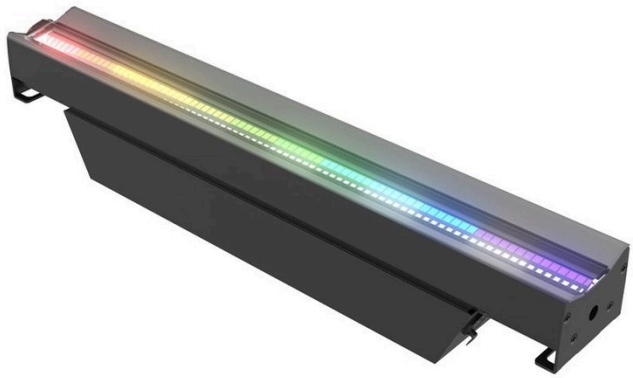
DMX REFERENCE

ACME FLASHBOLT (STROBE 4E)

FLASHBOLT (STROBE 4E)

ACME



Manufacturer	ACME
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GDTF revision	ACME FLASHBOLT (STROBE 4E) · 2024-08-21
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1 About this manual

This document describes the FLASHBOLT (STROBE 4E) by ACME. It was compiled from the GDTF file ACME_ACME_FLASHBOLT_STROBE_4E_71613.gdtf from the GDTF-Share library.

File revision: “ACME FLASHBOLT (STROBE 4E)”.

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 ACME; 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	3 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 6 DMX	6	85	1, 7, 13, 19, ...
Mode 2 14 DMX	14	36	1, 15, 29, 43, ...
Mode 3 20 DMX	20	25	1, 21, 41, 61, ...
Mode 4 26 DMX	26	19	1, 27, 53, 79, ...
Mode 5 48 DMX	48	10	1, 49, 97, 145, ...
Mode 6 84 DMX	84	6	1, 85, 169, 253, ...

No light? Check these channels

- Mode 1 6 DMX: CH 5 Dimmer above 0
- Mode 2 14 DMX: CH 6 Dimmer above 0; CH 9 Strobe at 0–6 “Open”; CH 10 Strobe Effect at 0–5 “No Effect”
- Mode 3 20 DMX: CH 5 Dimmer 1 above 0; CH 8 Shutter 1 at 0–6 “Open”; CH 9 Strobe Effect 1 at 0–5 “No Effect”; CH 13 Dimmer 2 above 0; CH 16 Shutter 2 at 0–6 “Open”; CH 17 Strobe Effect 2 at 0–5 “No Effect”
- Mode 4 26 DMX: CH 13 Dimmer 1 above 0; CH 16 Shutter at 0–6 “Open”; CH 17 Strobe Effect 1 at 0–5 “No Effect”; CH 22 Dimmer 2 above 0; CH 25 Strobe at 0–6 “Open”; CH 26 Strobe Effect 2 at 0–5 “No Effect”



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.

⚠ WARNING

- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

4 Installation

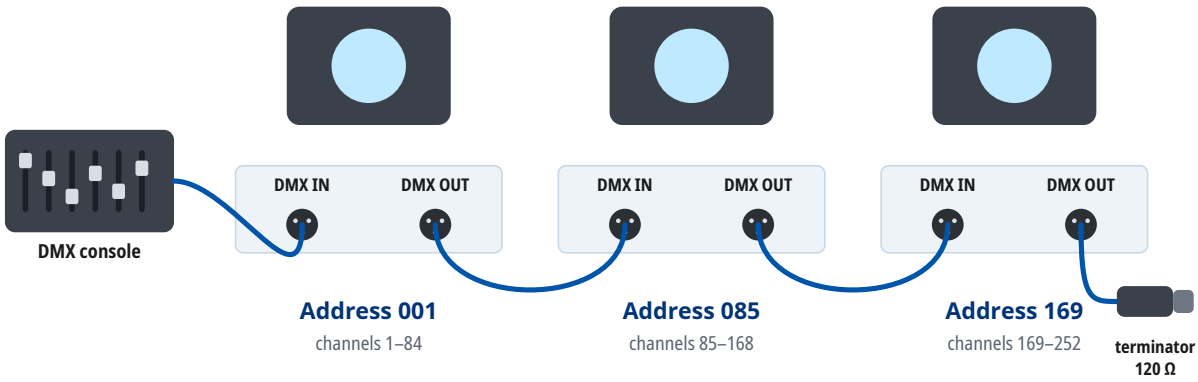
⚠ WARNING

- 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: 3 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.

5 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 6 84 DMX: every unit occupies 84 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.

