DMX REFERENCE

Footslim M

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_Footslim_M_167975.gdtf
GDTF revision	Revision 1 · 2026-11-05
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1 About this manual

This document describes the Footslim M by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_Footslim_M_167975.gdtf from the GDTF-Share library.

File revision: “Revision 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 CKC Lighting; 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 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Cell 19CH	19	26	1, 20, 39, 58, ...
Standard 14CH	14	36	1, 15, 29, 43, ...
CCT 8CH	8	64	1, 9, 17, 25, ...
RGB 12CH	12	42	1, 13, 25, 37, ...
CMY 12CH	12	42	1, 13, 25, 37, ...
XY 13CH	13	39	1, 14, 27, 40, ...

No light? Check these channels

- Cell 19CH: CH 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- Standard 14CH: CH 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- CCT 8CH: CH 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- RGB 12CH: CH 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- CMY 12CH: CH 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- XY 13CH: CH 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255


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

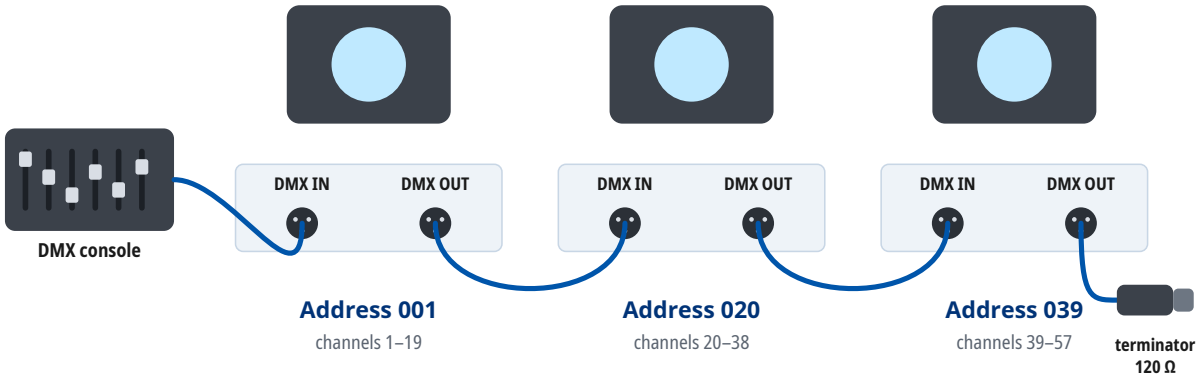
⚠ **WARNING**

- 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: 2 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 Cell 19CH: every unit occupies 19 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

