Blizzard Lighting LLC

Torrent Keyframe 600



Manufacturer	**Blizzard Lighting LLC**
Type	**Profile spot**
DMX modes	**2**
DMX footprint	**36, 52 channels**
Beam angle	**7-40°**
Pan range	**540°**
Tilt range	**220°**
Size (W × H × D)	**240 × 450 × 220 mm**
GDTF fixture type	**17385713-AA2B-4A26-AD71-0B…**

Controls

Focus · Frost · Iris · Prism · Prism rotation · Zoom · CMY colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer · Movement speed · Animation wheel · Gobos · Gobo rotation

Safety-relevant functions

Fixture reset

DMX modes

36-Channel Mode	36 ch
52 Channel	52 ch

36-Channel Mode

36 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	0–126 Fast 127–254 Medium 255–255 Slow
6	Dimmer	0	0–254 Closed 255–255 Open
7	Shutter / Strobe	0	0–3 Closed 4–7 Open 8–34 Strobe S <==> F · Slow 35–75 Strobe S <==> F · Medium 76–76 Strobe S <==> F · Fast 77–110 Pulse Strobe S <==> F · Slow 111–144 Pulse Strobe S <==> F · Medium 145–145 Pulse Strobe S <==> F · Fast 146–179 Random Strobe S <==> F · Slow 180–214 Random Strobe S <==> F · Medium 215–215 Random Strobe S <==> F · Fast 216–255 Open
8	Cyan	0	0–126 Min 127–254 50% 255–255 Max
9	Magenta	0	0–126 Min 127–254 50% 255–255 Max
10	Yellow	0	0–126 Min 127–254 50% 255–255 Max
11	C TO	0	0–126 Min 127–254 50% 255–255 Max
12	Color Wheel	0	0–8 Open (wheel slot 1) 9–16 Red (wheel slot 2) 17–25 Green (wheel slot 3) 26–33 Dark Blue (wheel slot 4) 34–42 Orange (wheel slot 5) 43–50 Yellow (wheel slot 6) 51–59 Deep Magenta (wheel slot 7) 60–187 Indexing 188–219 CW Forward S <==> F 220–223 Stop 224–255 SW Reverse F <==> S

36-Channel Mode (continued)

Ch	Function	Default	DMX values
13	Gobo	0	0–8 RG Open (wheel slot 1) 9–17 RG1 Red Gatling Gun (wheel slot 2) 18–26 RG2 Blue Sun (wheel slot 3) 27–35 RG3 Quartermaster (wheel slot 4) 36–44 RG4 Wavey Breh (wheel slot 5) 45–53 RG5 VORTEX (wheel slot 6) 54–63 RG6 Dot Bar (wheel slot 7) 64–71 RG Open (wheel slot 1) 72–79 RG1 Red Gatling Gun (wheel slot 2) 80–87 RG2 Blue Sun (wheel slot 3) 88–94 RG3 Quartermaster (wheel slot 4) 95–102 RG4 Wavey Breh (wheel slot 5) 103–110 RG5 VORTEX (wheel slot 6) 111–118 RG6 Dot Bar (wheel slot 7) 119–127 Open 128–191 CCW Scroll Slow <==> Fast 192–255 CW Scroll Fast <==> Slow
14	Gobo Rotation	0	0–63 Rotating Gobo Index 64–145 Gobo Rot CCW S > F 146–149 Stop 150–231 Gobo Rot CW F > S 232–255 Gobo Bounce
15	Gobo 2	0	0–6 SG Open (wheel slot 1) 7–13 SG1 Pick-Up Stix (wheel slot 2) 14–20 SG2 Segmented Ring (Of Doom) (wheel slot 3) 21–27 SG3 Spiral (wheel slot 4) 28–34 SG4 Crosshatch Breakup (wheel slot 5) 35–41 SG5 Forest Breakup (wheel slot 6) 42–48 SG6 Stars (wheel slot 7) 49–55 SG7 Dotty (wheel slot 8) 56–63 SG8 Square Tiles (wheel slot 9) 64–69 SG Open 70–75 SG8 Square Tiles (wheel slot 9) 76–81 SG7 Dotty (wheel slot 8) 82–87 SG6 Stars (wheel slot 7) 88–93 SG5 Forest Breakup (wheel slot 6) 94–99 SG4 Crosshatch Breakup (wheel slot 5) 100–105 SG3 Spiral (wheel slot 4) 106–111 SG2 Segmented Ring (Of Doom) (wheel slot 3) 112–117 SG1 Pick-Up Stix (wheel slot 2) 118–127 SG Open (wheel slot 1) 128–191 Scroll CCW S > F 192–255 Scroll CW F > S
16	Animation Wheel1	0	
17	Animation Wheel1Pos Rotate	0	0–124 Rot CCW F > S 125–130 Stop 131–255 Rot CW F > S
18	Blade1A	0	
19	Blade1B	0	
20	Blade2A	0	
21	Blade2B	0	
22	Blade3A	0	
23	Blade3B	0	
24	Blade4A	0	
25	Blade4B	0	
26	Shaper Rot	0	
27	Focus	0	

