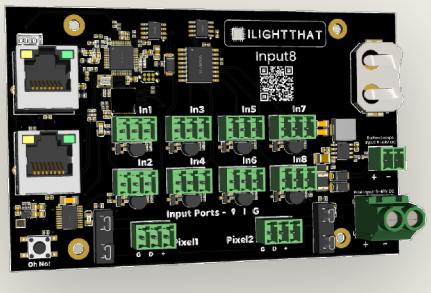
BALDRICK BOARDS · MANUAL & DOCS

# BaldrickInput8 Manual

Everything you need to wire, network and run your BaldrickInput8 — from first power-up to your first show.

Last updated 4 Sep 2026




## Getting started

## Getting Started with BaldrickInput8

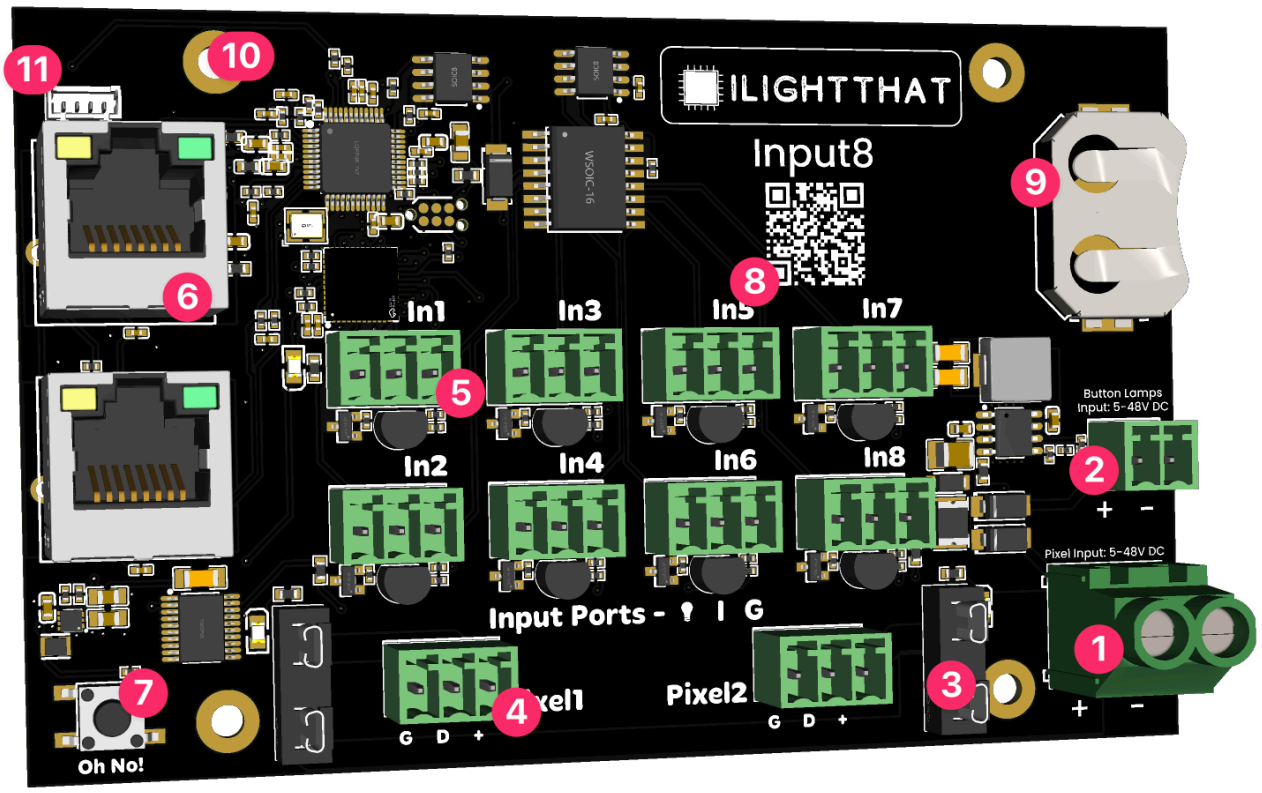
> **Note**
>
> For now you can checkout the getting started guide for the BaldrickInput1. It's similar but you've got an extra 7 inputs to play with!