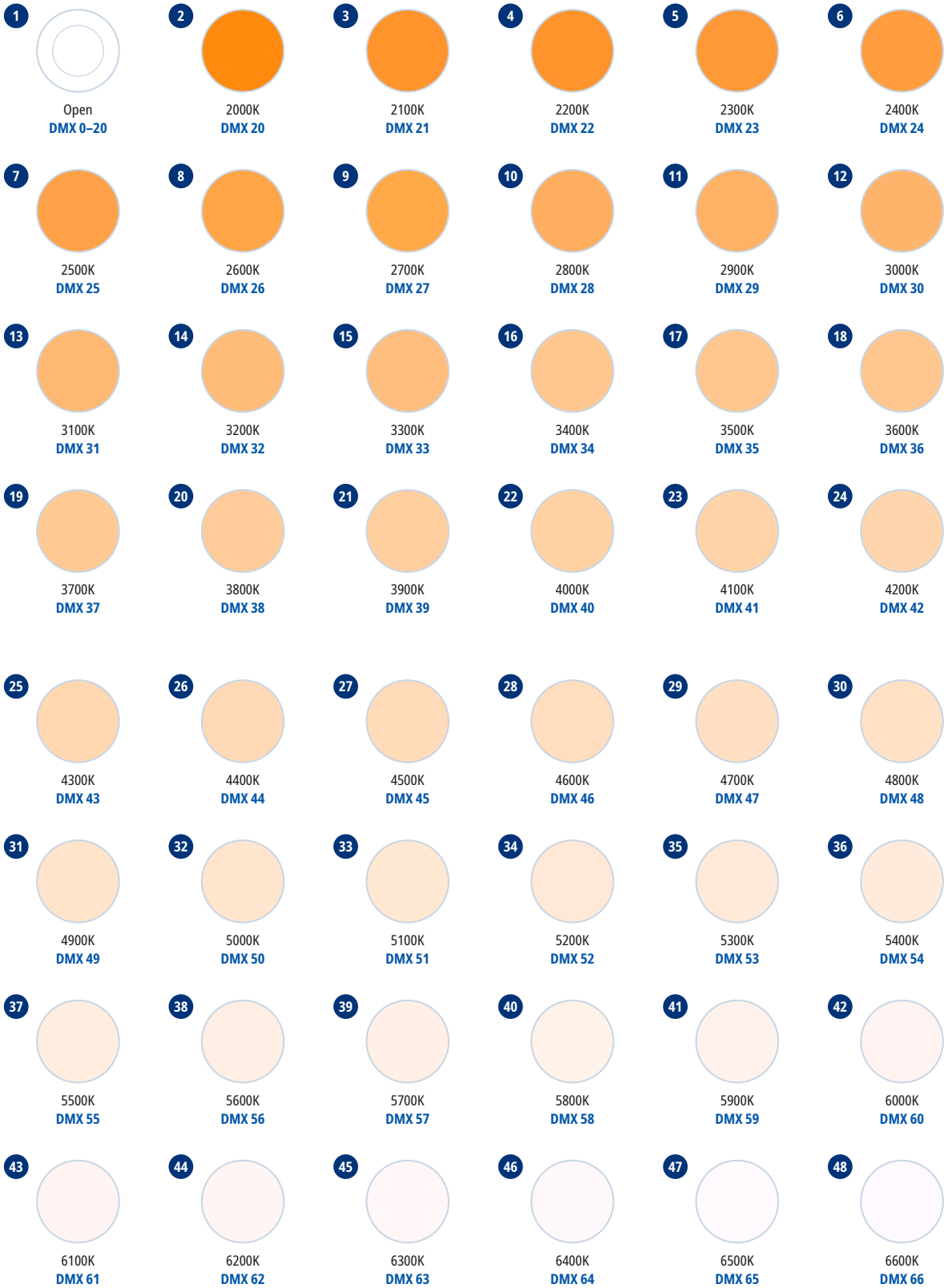
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Cell 19CH”: 19.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Cell 19CH”, you can use, for example, the start addresses 1, 20, 39, 58.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

7 Functions at a glance

Functions in each DMX mode

	Cell 19CH 19 channels	Standard 14CH 14 channels	CCT 8CH 8 channels	RGB 12CH 12 channels	CMY 12CH 12 channels	XY 13CH 13 channels
Dimmer	1	1	1	1	1	1
Shutter / strobe	3	3	3	3	3	3
Color mixing	4–13	4–8		4–6	4–6	
Color wheel	14, 17	9, 12	4	7, 10	7, 10	8, 11

Color wheel 1



49 6700K DMX 67
50 6800K DMX 68
51 6900K DMX 69
52 7000K DMX 70
53 7100K DMX 71
54 7200K DMX 72
55 7300K DMX 73
56 7400K DMX 74
57 7500K DMX 75
58 7600K DMX 76
59 7700K DMX 77
60 7800K DMX 78
61 7900K DMX 79
62 8000K DMX 80
63 8100K DMX 81
64 8200K DMX 82
65 8300K DMX 83
66 8400K DMX 84
67 8500K DMX 85
68 10000K DMX 86–101

Color wheel 2

1 Pale Yellow DMX 1
2 Straw DMX 2
3 Gold Tint DMX 3
4 Spring Yellow DMX 4
5 Medium Yellow DMX 5
6 Yellow DMX 6
7 Deep Amber DMX 7
8 Deep Straw DMX 8
9 Loving Amber DMX 9
10 Gold Amber DMX 10
11 Orange DMX 11
12 Deep Orange DMX 12
13 Dark Amber DMX 13
14 Millennium Gold DMX 14
15 Deep Golden Amber DMX 15
16 Scarlet DMX 16
17 Primary Red DMX 17
18 Bright Red DMX 18
19 Medium Red DMX 19
20 Fire DMX 20
21 Pink DMX 21
22 Medium Pink DMX 22
23 Dark Pink DMX 23
24 Bright Pink DMX 24

