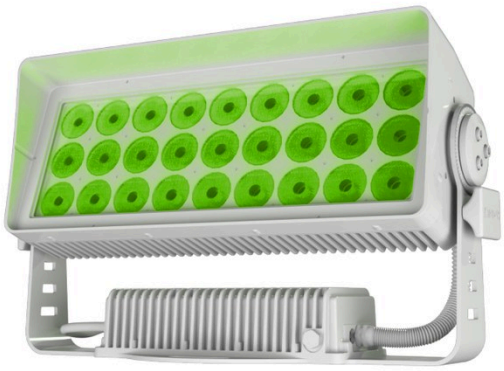
DMX REFERENCE

CL-6004 PANEL

CINDY



Manufacturer	CINDY
GDTF file	CINDY_CL-6004_PANEL_142460.gdtf
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1 About this manual

This document describes the CL-6004 PANEL by CINDY. It was compiled from the GDTF file CINDY_CL-6004_PANEL_142460.gdtf from the GDTF-Share library.

File revision: “Build No 1”.

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 CINDY; 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	11.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
42CH	42	12	1, 43, 85, 127, ...
13CH	13	39	1, 14, 27, 40, ...
18CH	18	28	1, 19, 37, 55, ...
6CH	6	85	1, 7, 13, 19, ...
4CH	4	128	1, 5, 9, 13, ...

No light? Check these channels

- 42CH: CH 3 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter Open”
- 13CH: CH 2 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter Open”
- 18CH: CH 3 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter 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 Installation

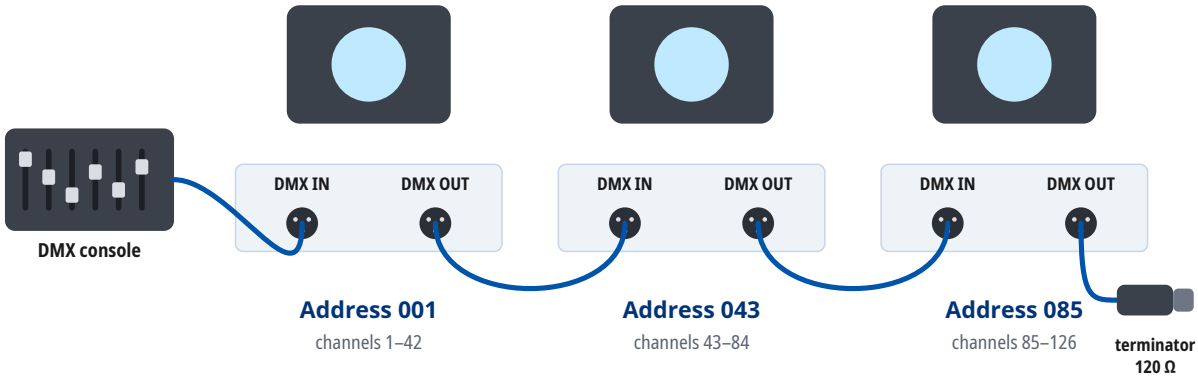
⚠ **WARNING**

- 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: 11.6 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 42CH: every unit occupies 42 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

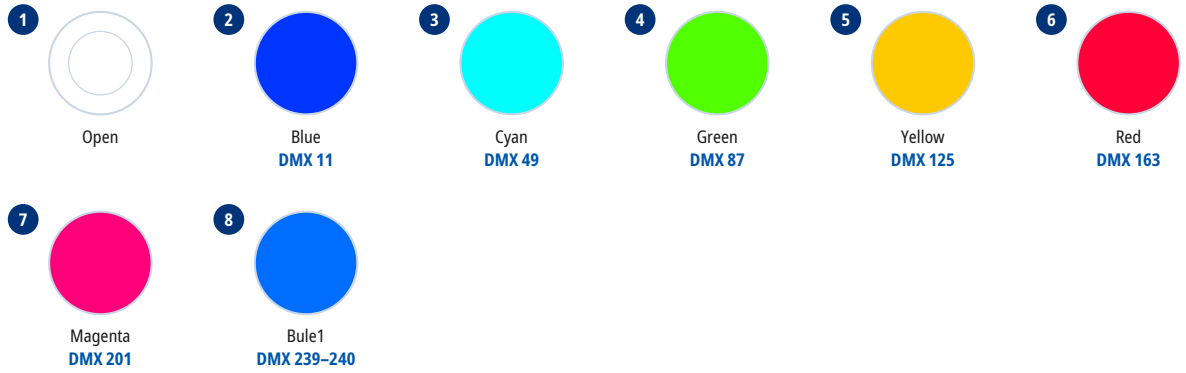
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “42CH”: 42.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “42CH”, you can use, for example, the start addresses 1, 43, 85, 127.
- 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