36-Channel Mode (continued)

Ch	Function	Default	DMX values
28	Zoom	0	0–254 Narrow 255–255 Wide
29	Prism	0	0–4 Prism Out 5–255 Prism In
30	Prism Rotation	0	0–127 Prism Indexing 128–189 Rot CCW F > S 190–193 Stop 194–255 Rot CW S > F
31	Prism	0	0–4 Prism Out 5–255 Prism In
32	Prism Rotation	0	0–127 Prism Indexing 128–189 Rot CW F > S 190–193 Stop 194–255 Rot CCW S > F
33	Iris	0	0–62 Open 63–63 Closed 64–95 Slow 96–126 Medium 127–127 Fast 128–159 Slow 160–190 Medium 191–191 Fast 192–223 Slow 224–254 Medium 255–255 Fast
34	Frost1	0	0–254 Frost Out 255–255 Max Frost
35	C RIMode	0	0–4 CRI Filter Out 5–254 CRI Filter Min 255–255 CRI Filter Max
36	Control1	0	0–7 No function 8–15 XY blackout 16–23 C blackout 24–31 G blackout 32–39 XY/C blackout 40–47 XY/G blackout 48–55 XY/C/G blackout 56–95 No function 96–103 X reset 104–111 Y reset 112–119 Color reset 120–127 Robo Wheels and Rotation Reset 128–135 No function 136–143 Prism Reset 144–151 Framing System Reset 152–159 All Channels Reset 160–167 Iris reset 168–175 Frost reset 176–183 Zoom reset 184–191 CMY reset 192–199 Fan ECO Mode 200–207 Fan Full Speed Mode 208–215 Fan Auto Mode 216–225 No function 226–230 Dimming Curve 1 (Linear) 231–235 Dimming Curve 2 (Square Law) 236–240 Dimming Curve 3 (Inverse Square Law) 241–245 Dimming Curve 4 (S-Curve) 246–255 No function

52 Channel

52 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	0–126 Fast 127–254 Medium 255–255 Slow
6	Dimmer	0	0–254 Closed 255–255 Open
7	Dimmer Fine	0	Fine byte of Dimmer
8	Shutter / Strobe	0	0–3 Closed 4–7 Open 8–34 Strobe S <==> F · Slow 35–75 Strobe S <==> F · Medium 76–76 Strobe S <==> F · Fast 77–110 Pulse Strobe S <==> F · Slow 111–144 Pulse Strobe S <==> F · Medium 145–145 Pulse Strobe S <==> F · Fast 146–179 Random Strobe S <==> F · Slow 180–214 Random Strobe S <==> F · Medium 215–215 Random Strobe S <==> F · Fast 216–255 Open
9	Cyan	0	0–126 Min 127–254 50% 255–255 Max
10	Magenta	0	0–126 Min 127–254 50% 255–255 Max
11	Yellow	0	0–126 Min 127–254 50% 255–255 Max
12	C TO	0	0–126 Min 127–254 50% 255–255 Max
13	Color Wheel	0	0–8 Open (wheel slot 1) 9–16 Red (wheel slot 2) 17–25 Green (wheel slot 3) 26–33 Dark Blue (wheel slot 4) 34–42 Orange (wheel slot 5) 43–50 Yellow (wheel slot 6) 51–59 Deep Magenta (wheel slot 7) 60–187 Indexing 188–219 CW Forward S <==> F 220–223 Stop 224–255 SW Reverse F <==> S