25 Bright Rose **DMX 25**

26 Special Rose Pink **DMX 26**

27 Vanity Fair **DMX 27**

28 Magenta **DMX 28**

29 Dark Magenta **DMX 29**

30 Rose Purple **DMX 30**

31 Mauve **DMX 31**

32 Medium Purple **DMX 32**

33 Lavender **DMX 33**

34 Palace blue **DMX 34**

35 Dark Blue **DMX 35**

36 Medium Blue **DMX 36**

37 Deep Blue **DMX 37**

38 Daylight Blue **DMX 38**

39 Slate Blue **DMX 39**

40 Light Blue **DMX 40**

41 Sky Blue **DMX 41**

42 Pale Navy Blue **DMX 42**

43 Marine Blue **DMX 43**

44 Peacock Blue **DMX 44**

45 Lagoon Blue **DMX 45**

46 Medium Blue Green **DMX 46**

47 Dark Yellow Green **DMX 47**

48 Primary Green **DMX 48**

49 Fern Green **DMX 49**

50 Moss Green **DMX 50**

51 Dark Green **DMX 51**

52 Lime Green **DMX 52**

53 Pale Green **DMX 53**

54 Quarter CT Blue **DMX 54**

55 Half CT Blue **DMX 55**

56 Full CT Blue **DMX 56**

57 Double CT Blue **DMX 57**

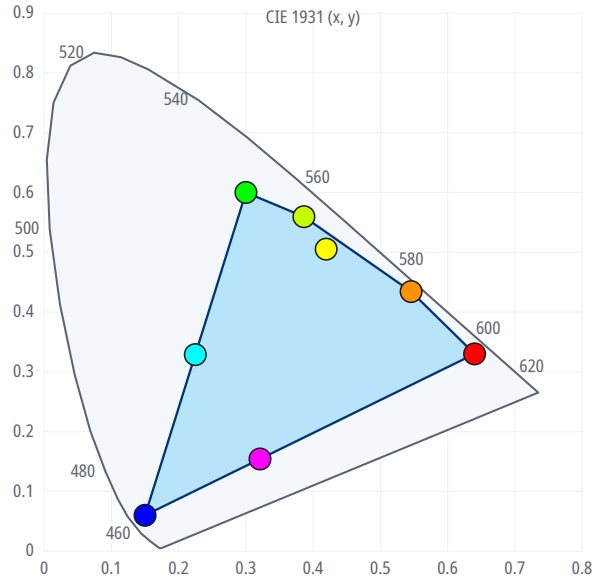
58 Quarter CT Orange **DMX 58**

59 Half CT Orange **DMX 59**

60 LEE 204 - Full C T Orange **DMX 60–61**

61 Open **DMX 0–1**

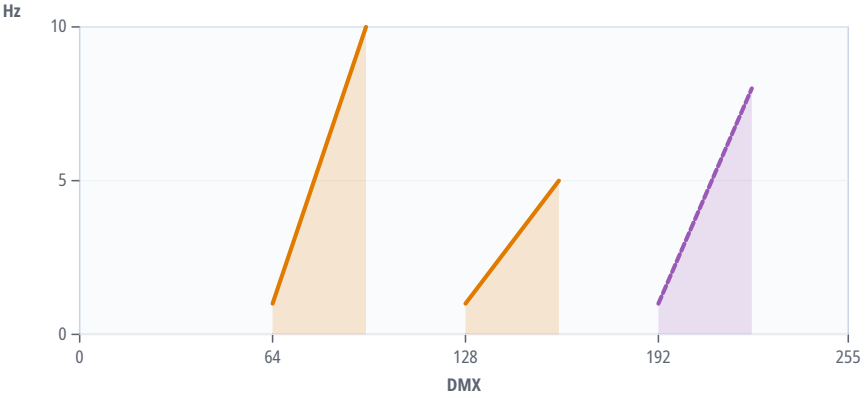
LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Amber	0.546	0.434
Lime	0.386	0.559
Cyan	0.225	0.329
Magenta	0.321	0.154
Yellow	0.419	0.505