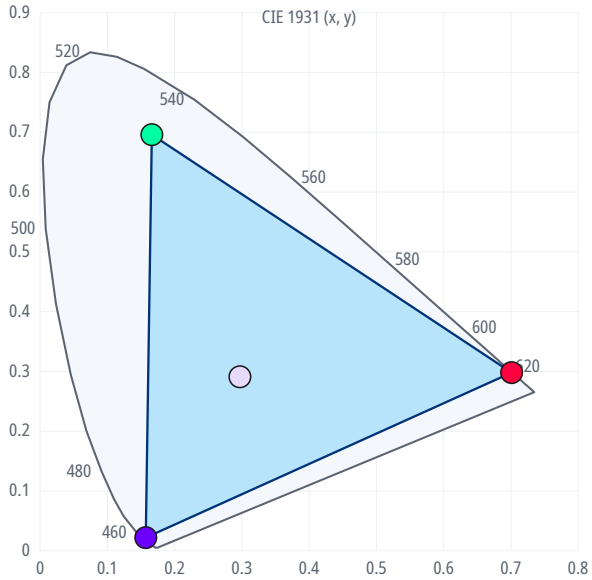
Functions in each DMX mode

	42CH 42 channels	13CH 13 channels	18CH 18 channels	6CH 6 channels	4CH 4 channels
Dimmer	1	1	1	✓	✓
Dimmer resolution	16 bit	8 bit	16 bit		
Shutter / strobe	3	2	3		
Color mixing	16× (11–41)	10–13	7–18	1–4	1–4
Color temperature	5	4	5	5	
Color wheel	4	3	4		
Effects / macros	4, 6	3, 5	4		
Pixel control	✓		✓		

Color wheel



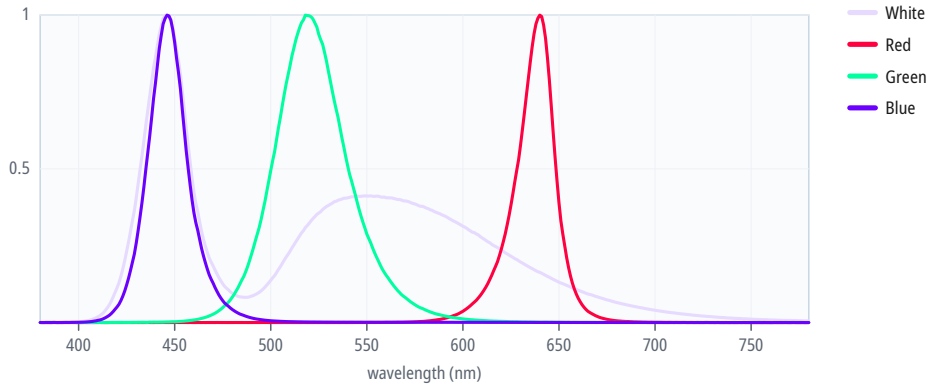
LED colors and the colors they mix



LED	x	y	nm
White	0.297	0.291	
Red	0.701	0.298	626
Green	0.166	0.696	525
Blue	0.157	0.022	451

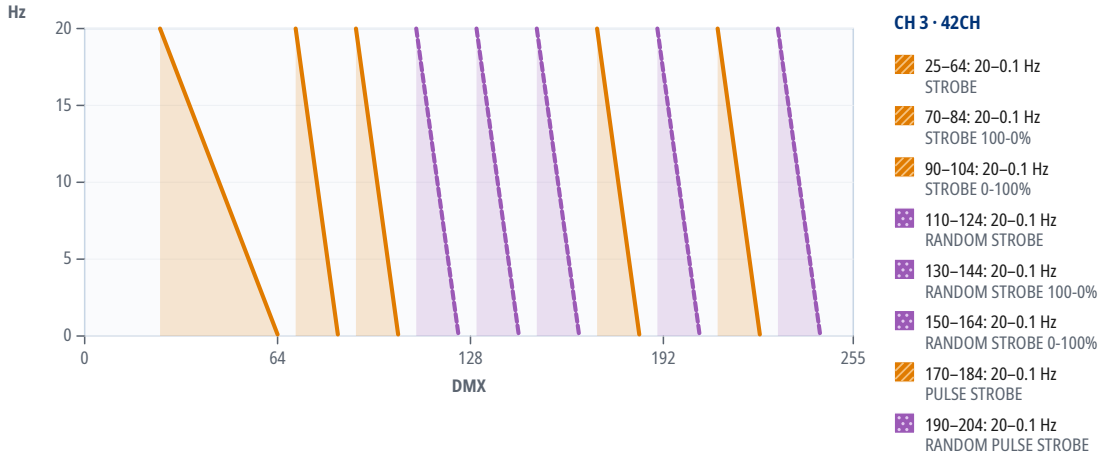
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