6 Operation

Setting the DMX address

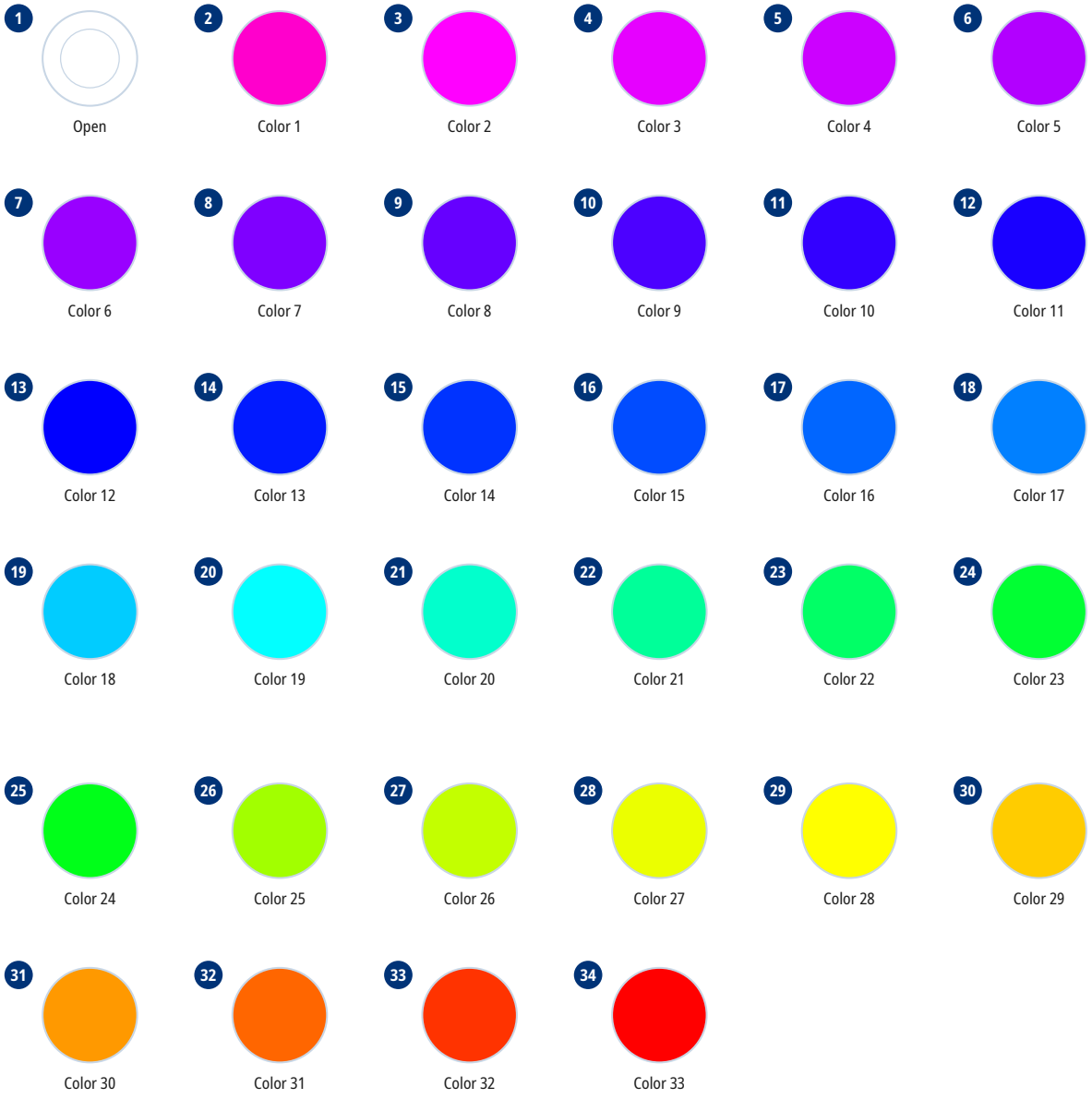
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 6 84 DMX”: 84.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Mode 6 84 DMX”, you can use, for example, the start addresses 1, 85, 169, 253.
- 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.