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

Strobe rate

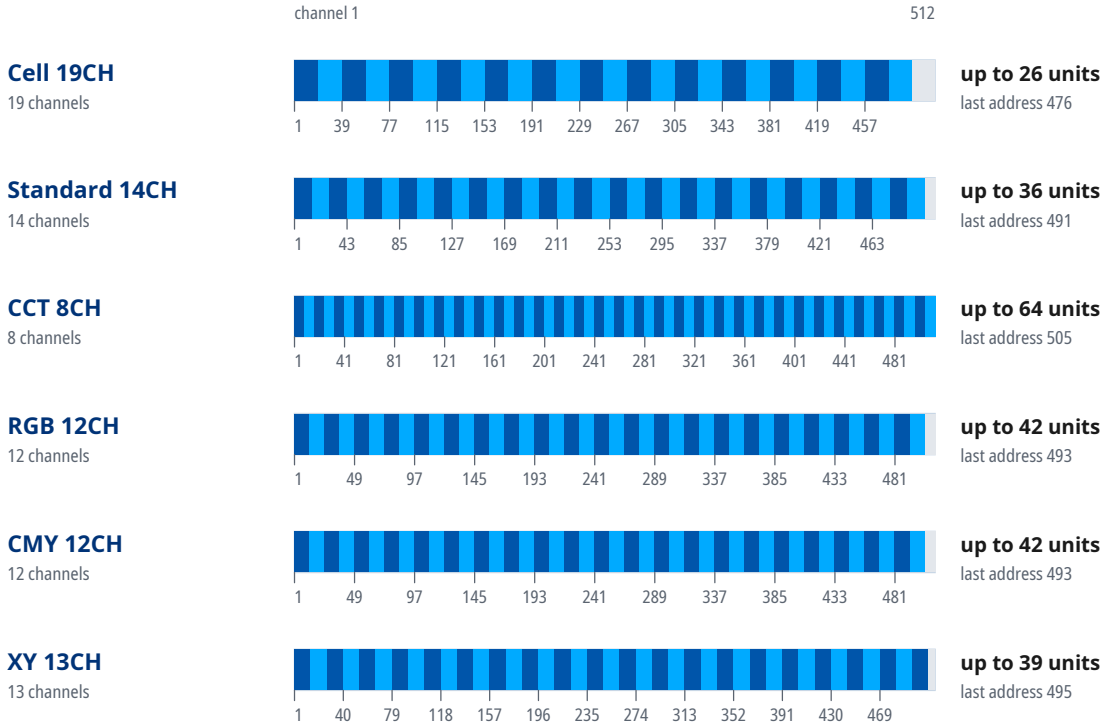


CH 3 · Cell 19CH

- 64–95: 1–10 Hz Strobe
- 128–159: 1–5 Hz Pulse
- 192–223: 1–8 Hz Random

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Cell 19CH”

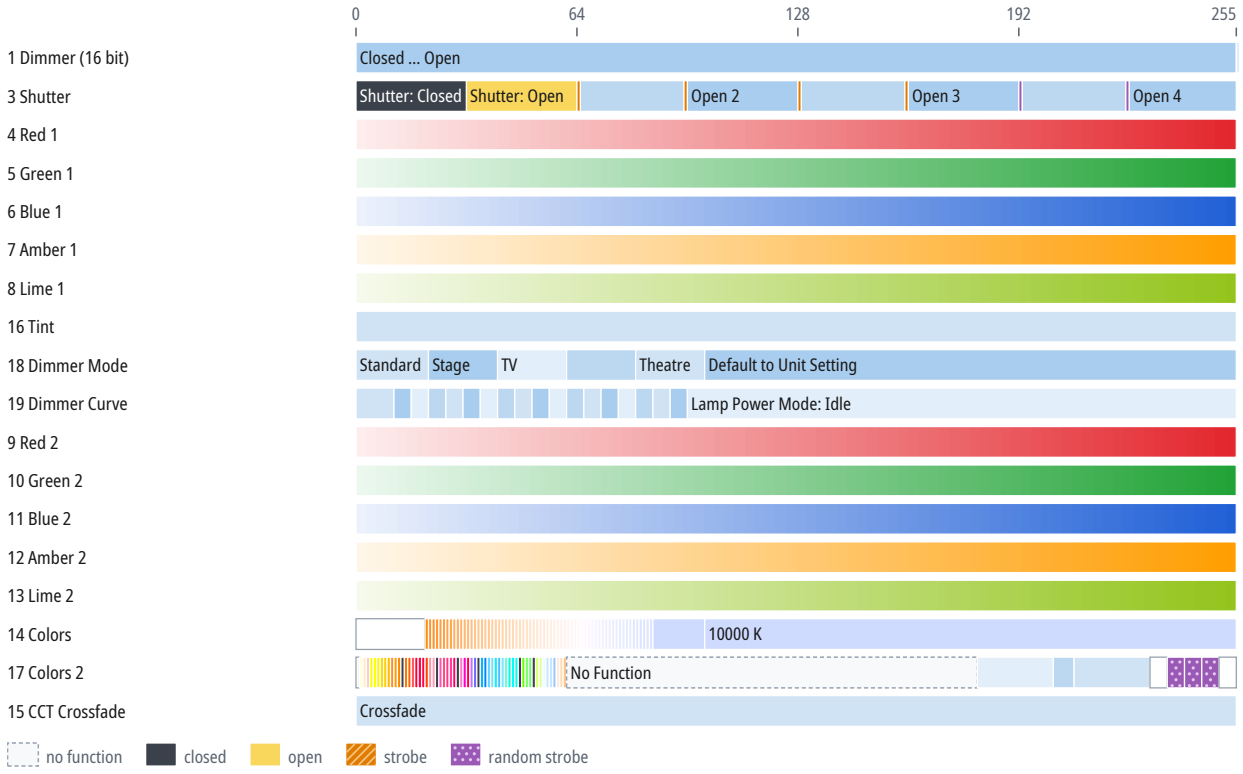
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	96	11	191	16	286
2	20	7	115	12	210	17	305
3	39	8	134	13	229	18	324
4	58	9	153	14	248	19	343
5	77	10	172	15	267	20	362