## Technical specifications

### At a glance

| Specification | Value |
|---|---|
| Inputs | 8 Turniputs |
| Pixel outputs | 2 ports, up to 750 RGB pixels at 40fps |
| Power input | 5–48V DC with onboard power management |
| Networking | Dual ethernet for daisy chaining |
| Form factor | Baldrick Medium dimensions |

**Board components**




1. **Pixel Power Jack** — Can take 5v to 48v and will automatically step down to power the board.
2. **Lamp Power** — Working on the basis that you might want 12v pixels but 5v lamps in your buttons, we've added a separate power for your lamps (if you don't use lightup buttons you can ignore this).
3. **7.5amp fuse** — Nothing much to say here.
4. **Pixel output** — Can output up to 750 RGB pixels at 40FPS.
5. **Turniputs** — Our advanced input powered by the Turnip Network.
6. **Dual 100mb Ethernet Port** — You can use this to connect to your show network then daisy chain something else (like a Baldrick17 or a BaldrickSwitchy).
7. **Oh No button** — Use this to reset the board by holding for 5 seconds when the board is booting.
8. **QR Code** — An easy to scan QR code which will take you to these docs for easy troubleshooting.
9. **RTC battery** — Keeps the time even if not connected to the internet, perfect for scheduling effects to go on and off at certain times.
0. **Mounting Holes** — The BaldrickInput8 is classed as a medium family member.

> ⚠ **Mounting holes**
>
> DO NOT DRILL out these holes to make them fit the screws you've got already, doing this will void any warranty.

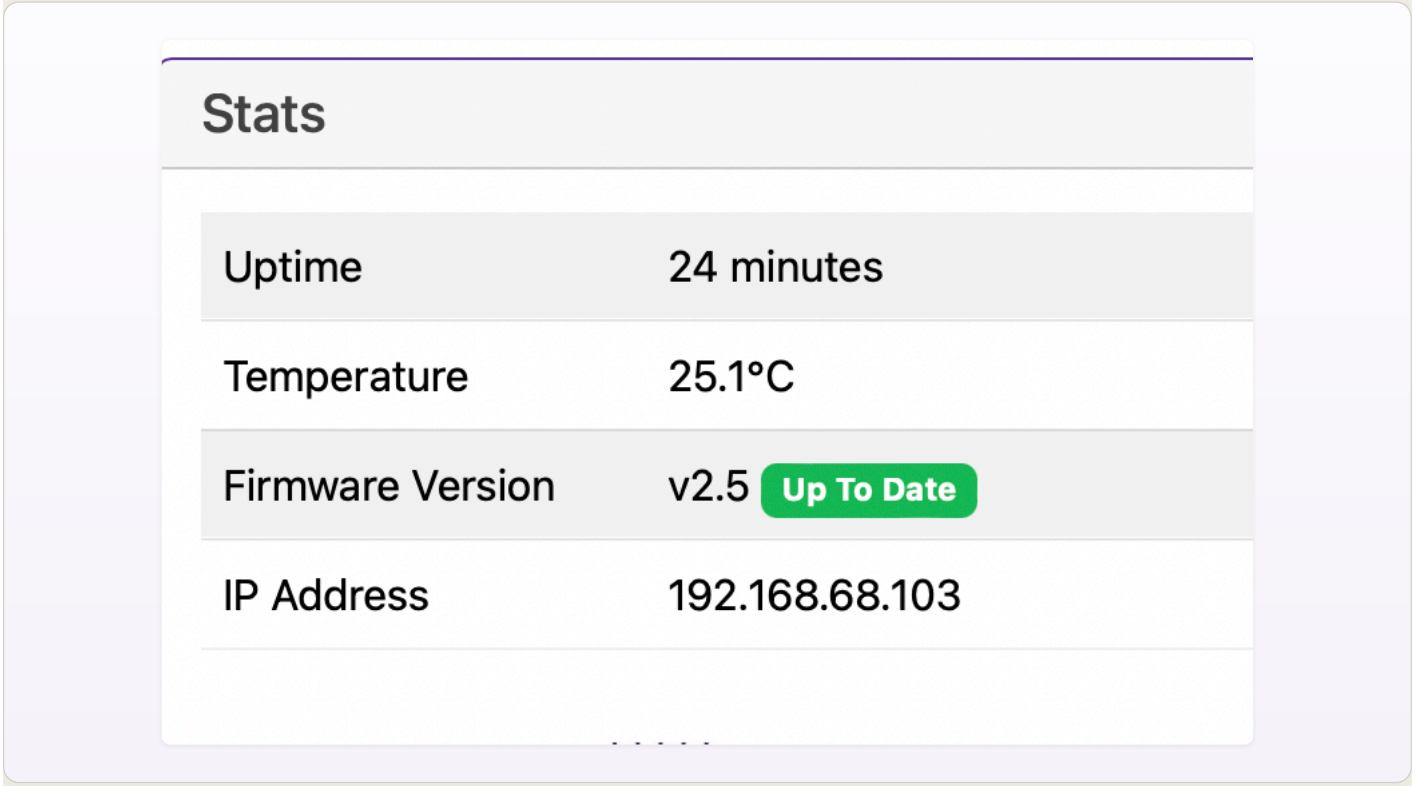
## Web interface

The BaldrickInput8 includes a powerful web-based configuration interface that allows you to set up and control your board from any web browser.