7 Functions at a glance

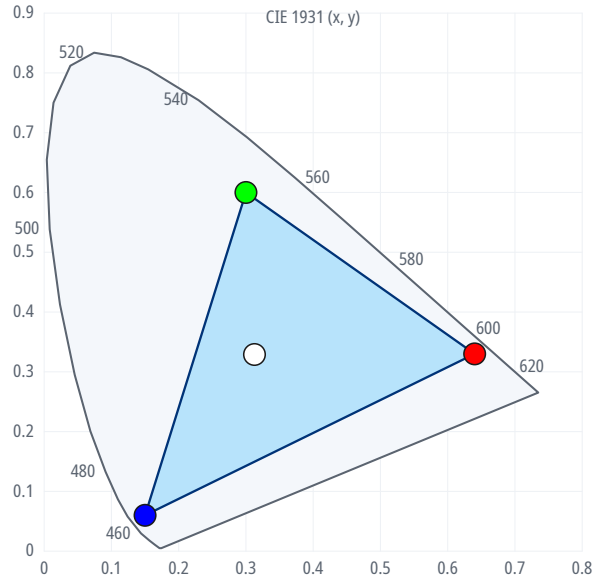
Functions in each DMX mode

	Mode 1 6 DMX 6 channels	Mode 2 14 DMX 14 channels	Mode 3 20 DMX 20 channels	Mode 4 26 DMX 26 channels	Mode 5 48 DMX 48 channels	Mode 6 84 DMX 84 channels
Dimmer	5	6	5, 13	13, 22	✓	✓
Shutter / strobe		8–10	7–9, 15–17	15–17, 24–26		
Color mixing	1–4	1–4	1–3	1–12, 18–21	1–48	1–84
Color wheel		5	4			
Effects / macros		11, 12	10, 18			
Pixel control				✓	12 + 12 cells	24 + 12 cells

Color wheel


1
Open
2
Color 1
3
Color 2
4
Color 3
5
Color 4
6
Color 5
7
Color 6
8
Color 7
9
Color 8
10
Color 9
11
Color 10
12
Color 11
13
Color 12
14
Color 13
15
Color 14
16
Color 15
17
Color 16
18
Color 17
19
Color 18
20
Color 19
21
Color 20
22
Color 21
23
Color 22
24
Color 23
25
Color 24
26
Color 25
27
Color 26
28
Color 27
29
Color 28
30
Color 29
31
Color 30
32
Color 31
33
Color 32
34
Color 33

LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
White	0.313	0.329

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

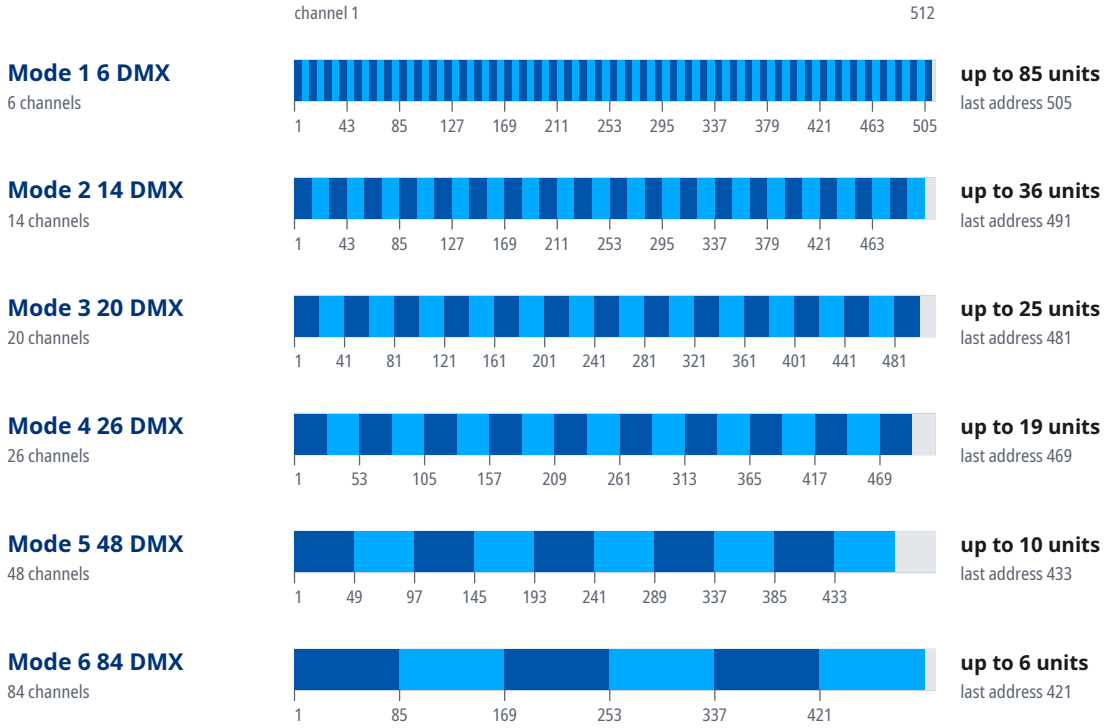
Cells (pixels)