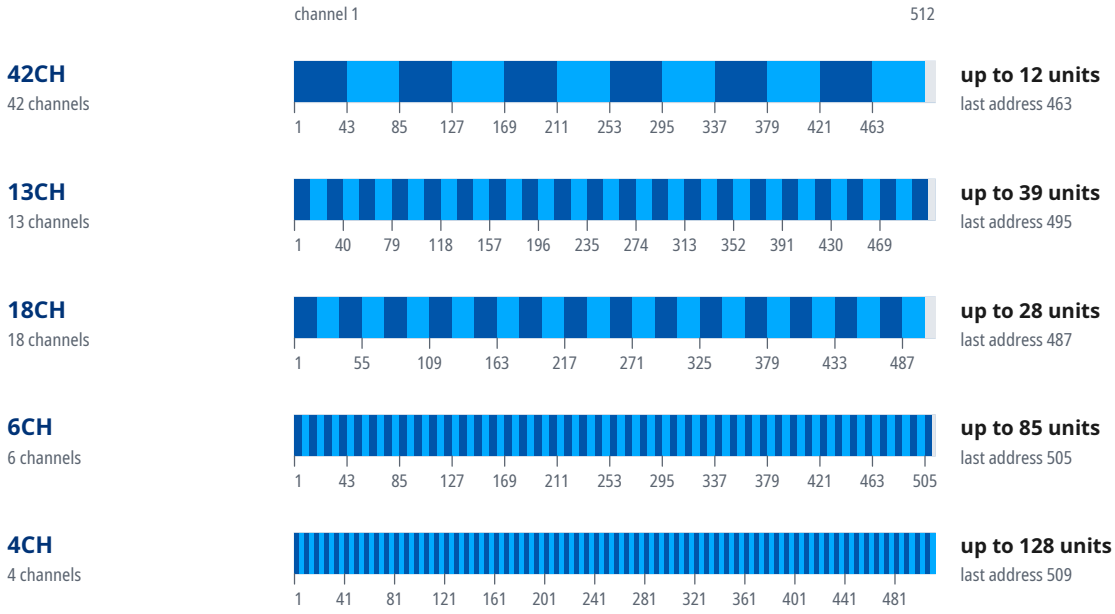
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “42CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	211	11	421	16	U2 · 127
2	43	7	253	12	463	17	U2 · 169
3	85	8	295	13	U2 · 1	18	U2 · 211
4	127	9	337	14	U2 · 43	19	U2 · 253
5	169	10	379	15	U2 · 85	20	U2 · 295

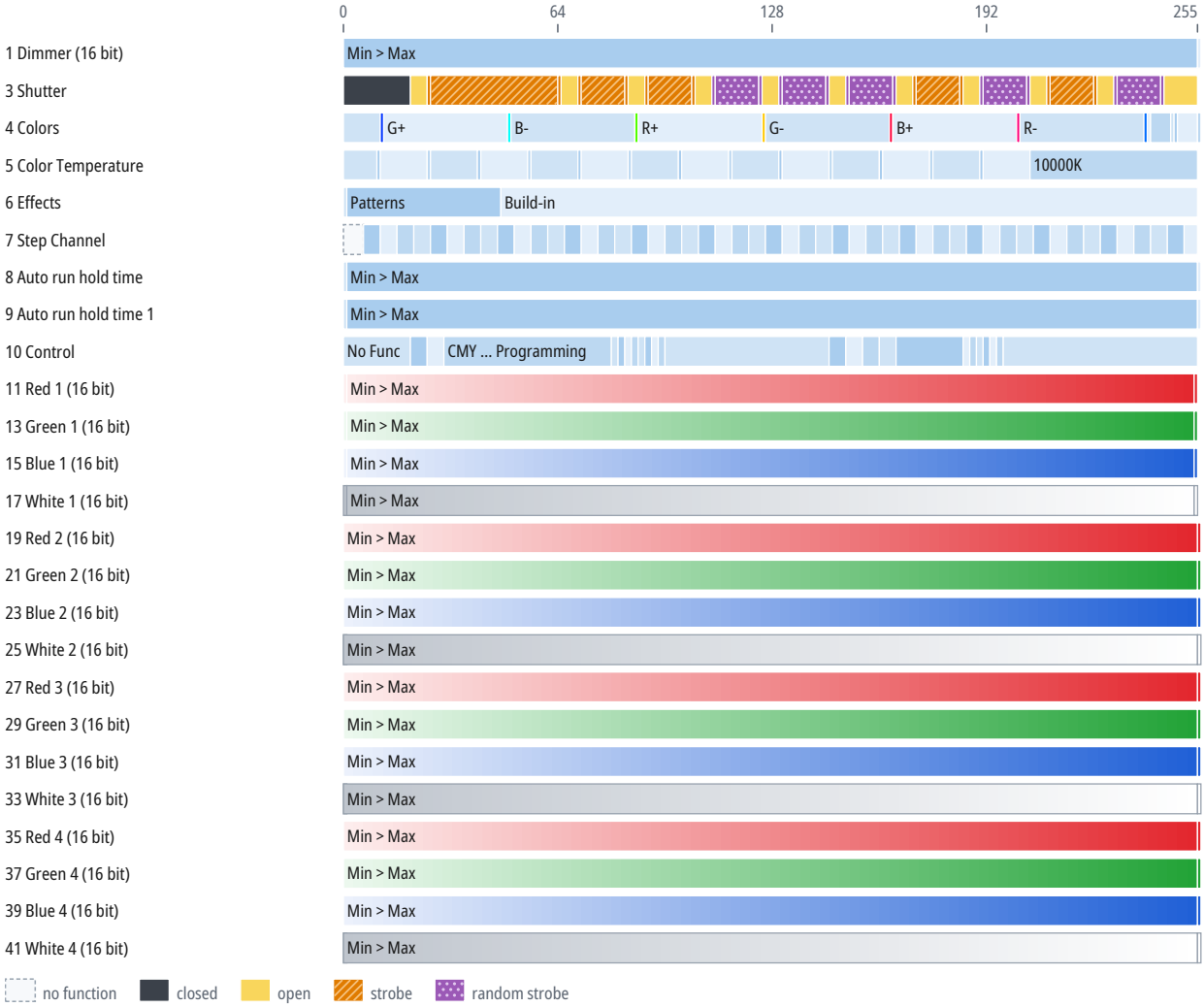
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 42CH