52 Channel (continued)

Ch	Function	Default	DMX values
14	Gobo	0	0–8 RG Open (wheel slot 1) 9–17 RG1 Red Gatling Gun (wheel slot 2) 18–26 RG2 Blue Sun (wheel slot 3) 27–35 RG3 Quartermaster (wheel slot 4) 36–44 RG4 Wavey Breh (wheel slot 5) 45–53 RG5 VORTEX (wheel slot 6) 54–63 RG6 Dot Bar (wheel slot 7) 64–71 RG Open (wheel slot 1) 72–79 RG1 Red Gatling Gun (wheel slot 2) 80–87 RG2 Blue Sun (wheel slot 3) 88–94 RG3 Quartermaster (wheel slot 4) 95–102 RG4 Wavey Breh (wheel slot 5) 103–110 RG5 VORTEX (wheel slot 6) 111–118 RG6 Dot Bar (wheel slot 7) 119–127 Open 128–191 CCW Scroll Slow <==> Fast 192–255 CW Scroll Fast <==> Slow
15	Gobo Rotation	0	0–63 Rotating Gobo Index 64–145 Gobo Rot CCW S > F 146–149 Stop 150–230 Gobo Rot CW F > S 231–255 Gobo Bounce
16	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
17	Gobo 2	0	0–6 SG Open (wheel slot 1) 7–13 SG1 Pick-Up Stix (wheel slot 2) 14–20 SG2 Segmented Ring (Of Doom) (wheel slot 3) 21–27 SG3 Spiral (wheel slot 4) 28–34 SG4 Crosshatch Breakup (wheel slot 5) 35–41 SG5 Forest Breakup (wheel slot 6) 42–48 SG6 Stars (wheel slot 7) 49–55 SG7 Dotty (wheel slot 8) 56–63 SG8 Square Tiles (wheel slot 9) 64–69 SG Open 70–75 SG8 Square Tiles (wheel slot 9) 76–81 SG7 Dotty (wheel slot 8) 82–87 SG6 Stars (wheel slot 7) 88–93 SG5 Forest Breakup (wheel slot 6) 94–99 SG4 Crosshatch Breakup (wheel slot 5) 100–105 SG3 Spiral (wheel slot 4) 106–111 SG2 Segmented Ring (Of Doom) (wheel slot 3) 112–117 SG1 Pick-Up Stix (wheel slot 2) 118–127 SG Open (wheel slot 1) 128–191 Scroll CCW S > F 192–255 Scroll CW F > S
18	Animation Wheel1	0	
19	Animation Wheel1Pos Rotate	0	0–124 Rot CCW F > S 125–130 Stop 131–255 Rot CW F > S
20	Blade1A	0	
21	Blade1A Fine	0	Fine byte of Blade1A
22	Blade1B	0	
23	Blade1B Fine	0	Fine byte of Blade1B
24	Blade2A	0	
25	Blade2A Fine	0	Fine byte of Blade2A
26	Blade2B	0	
27	Blade2B Fine	0	Fine byte of Blade2B
28	Blade3A	0	

52 Channel (continued)

Ch	Function	Default	DMX values
29	Blade3A Fine	0	Fine byte of Blade3A
30	Blade3B	0	
31	Blade3B Fine	0	Fine byte of Blade3B
32	Blade4A	0	
33	Blade4A Fine	0	Fine byte of Blade4A
34	Blade4B	0	
35	Blade4B Fine	0	Fine byte of Blade4B
36	Shaper Rot	0	
37	Shaper Rot Fine	0	Fine byte of Shaper Rot
38	Focus	0	
39	Focus Fine	0	Fine byte of Focus
40	Focus1Adjust	0	0–10 No Function 11–127 Focus to Static Gobo Wheel 128–255 Focus to Rotating Gobo Wheel
41	Zoom	0	0–254 Narrow 255–255 Wide
42	Zoom Fine	0	Fine byte of Zoom
43	Prism	0	0–4 Prism Out 5–255 Prism In
44	Prism Rotation	0	0–127 Prism Indexing 128–189 Rot CCW F > S 190–193 Stop 194–255 Rot CW S > F
45	Prism	0	0–4 Prism Out 5–255 Prism In
46	Prism Rotation	0	0–127 Prism Indexing 128–189 Rot CW F > S 190–193 Stop 194–255 Rot CCW S > F
47	Iris	0	0–62 Open 63–63 Closed 64–95 Slow 96–126 Medium 127–127 Fast 128–159 Slow 160–190 Medium 191–191 Fast 192–223 Slow 224–254 Medium 255–255 Fast
48	Frost1	0	0–254 Frost Out 255–255 Max Frost
49	C RIMode	0	0–4 CRI Filter Out 5–254 CRI Filter Min 255–255 CRI Filter Max
50	Color Macro1	0	0–9 No Function 10–255 CMY Macros
51	Color Macro1Rate	0	0–126 Fast 127–254 Medium 255–255 Slow

52 Channel (continued)

Ch	Function	Default	DMX values
52	Control1	0	0–7 No function 8–15 XY blackout 16–23 C blackout 24–31 G blackout 32–39 XY/C blackout 40–47 XY/G blackout 48–55 XY/C/G blackout 56–95 No function 96–103 X reset 104–111 Y reset 112–119 Color reset 120–127 Robo Wheels and Rotation Reset 128–135 No function 136–143 Prism Reset 144–151 Framing System Reset 152–159 All Channels Reset 160–167 Iris reset 168–175 Frost reset 176–183 Zoom reset 184–191 CMY reset 192–199 Fan ECO Mode 200–207 Fan Full Speed Mode 208–215 Fan Auto Mode 216–225 No function 226–230 Dimming Curve 1 (Linear) 231–235 Dimming Curve 2 (Square Law) 236–240 Dimming Curve 3 (Inverse Square Law) 241–245 Dimming Curve 4 (S-Curve) 246–255 No function