13	14	15	16	17	18	19	20	21	22	23	24
1	2	3	4	5	6	7	8	9	10	11	12

Cells where the GDTF file places them (seen from above), 24 in all; numbered in the order of their first DMX channel in the mode “Mode 6 84 DMX”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 6 84 DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	421	11	U2 · 337	16	U3 · 253
2	85	7	U2 · 1	12	U2 · 421	17	U3 · 337
3	169	8	U2 · 85	13	U3 · 1	18	U3 · 421
4	253	9	U2 · 169	14	U3 · 85	19	U4 · 1
5	337	10	U2 · 253	15	U3 · 169	20	U4 · 85

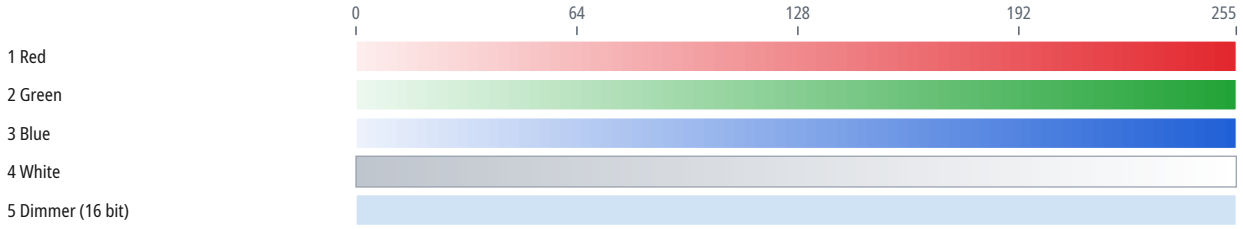
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 6 DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0. 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 White 255, CH 5 Dimmer 255.

Channel functions at a glance



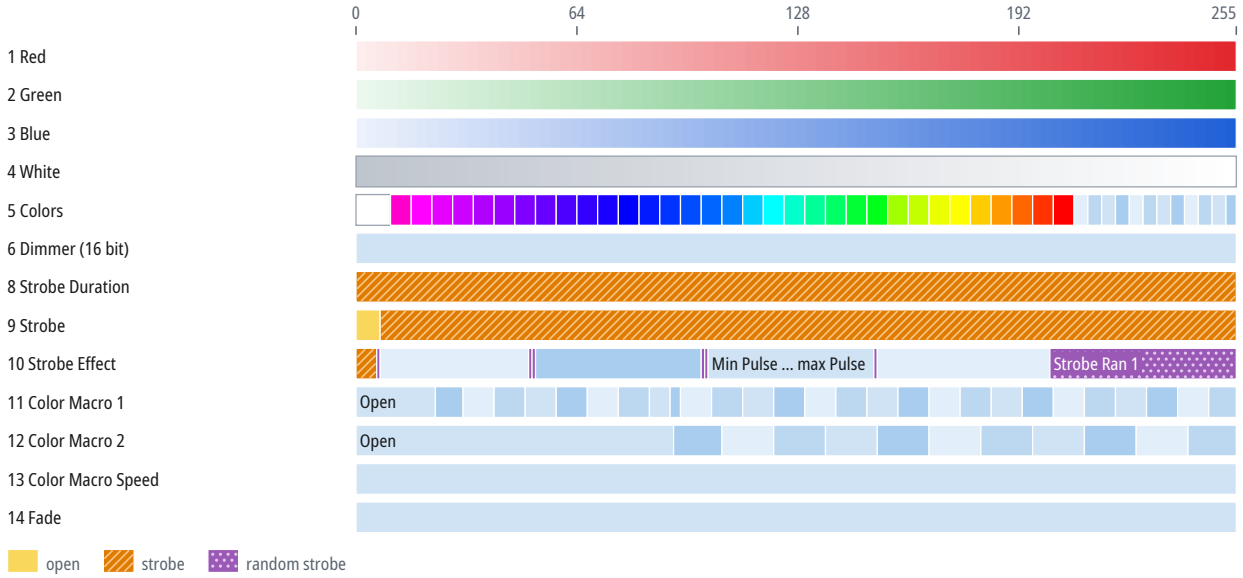
CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	
5	Dimmer	0–255	
6	Dimmer Fine	0–255	Fine adjustment of CH 5