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 3 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Colors 0, CH 5 Color Temperature 0, CH 11 Red 1 255, CH 13 Green 1 255, CH 15 Blue 1 255, CH 17 White 1 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Min
		0–255	Min > Max
		255	Max
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–19	Shutter Closed
		20–24	STROBE CLOSE/OPEN: Shutter Open
		25	STROBE: Fast
		26–63	STROBE: Fast > Slow

CH	Function	DMX	Description
3	Shutter (continued)	64	STROBE: Slow
		65–69	STROBE OPEN: Shutter Open
		70	STROBE 100-0%: Fast
		71–83	STROBE 100-0%: Fast > Slow
		84	STROBE 100-0%: Slow
		85–89	STROBE OPEN: Shutter Open
		90	STROBE 0-100%: Fast
		91–103	STROBE 0-100%: Fast > Slow
		104	STROBE 0-100%: Slow
		105–109	STROBE OPEN: Shutter Open
		110	RANDOM STROBE: Fast
		111–123	RANDOM STROBE: Fast > Slow
		124	RANDOM STROBE: Slow
		125–129	STROBE OPEN: Shutter Open
		130	RANDOM STROBE 100-0%: Fast
		131–143	RANDOM STROBE 100-0%: Fast > Slow
		144	RANDOM STROBE 100-0%: Slow
		145–149	STROBE OPEN: Shutter Open
		150	RANDOM STROBE 0-100%: Fast
		151–163	RANDOM STROBE 0-100%: Fast > Slow
		164	RANDOM STROBE 0-100%: Slow
		165–169	STROBE OPEN: Shutter Open
		170	PULSE STROBE: Fast
		171–183	PULSE STROBE: Fast > Slow
		184	PULSE STROBE: Slow
		185–189	STROBE OPEN: Shutter Open
		190	RANDOM PULSE STROBE: Fast
		191–203	RANDOM PULSE STROBE: Fast > Slow
		204	RANDOM PULSE STROBE: Slow
		205–209	STROBE OPEN: Shutter Open
		210	STROBE 0-100-0%: Fast
		211–223	STROBE 0-100-0%: Fast > Slow
		224	STROBE 0-100-0%: Slow
		225–229	STROBE OPEN: Shutter Open
		230	RANDOM PULSE STROBE: Fast
		231–243	RANDOM PULSE STROBE: Fast > Slow
		244	RANDOM PULSE STROBE: Slow
		245–255	STROBE OPEN: Shutter Open
4	Colors	0–10	Open
		11	Blue
		12–48	G+
		49	Cyan

CH	Function	DMX	Description
4	Colors (continued)	50–86	B-
		87	Green
		88–124	R+
		125	Yellow
		126–162	G-
		163	Red
		164–200	B+
		201	Magenta
		202–238	R-
		239	Blue
		240	COLOR EFFECT FADE: Fast
		241–246	COLOR EFFECT FADE: Fast > Slow
		247	COLOR EFFECT FADE: Slow
		248	COLOR EFFECT SNAP: Fast
		249–254	COLOR EFFECT SNAP: Fast > Slow
		255	COLOR EFFECT SNAP: Slow
5	Color Temperature	0–9	CTC OFF: Open
		10	1800K
		11–24	1800K - 2200K
		25	2200K
		26–39	2200K -2700K
		40	2700K
		41–54	2700K -3000K
		55	3000K
		56–69	3000K -3200k
		70	3200K
		71–84	3200K - 4000K
		85	4000K
		86–99	4000K-4500K
		100	4500K
		101–114	4500K-5000K
		115	5000K
		116–129	5000K-5600K
		130	5600K
		131–144	5600K-6000K
		145	6000K
		146–159	6000K-6500K
		160	6500K
		161–174	6500K-7000K
		175	7000K
		176–189	7000K-8000K
		190	8000K