This comprehensive guide covers every aspect of the web interface.

### Stats Dashboard

#### System Information

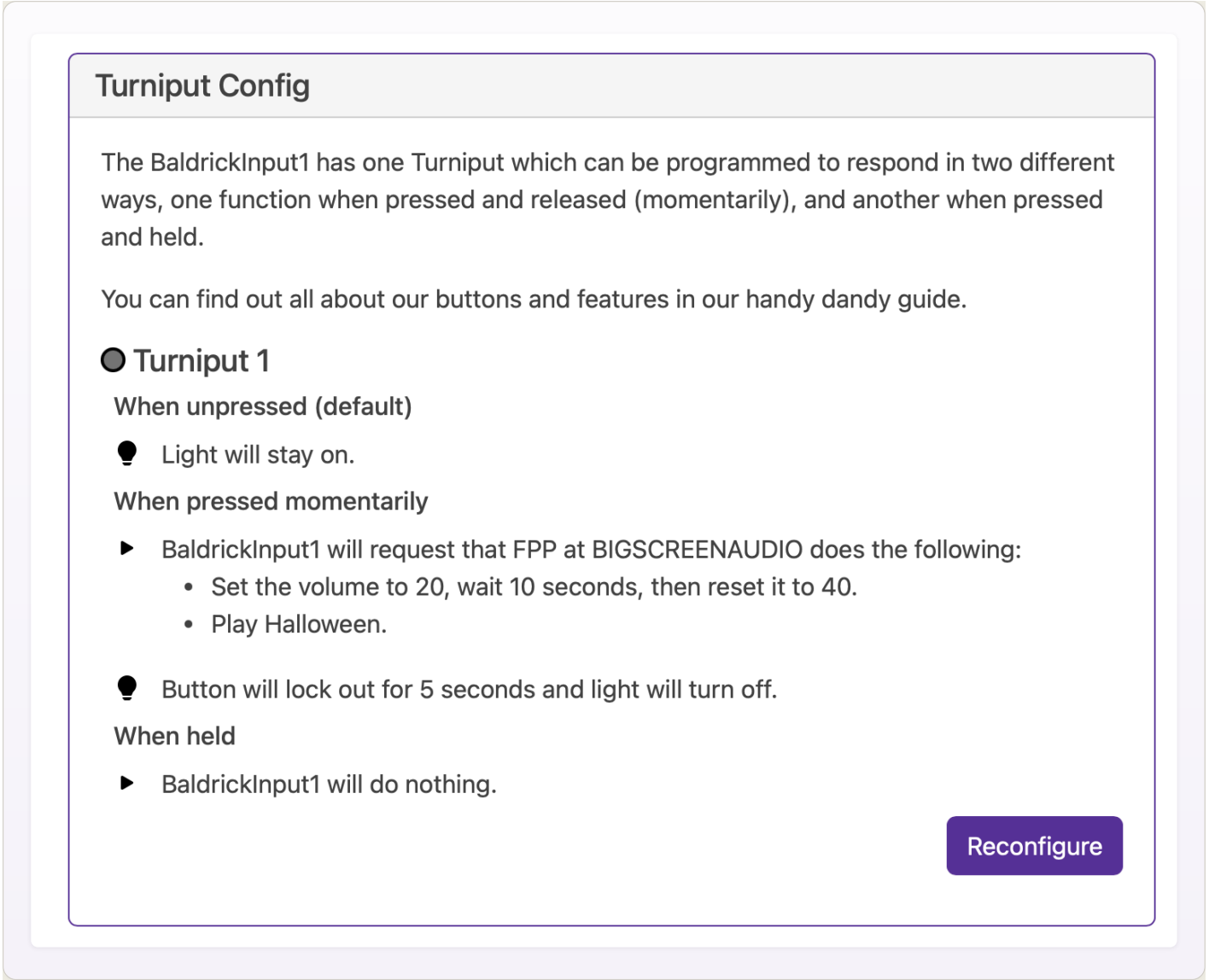



The Stats board gives you a heads up as to what's going on with your controller.

```
<h5>Uptime</h5>
<p>Tells you how long your controller has been powered on <em>(this is useful in June to remind you that you forgot to turn it off over
<h5>Temperature</h5>
<p>With a sensor next to the Ethernet connector, this gives you an indication of the board temperature <em>(in Celsius because water fr
<h5>Firmware Version</h5>
<p>The BaldrickInput8 is pretty new in the world of controllers and we've got a LOT of features left to add, this will let you know you
<h5>IP Address</h5>
<p>It would be pretty silly to have a controller information box without showing you the IP Address of the controller wouldn't it? That
```