Mode 2 14 DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Dimmer above 0; CH 9 Strobe at 0–6 “Open”; CH 10 Strobe Effect at 0–5 “No Effect”. 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 White 255, CH 6 Dimmer 255, CH 8 Strobe Duration 255, CH 10 Strobe Effect 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	White	0–255	
5	Colors	0–9	Color 1: Open
		10–15	Color 1
		16–21	Color 2
		22–27	Color 3
		28–33	Color 4
		34–39	Color 5
		40–45	Color 6
		46–51	Color 7
		52–57	Color 8
		58–63	Color 9
		64–69	Color 10
		70–75	Color 11
		76–81	Color 12
		82–87	Color 13
		88–93	Color 14
		94–99	Color 15
		100–105	Color 16
		106–111	Color 17
		112–117	Color 18
		118–123	Color 19
		124–129	Color 20
		130–135	Color 21
		136–141	Color 22
		142–147	Color 23
		148–153	Color 24
		154–159	Color 25
		160–165	Color 26
		166–171	Color 27
		172–177	Color 28
		178–183	Color 29
		184–189	Color 30
		190–195	Color 31
		196–201	Color 32
		202–207	Color 33
		208–211	Colors change: slow speed
		212–215	Colors change: medium speed
		216–219	Colors change: fast speed

CH	Function	DMX	Description
5	Colors (continued)	220–223	Colors change randomly: slow speed
		224–227	Colors change randomly: medium speed
		228–231	Colors change randomly: fast speed
		232–235	Colors change in zones: slow speed
		236–239	Colors change in zones: medium speed
		240–243	Colors change in zones: fast speed
		244–247	Colors change randomly in zones: slow speed
		248–251	Colors change randomly in zones: medium speed
		252–255	Colors change randomly in zones: fast speed
6	Dimmer	0–255	
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Strobe Duration	0–255	
9	Strobe	0–6	Open
		7–255	Shutter 1 Strobe 2 (0.5–25 Hz)
10	Strobe Effect	0–5	No Effect
		6	Min PulseOpen
		7–49	Min PulseOpen ... max PulseOpen
		50	Max PulseOpen
		51	Min PulseClose
		52–99	Min PulseClose ... max PulseClose
		100	Max PulseClose
		101	Min Pulse
		102–149	Min Pulse ... max Pulse
		150	Max Pulse
		151–200	Lightning
		201–255	Strobe Ran 1 (10–20 Hz)
11	Color Macro 1	0–22	Open
		23–30	Macro 1
		31–39	Macro 2
		40–48	Macro 3
		49–57	Macro 4
		58–66	Macro 5
		67–75	Macro 6
		76–84	Macro 7
		85–90	Macro 8
		91–93	Macro 8 ... Macro 9
		94–102	Macro 9
		103–111	Macro 10
		112–120	Macro 11
		121–129	Macro 12
		130–138	Macro 13
		139–147	Macro 14

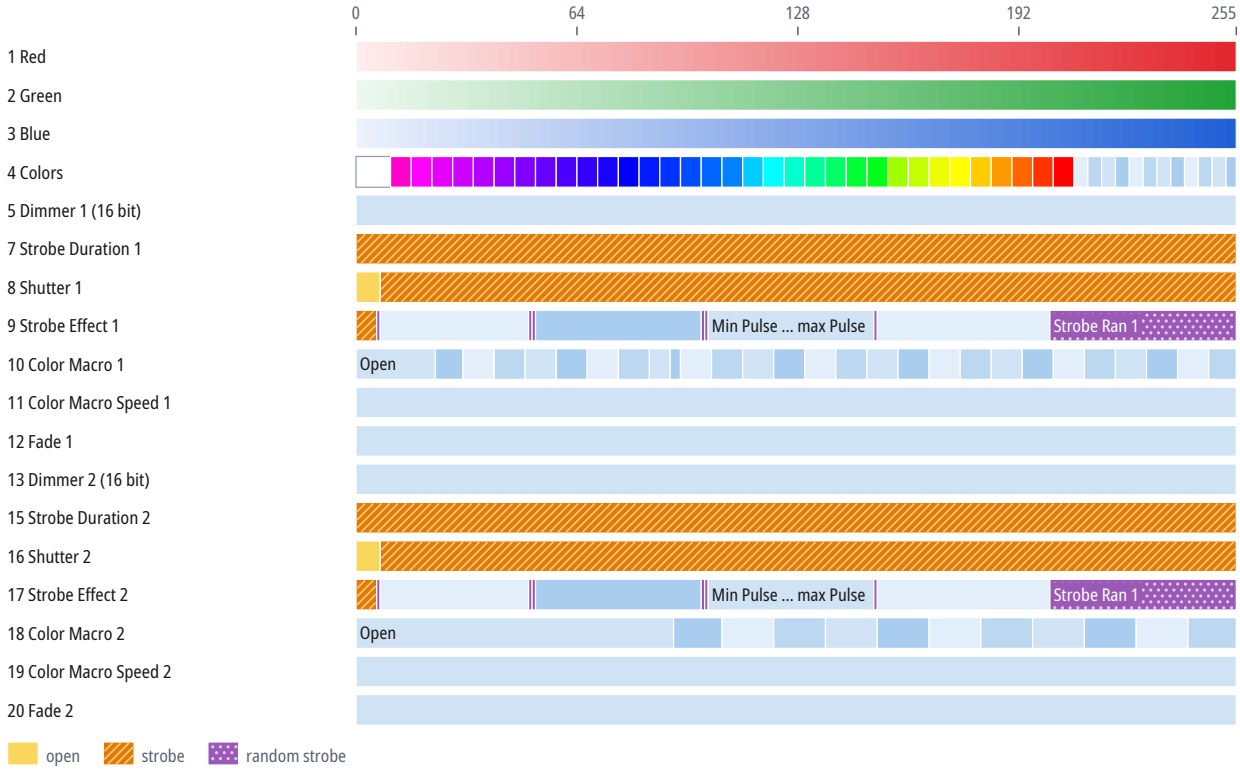
CH	Function	DMX	Description
11	Color Macro 1 (continued)	148–156	Macro 15
		157–165	Macro 16
		166–174	Macro 17
		175–183	Macro 18
		184–192	Macro 19
		193–201	Macro 20
		202–210	Macro 21
		211–219	Macro 22
		220–228	Macro 23
		229–237	Macro 24
		238–246	Macro 25
		247–255	Macro 26
12	Color Macro 2	0–91	Open
		92–105	Macro 1
		106–120	Macro 2
		121–135	Macro 3
		136–150	Macro 4
		151–165	Macro 5
		166–180	Macro 6
		181–195	Macro 7
		196–210	Macro 8
		211–225	Macro 9
		226–240	Macro 10
		241–255	Macro 11
13	Color Macro Speed	0–255	
14	Fade	0–255	