CH	Function	DMX	Description
5	Color Temperature (continued)	191–204	8000K-10000K
		205–255	10000K
6	Effects	0	Open
		1–46	Patterns
		47–255	Build-in
7	Step Channel	0–5	No function
		6–10	Step 1
		11–15	Step 2
		16–20	Step 3
		21–25	Step 4
		26–30	Step 5
		31–35	Step 6
		36–40	Step 7
		41–45	Step 8
		46–50	Step 9
		51–55	Step 10
		56–60	Step 11
		61–65	Step 12
		66–70	Step 13
		71–75	Step 14
		76–80	Step 15
		81–85	Step 16
		86–90	Step 17
		91–95	Step 18
		96–100	Step 19
		101–105	Step 20
		106–110	Step 21
		111–115	Step 22
		116–120	Step 23
		121–125	Step 24
		126–130	Step 25
		131–135	Step 26
		136–140	Step 27
		141–145	Step 28
		146–150	Step 29
		151–155	Step 30
		156–160	Step 31
		161–165	Step 32
		166–170	Step 33
		171–175	Step 34
		176–180	Step 35
		181–185	Step 36

CH	Function	DMX	Description
7	Step Channel (continued)	186–190	Step 37
		191–195	Step 38
		196–200	Step 39
		201–205	Step 40
		206–210	Step 41
		211–215	Step 42
		216–220	Step 43
		221–225	Step 44
		226–230	Step 45
		231–235	Step 46
		236–240	Step 47
		241–245	Step 48
		246–250	Step 49
		251–255	Step 50
8	Auto run hold time		Hold Time=DMX*256 s
		0	Min
		1–254	Min > Max
		255	Max
9	Auto run hold time 1		Hold Time=DMX*1 s
		0	Min
		1–254	Min > Max
		255	Max
10	Control	0–19	No Func
		20–24	RGB
		25–29	CMY
		30–79	CMY ... Programming
		80–81	Programming
		82–83	Check Steps
		84–85	Auto Run
		86–87	Auto Run OFF
		88–89	Delete Current Step
		90–91	Delete All Steps
		92–93	Step Jump
		94–95	5sec Fade
		96–144	5sec Fade ... Dimmer Curve - Linear
		145–149	Dimmer Curve - Linear
		150–154	Dimmer Curve - Square
		155–159	Dimmer Curve - I-Square
		160–164	Dimmer Curve - Scurve
		165–184	Dimmer Curve - Scurve ... PWM 600Hz
		185–186	PWM 600Hz
		187–188	PWM 1200Hz