### Turniput Configuration

#### External Input Triggers




The BaldrickInput8 comes with eight Turniput ports to attach external triggers (buttons, beam breaks, motion sensors) that can be configured when triggered to do a multitude of tasks.

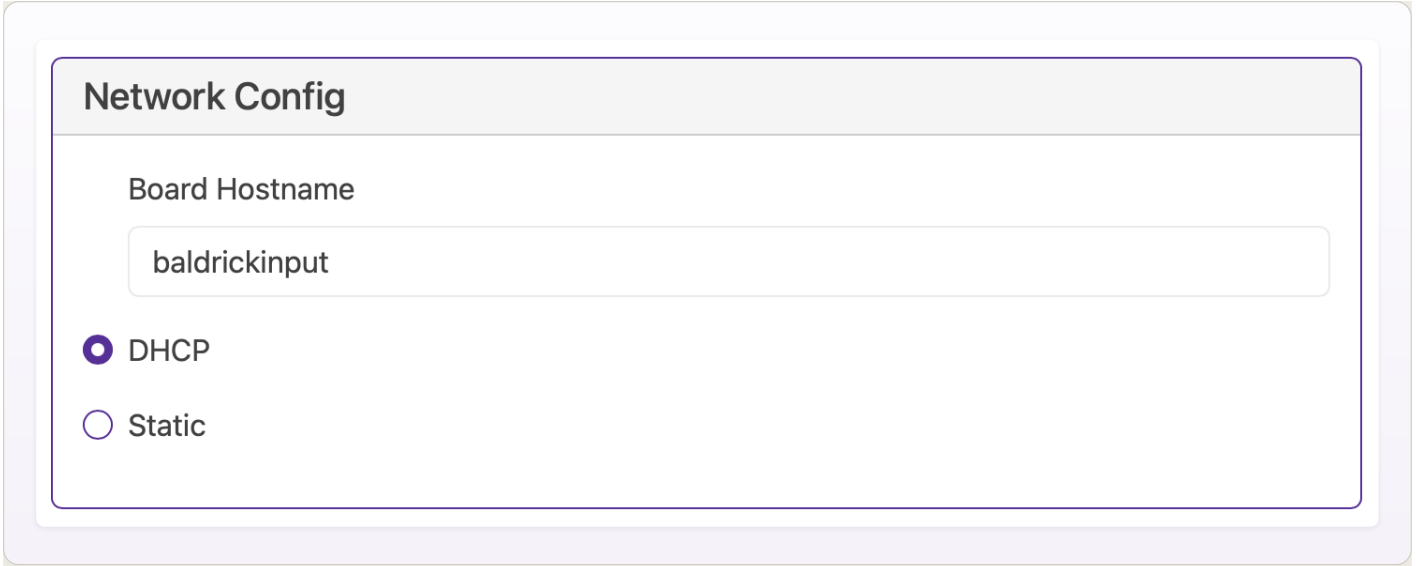
**Available Actions**

```
<h6 id="fpp-integration">FPP Integration</h6>
<p>Control FPP (Falcon Pi Player) instances, change volume, play songs/playlists, or call FPP API directly.</p>
<h6>Toggle Test Mode</h6>
<p>Quickly enable any test mode at a specific brightness for quick prop testing.</p>
<h6>BaldrickSwitchy Control</h6>
<p>Turn on/off BaldrickSwitchy ports for specific durations (bubble machines, snow machines, etc.).</p>
<h6>BaldrickDMX Presets</h6>
<p>Activate preset commands on your BaldrickDMX for moving heads, effects, etc.</p>
<h6 id="http-url-calls">HTTP URL Calls</h6>
<p>Call web APIs from simple triggers - perfect for custom integrations.</p>
<h6>Do Nothing</h6>
<p>Sometimes you set an input to do something and think "oh actually no, that's not what I want."</p>
```

> ⚠ **Note**
>
> The main difference between this and the Button input on the Baldrick8 is the addition of Lamp controls.