Mode 3 20 DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer 1 above 0; CH 8 Shutter 1 at 0–6 “Open”; CH 9 Strobe Effect 1 at 0–5 “No Effect”; CH 13 Dimmer 2 above 0; CH 16 Shutter 2 at 0–6 “Open”; CH 17 Strobe Effect 2 at 0–5 “No Effect”. 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 5 Dimmer 1 255, CH 7 Strobe Duration 1 255, CH 9 Strobe Effect 1 0, CH 13 Dimmer 2 255, CH 15 Strobe Duration 2 255, CH 17 Strobe Effect 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	
2	Green	0–255	
3	Blue	0–255	
4	Colors		Same as CH 5 in the mode “Mode 2 14 DMX” (p. 11)
5	Dimmer 1	0–255	
6	Dimmer 1 Fine	0–255	Fine adjustment of CH 5
7	Strobe Duration 1	0–255	
8	Shutter 1	0–6	Open
		7–255	Shutter 1 Strobe 2 (0.5–25 Hz)
9	Strobe Effect 1	0–5	No Effect
		6	Min PulseOpen
		7–49	Min PulseOpen ... max PulseOpen
		50	Max PulseOpen
		51	Min PulseClose

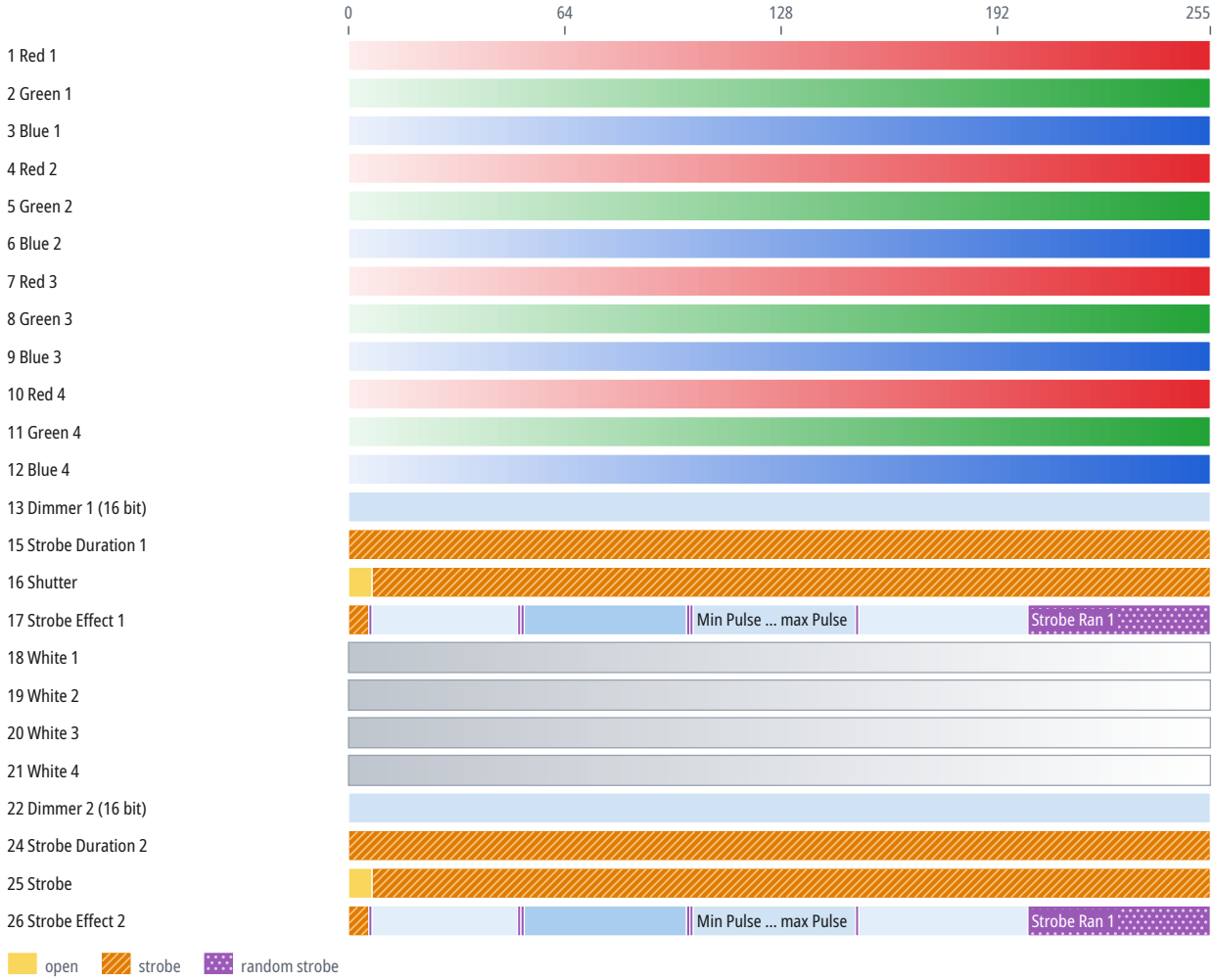
CH	Function	DMX	Description
9	Strobe Effect 1 (continued)	52–99	Min PulseClose ... max PulseClose
		100	Max PulseClose
		101	Min Pulse
		102–149	Min Pulse ... max Pulse
		150	Max Pulse
		151–200	Lightning
		201–255	Strobe Ran 1 (10–20 Hz)
10	Color Macro 1		Same as CH 11 in the mode “Mode 2 14 DMX” (p. 12)
11	Color Macro Speed 1	0–255	
12	Fade 1	0–255	