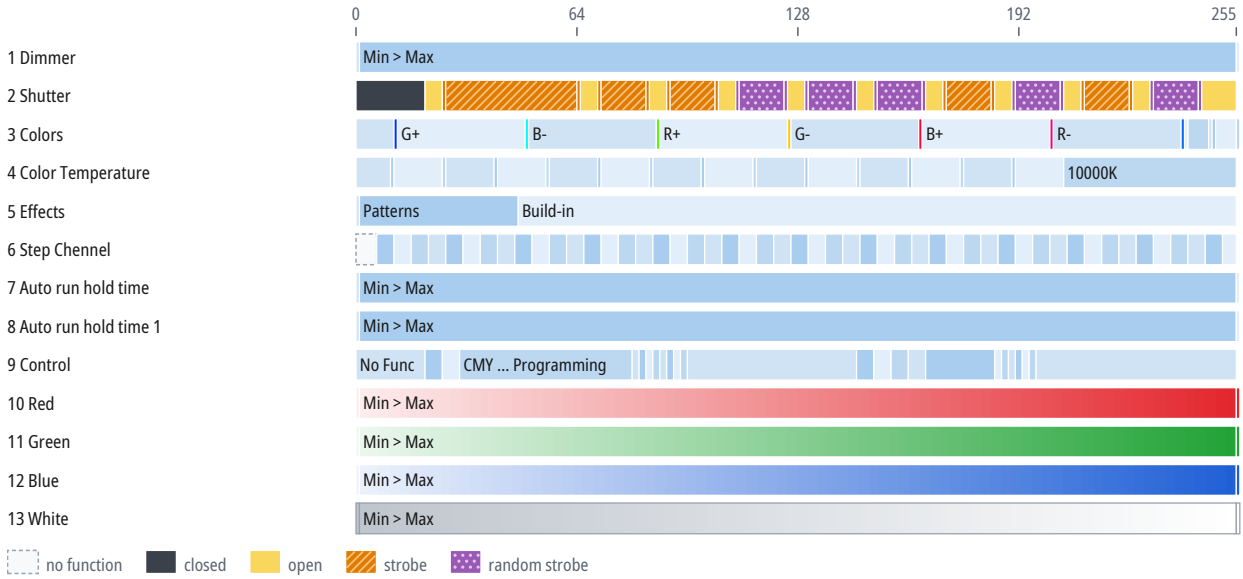
CH	Function	DMX	Description
10	Control (continued)	189–190	PWM 2000Hz
		191–192	PWM 4000Hz
		193–194	PWM 6000Hz
		195–196	PWM 15000Hz
		197–255	Control 1 1
11	Red 1	0	Min
		1–254	Min > Max
		255	Max
12	Red 1 Fine	0–255	Fine adjustment of CH 11
13	Green 1	0	Min
		1–254	Min > Max
		255	Max
14	Green 1 Fine	0–255	Fine adjustment of CH 13
15	Blue 1	0	Min
		1–254	Min > Max
		255	Max
16	Blue 1 Fine	0–255	Fine adjustment of CH 15
17	White 1	0	Min
		1–254	Min > Max
		255	Max
18	White 1 Fine	0–255	Fine adjustment of CH 17
19	Red 2	0	Min
		0–255	Min > Max
		255	Max
20	Red 2 Fine	0–255	Fine adjustment of CH 19
21	Green 2	0	Min
		0–255	Min > Max
		255	Max
22	Green 2 Fine	0–255	Fine adjustment of CH 21
23	Blue 2	0	Min
		0–255	Min > Max
		255	Max
24	Blue 2 Fine	0–255	Fine adjustment of CH 23
25	White 2	0	Min
		0–255	Min > Max
		255	Max
26	White 2 Fine	0–255	Fine adjustment of CH 25
27	Red 3	0	Min
		0–255	Min > Max
		255	Max
28	Red 3 Fine	0–255	Fine adjustment of CH 27
29	Green 3	0	Min

CH	Function	DMX	Description
29	Green 3 (continued)	0–255	Min > Max
		255	Max
30	Green 3 Fine	0–255	Fine adjustment of CH 29
31	Blue 3	0	Min
		0–255	Min > Max
		255	Max
32	Blue 3 Fine	0–255	Fine adjustment of CH 31
33	White 3	0	Min
		0–255	Min > Max
		255	Max
34	White 3 Fine	0–255	Fine adjustment of CH 33
35	Red 4	0	Min
		0–255	Min > Max
		255	Max
36	Red 4 Fine	0–255	Fine adjustment of CH 35
37	Green 4	0	Min
		0–255	Min > Max
		255	Max
38	Green 4 Fine	0–255	Fine adjustment of CH 37
39	Blue 4	0	Min
		0–255	Min > Max
		255	Max
40	Blue 4 Fine	0–255	Fine adjustment of CH 39
41	White 4	0	Min
		0–255	Min > Max
		255	Max
42	White 4 Fine	0–255	Fine adjustment of CH 41

Mode 13CH

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Colors 0, CH 4 Color Temperature 0, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255, CH 13 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Min
		1–254	Min > Max
		255	Max
2	Shutter		Same as CH 3 in the mode “42CH” (p. 9)
3	Colors		Same as CH 4 in the mode “42CH” (p. 10)
4	Color Temperature		Same as CH 5 in the mode “42CH” (p. 11)
5	Effects		Same as CH 6 in the mode “42CH” (p. 12)
6	Step Chennel	0–5	No function
		6–10	Step 1
		11–15	Step 2
		16–20	Step 3
		21–25	Step 4
		26–30	Step 5
		31–35	Step 6
		36–40	Step 7
		41–45	Step 8
		46–50	Step 9
		51–55	Step 10
		56–60	Step 11
		61–65	Step 12
		66–70	Step 13

CH	Function	DMX	Description
6	Step Chennel (continued)	71–75	Step 14
		76–80	Step 15
		81–85	Step 16
		86–90	Step 17
		91–95	Step 18
		96–100	Step 19
		101–105	Step 20
		106–110	Step 21
		111–115	Step 22
		116–120	Step 23
		121–125	Step 24
		126–130	Step 25
		131–135	Step 26
		136–140	Step 27
		141–145	Step 28
		146–150	Step 29
		151–155	Step 30
		156–160	Step 31
		161–165	Step 32
		166–170	Step 33
		171–175	Step 34
		176–180	Step 35
		181–185	Step 36
		186–190	Step 37
		191–195	Step 38
		196–200	Step 39
		201–205	Step 40
		206–210	Step 41
		211–215	Step 42
		216–220	Step 43
		221–225	Step 44
		226–230	Step 45
		231–235	Step 46
		236–240	Step 47
		241–245	Step 48
		246–250	Step 49
		251–255	Step 50
7	Auto run hold time		Same as CH 8 in the mode “42CH” (p. 13)
8	Auto run hold time 1		Same as CH 9 in the mode “42CH” (p. 13)
9	Control		Same as CH 10 in the mode “42CH” (p. 13)
10	Red	0	Min

