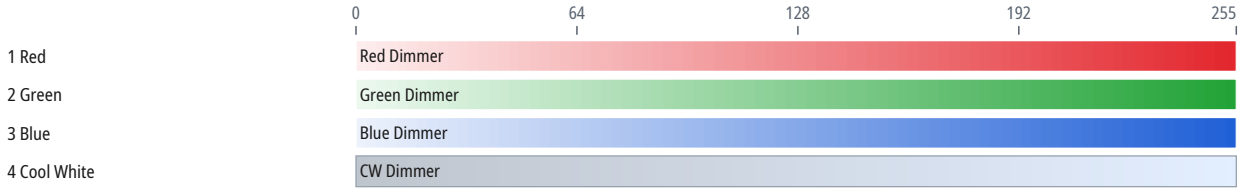
CH	Function	DMX	Description
13	Effects 3 (continued)	110–111	Program 55
		112–113	Program 56
		114–115	Program 57
		116–117	Program 58
		118–119	Program 59
		120–121	Program 60
		122–123	Program 61
		124–125	Program 62
		126–127	Program 63
		128–129	Program 64
		130–131	Program 65
		132–133	Program 66
		134–135	Program 67
		136–137	Program 68
		138–139	Program 69
		140–141	Program 70
		142–143	Program 71
		144–145	Program 72
		146–147	Program 73
		148–149	Program 74
		150–151	Program 75
		152–153	Program 76
		154–155	Program 77
		156–157	Program 78
		158–159	Program 79
		160–161	Program 80
		162–163	Program 81
		164–165	Program 82
		166–167	Program 83
		168–169	Program 84
		170–171	Program 85
		172–173	Program 86
		174–175	Program 87
		176–177	Program 88
		178–179	Program 89
		180–181	Program 90
		182–183	Program 91
		184–185	Program 92
		186–187	Program 93
		188–189	Program 94
		190–191	Program 95
		192–193	Program 96

CH	Function	DMX	Description
13	Effects 3 (continued)	194–195	Program 97
		196–197	Program 98
		198–199	Program 99
		200–201	Program 100
		202–203	Program 101
		204–205	Program 102
		206–207	Program 103
		208–209	Program 104
		210–211	Program 105
		212–213	Program 106
		214–215	Program 107
		216–217	Program 108
		218–219	Program 109
		220–221	Program 110
		222–223	Program 111
		224–225	Program 112
		226–227	Program 113
		228–229	Program 114
		230–231	Program 115
		232–233	Program 116
		234–235	Program 117
		236–237	Program 118
		238–239	Program 119
		240–241	Program 120
		242–243	Program 121
		244–245	Program 122
		246–247	Program 123
		248–249	Program 124
		250–251	Program 125
		252–253	Program 126
		254–255	Cycle All
14	Effects Speed 3		Speed – RGB+W LEDs
		0–255	Speed RGB+W LEDs (0–10 Hz)
15	Effects Adjust 1		Background Color (0–255 = gradual color range)
		0–255	Background Color (0255 = gradual color range)
16	Effects Adjust 2		Background Dimmer
		0–255	Background Dimmer

Mode 4Ch Mode

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Cool White 255.

Channel functions at a glance

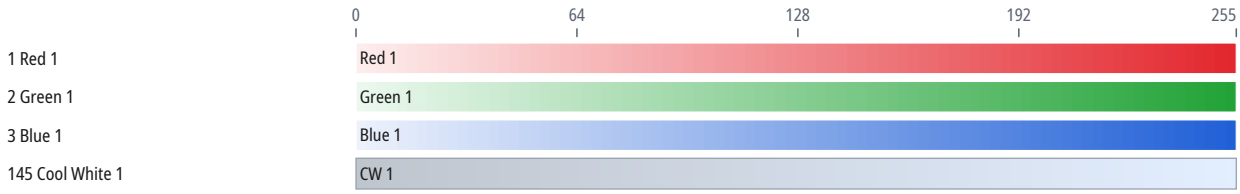


CH	Function	DMX	Description
1	Red		Same as CH 3 in the mode “16Ch Mode” (p. 8)
2	Green		Same as CH 4 in the mode “16Ch Mode” (p. 8)
3	Blue		Same as CH 5 in the mode “16Ch Mode” (p. 8)
4	Cool White		Same as CH 9 in the mode “16Ch Mode” (p. 11)

Mode 168Ch Mode

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 48 cells), CH 2 Green 255 (the same in each of the 48 cells), CH 3 Blue 255 (the same in each of the 48 cells), CH 145 Cool White 255 (the same in each of the 24 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	Red 1
2	Green 1	0–255	Green 1
3	Blue 1	0–255	Blue 1
145	Cool White 1		CW 1
		0–255	CW 1

CH 1–144: 48 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96	33	97	98	99
34	100	101	102	35	103	104	105	36	106	107	108
37	109	110	111	38	112	113	114	39	115	116	117
40	118	119	120	41	121	122	123	42	124	125	126
43	127	128	129	44	130	131	132	45	133	134	135
46	136	137	138	47	139	140	141	48	142	143	144

CH 145–168: 24 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 145); the table below gives each cell's channel numbers.

Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White	Cell	Cool White
1	145	2	146	3	147	4	148	5	149	6	150
7	151	8	152	9	153	10	154	11	155	12	156
13	157	14	158	15	159	16	160	17	161	18	162
19	163	20	164	21	165	22	166	23	167	24	168

10 Technical specifications

Parameter	Value
Light source	LED
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x0104, device model ID 0x007A)
Power connectors	powerCON TRUE1 IN, powerCONTRUE1TOP OUT
Weight	2.7 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–30 Hz

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.