13	Dimmer 2	0–255	
14	Dimmer 2 Fine	0–255	Fine adjustment of CH 13
15	Strobe Duration 2	0–255	
16	Shutter 2	0–6	Open
		7–255	Shutter 1 Strobe 2 (0.5–25 Hz)
17	Strobe Effect 2	0–5	No Effect
		6	Min PulseOpen
		7–49	Min PulseOpen ... max PulseOpen
		50	Max PulseOpen
		51	Min PulseClose
		52–99	Min PulseClose ... max PulseClose
		100	Max PulseClose
		101	Min Pulse
		102–149	Min Pulse ... max Pulse
		150	Max Pulse
		151–200	Lightning
		201–255	Strobe Ran 1 (10–20 Hz)
18	Color Macro 2		Same as CH 12 in the mode “Mode 2 14 DMX” (p. 13)
19	Color Macro Speed 2	0–255	
20	Fade 2	0–255	

Mode 4 26 DMX

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 13 Dimmer 1 above 0; CH 16 Shutter at 0–6 “Open”; CH 17 Strobe Effect 1 at 0–5 “No Effect”; CH 22 Dimmer 2 above 0; CH 25 Strobe at 0–6 “Open”; CH 26 Strobe Effect 2 at 0–5 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 Red 2 255, CH 5 Green 2 255, CH 6 Blue 2 255, CH 7 Red 3 255, CH 8 Green 3 255, CH 9 Blue 3 255, CH 10 Red 4 255, CH 11 Green 4 255, CH 12 Blue 4 255, CH 13 Dimmer 1 255, CH 15 Strobe Duration 1 255, CH 17 Strobe Effect 1 0, CH 18 White 1 255, CH 19 White 2 255, CH 20 White 3 255, CH 21 White 4 255, CH 22 Dimmer 2 255, CH 24 Strobe Duration 2 255, CH 26 Strobe Effect 2 0.