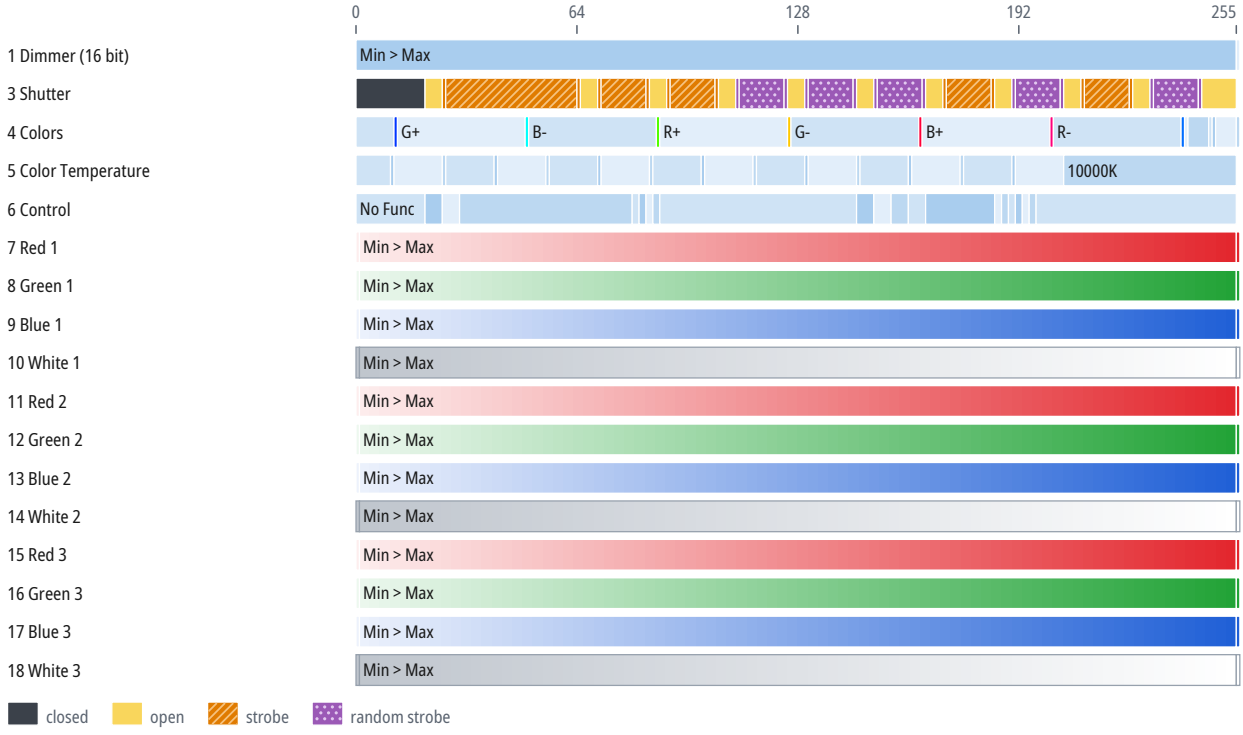
CH	Function	DMX	Description
10	Red (continued)	1–254	Min > Max
		255	Max
11	Green	0	Min
		1–254	Min > Max
		255	Max
12	Blue	0	Min
		1–254	Min > Max
		255	Max
13	White	0	Min
		1–254	Min > Max
		255	Max

Mode 18CH

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 3 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Colors 0, CH 5 Color Temperature 0.