### Networking Configuration

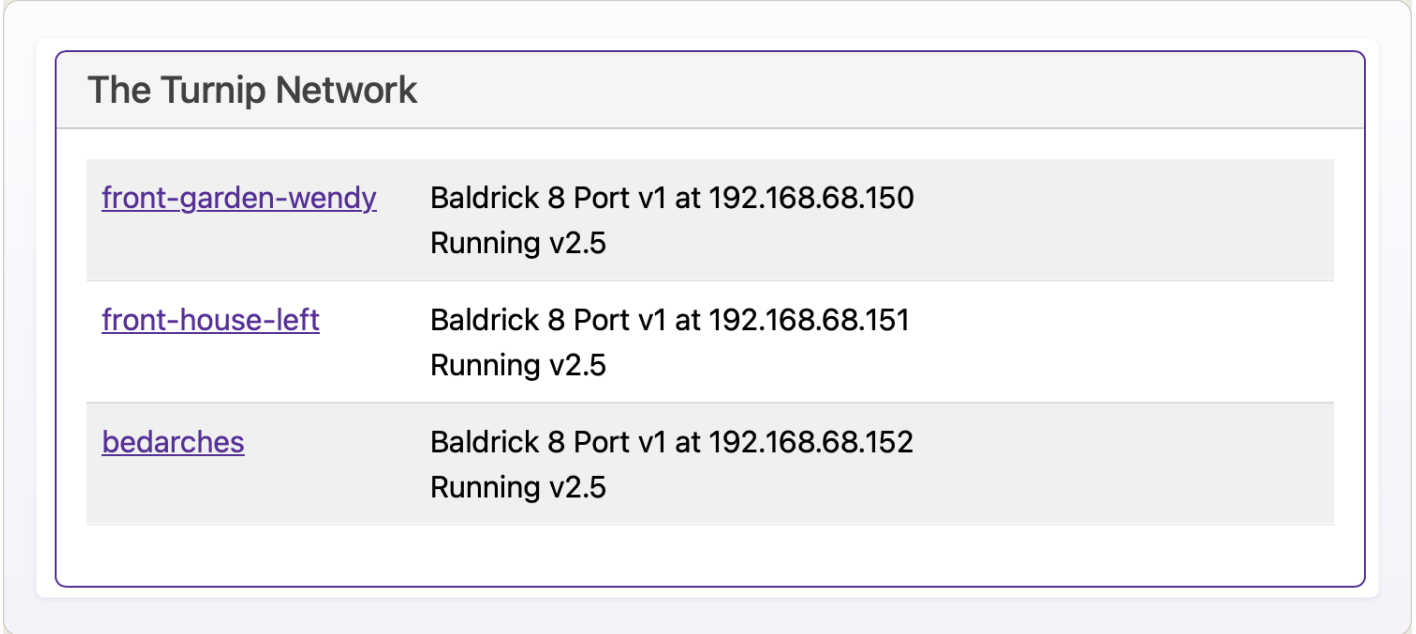
**Good Defaults, Easy Config**




Note WiFi on the Input8 is currently in testing and will be released soon.
<h5>Hostname</h5>
The default hostname is baldrickboard (hence baldrickboard.local). If you have one BaldrickInput8 then it's
<h5>DHCP / STATIC</h5>
The default option is DHCP (which is Dynamic Host Configuration Protocol but you don't need to know that) wh
<h5>IP Address</h5>
Set this to the IP address that you want the controller to be fixed to.
<h5>Subnet Mask & Gateway</h5>
It is more than likely that you can copy the Subnet Mask (the size of your network) and the Default Gateway
<h5>DNS Server</h5>
DNS wise, typically, your default gateway is your router IP, and that more often than not, can provide your

**Turnip Network**

**The Turnip Network**




The Baldrick family of boards have developed with *ease of use* as one of the core principles, this lead the creation of 'The Turnip Network'.

The BaldrickBoards will find each other on the network, allowing you to easily switch between them when doing configuration.

Test Sync allows you to enable test mode on one Baldrick board and all the others in that series will follow (so when you turn Hodgical Test Mode on one Baldrick8, it will turn on the rest of them).

Some of the Baldrick boards have buttons (or Turniputs) and these allow integration with not only all the other boards in the family, but also FPP and web hooks!

::: note It's what those people in business suits call 'synergy'! :::

## Advanced Settings

### Advanced Configuration Options

Advanced settings provide additional configuration options for power users and complex installations.

#### Coming Soon

Advanced settings documentation will be added as new features are developed and released.