Channel functions at a glance



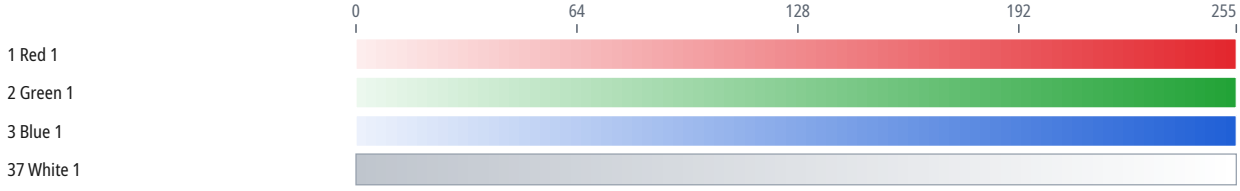
CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Red 2	0–255	
5	Green 2	0–255	
6	Blue 2	0–255	
7	Red 3	0–255	

CH	Function	DMX	Description
8	Green 3	0–255	
9	Blue 3	0–255	
10	Red 4	0–255	
11	Green 4	0–255	
12	Blue 4	0–255	
13	Dimmer 1	0–255	
14	Dimmer 1 Fine	0–255	Fine adjustment of CH 13
15	Strobe Duration 1	0–255	
16	Shutter	0–6	Open
		7–255	Shutter 1 Strobe 2 (0.5–25 Hz)
17	Strobe Effect 1		Same as CH 9 in the mode “Mode 3 20 DMX” (p. 14)
18	White 1	0–255	
19	White 2	0–255	
20	White 3	0–255	
21	White 4	0–255	
22	Dimmer 2	0–255	
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22
24	Strobe Duration 2	0–255	
25	Strobe		Same as CH 9 in the mode “Mode 2 14 DMX” (p. 12)
26	Strobe Effect 2		Same as CH 17 in the mode “Mode 3 20 DMX” (p. 15)

Mode 5 48 DMX

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 12 cells), CH 2 Green 255 (the same in each of the 12 cells), CH 3 Blue 255 (the same in each of the 12 cells), CH 37 White 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
37	White 1	0–255	

CH 1–36: 12 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

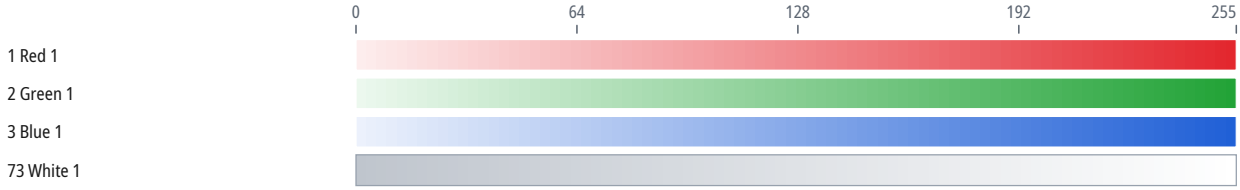
CH 37–48: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 37); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	37	2	38	3	39	4	40	5	41	6	42
7	43	8	44	9	45	10	46	11	47	12	48

Mode 6 84 DMX

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 24 cells), CH 2 Green 255 (the same in each of the 24 cells), CH 3 Blue 255 (the same in each of the 24 cells), CH 73 White 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
73	White 1	0–255	

CH 1–72: 24 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
22	64	65	66	23	67	68	69	24	70	71	72

CH 73–84: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 73); the table below gives each cell's channel numbers.

Cell	White	Cell	White	Cell	White	Cell	White	Cell	White	Cell	White
1	73	2	74	3	75	4	76	5	77	6	78
7	79	8	80	9	81	10	82	11	83	12	84

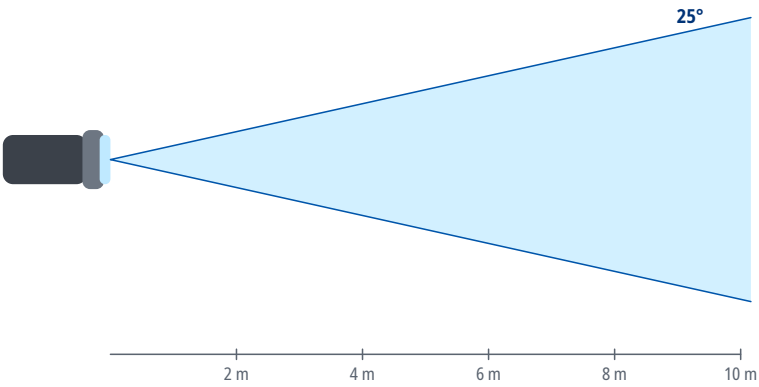
9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x3806, device model ID 0x8154)
Weight	3 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–25 Hz

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 m

Spot diameter square to the beam axis, calculated from the beam angle.

10 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.

11 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.

12 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.