Channel functions at a glance



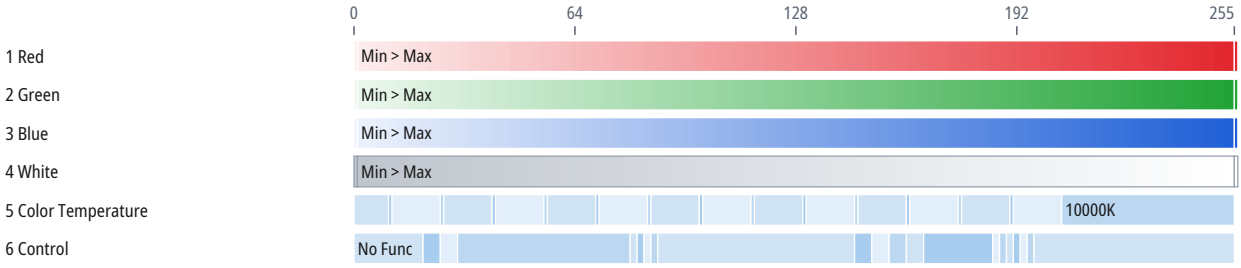
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “42CH” (p. 9)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “42CH” (p. 9)
4	Colors		Same as CH 4 in the mode “42CH” (p. 10)
5	Color Temperature		Same as CH 5 in the mode “42CH” (p. 11)
6	Control	0–19	No Func
		20–24	RGB
		25–29	CMY
		30–79	CMY ... Static Mode - Record and ON
		80–81	Static Mode - Record and ON
		82–83	Static Mode - ON
		84–85	Static Mode - OFF
		86–87	Auto Run OFF
		88–144	Auto Run OFF ... Dimmer Curve - Linear
		145–149	Dimmer Curve - Linear
		150–154	Dimmer Curve - Square
		155–159	Dimmer Curve - I-Square
		160–164	Dimmer Curve - Scurve
		165–184	Dimmer Curve - Scurve ... PWM 600Hz
		185–186	PWM 600Hz
		187–188	PWM 1200Hz
		189–190	PWM 2000Hz
		191–192	PWM 4000Hz
		193–194	PWM 6000Hz
		195–196	PWM 15000Hz
		197–255	Control 1 1
7	Red 1		Same as CH 11 in the mode “42CH” (p. 14)
8	Green 1		Same as CH 13 in the mode “42CH” (p. 14)
9	Blue 1		Same as CH 15 in the mode “42CH” (p. 14)
10	White 1		Same as CH 17 in the mode “42CH” (p. 14)
11	Red 2	0	Min
		1–254	Min > Max
		255	Max
12	Green 2	0	Min
		1–254	Min > Max
		255	Max
13	Blue 2	0	Min
		1–254	Min > Max
		255	Max
14	White 2	0	Min
		1–254	Min > Max

CH	Function	DMX	Description
14	White 2 (continued)	255	Max
15	Red 3	0	Min
		1–254	Min > Max
		255	Max
16	Green 3	0	Min
		1–254	Min > Max
		255	Max
17	Blue 3	0	Min
		1–254	Min > Max
		255	Max
18	White 3	0	Min
		1–254	Min > Max
		255	Max

Mode 6CH

The GDTF file gives these values for a console's Highlight function: CH 5 Color Temperature 0.

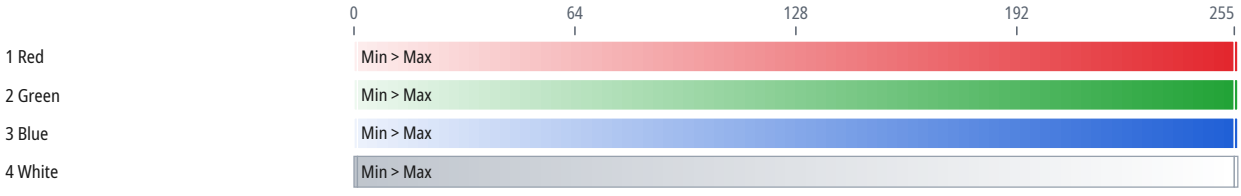
Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 10 in the mode “13CH” (p. 17)
2	Green		Same as CH 11 in the mode “13CH” (p. 18)
3	Blue		Same as CH 12 in the mode “13CH” (p. 18)
4	White		Same as CH 13 in the mode “13CH” (p. 18)
5	Color Temperature		Same as CH 5 in the mode “42CH” (p. 11)
6	Control		Same as CH 6 in the mode “18CH” (p. 19)

Mode 4CH

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 10 in the mode “13CH” (p. 17)
2	Green		Same as CH 11 in the mode “13CH” (p. 18)
3	Blue		Same as CH 12 in the mode “13CH” (p. 18)
4	White		Same as CH 13 in the mode “13CH” (p. 18)

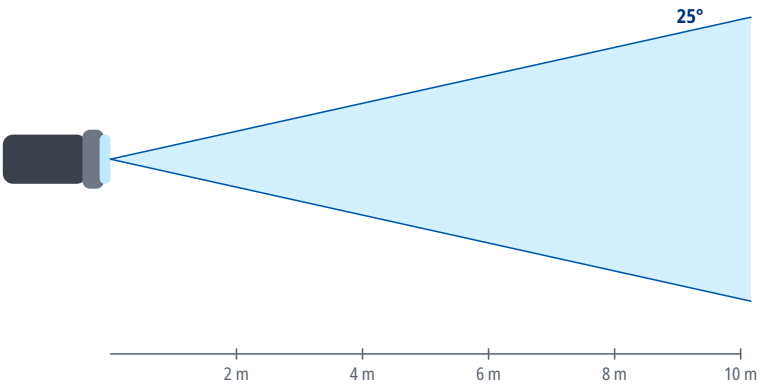
9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x3536, device model ID 0x06FF)
Weight	11.6 kg
Operating temperature	-40 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–19000 K
Strobe frequency	0.1–20 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.