Mode Cell 19CH

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 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Red 1 255, CH 5 Green 1 255, CH 6 Blue 1 255, CH 7 Amber 1 255, CH 8 Lime 1 255, CH 9 Red 2 255, CH 10 Green 2 255, CH 11 Blue 2 255, CH 12 Amber 2 255, CH 13 Lime 2 255, CH 14 Colors 255, CH 17 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	Closed ... Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... Max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse ... Max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Random

CH	Function	DMX	Description
3	Shutter (continued)	193–222	Min Random … Max Random
		223	Max Random
		224–255	Open 4
4	Red 1	0–255	
5	Green 1	0–255	
6	Blue 1	0–255	
7	Amber 1	0–255	
8	Lime 1	0–255	
9	Red 2	0–255	
10	Green 2	0–255	
11	Blue 2	0–255	
12	Amber 2	0–255	
13	Lime 2	0–255	
14	Colors	0–19	CCT: Open
		20	2000K
		21	2100K
		22	2200K
		23	2300K
		24	2400K
		25	2500K
		26	2600K
		27	2700K
		28	2800K
		29	2900K
		30	3000K
		31	3100K
		32	3200K
		33	3300K
		34	3400K
		35	3500K
		36	3600K
		37	3700K
		38	3800K
		39	3900K
		40	4000K
		41	4100K
		42	4200K
		43	4300K
		44	4400K
		45	4500K
		46	4600K
		47	4700K

CH	Function	DMX	Description
14	Colors (continued)	48	4800K
		49	4900K
		50	5000K
		51	5100K
		52	5200K
		53	5300K
		54	5400K
		55	5500K
		56	5600K
		57	5700K
		58	5800K
		59	5900K
		60	6000K
		61	6100K
		62	6200K
		63	6300K
		64	6400K
		65	6500K
		66	6600K
		67	6700K
		68	6800K
		69	6900K
		70	7000K
		71	7100K
		72	7200K
		73	7300K
		74	7400K
		75	7500K
		76	7600K
		77	7700K
		78	7800K
		79	7900K
		80	8000K
		81	8100K
		82	8200K
		83	8300K
		84	8400K
		85	8500K
		86–100	8600-10000K
		101–255	10000 K
15	CCT Crossfade	0–255	Crossfade
16	Tint	0–255	

CH	Function	DMX	Description
17	Colors 2	0	Open
		1	Pale Yellow
		2	Straw
		3	Gold Tint
		4	Spring Yellow
		5	Medium Yellow
		6	Yellow
		7	Deep Amber
		8	Deep Straw
		9	Loving Amber
		10	Gold Amber
		11	Orange
		12	Deep Orange
		13	Dark Amber
		14	Millennium Gold
		15	Deep Golden Amber
		16	Scarlet
		17	Primary Red
		18	Bright Red
		19	Medium Red
		20	Fire
		21	Pink
		22	Medium Pink
		23	Dark Pink
		24	Bright Pink
		25	Bright Rose
		26	Special Rose Pink
		27	Vanity Fair
		28	Magenta
		29	Dark Magenta
		30	Rose Purple
		31	Mauve
		32	Medium Purple
		33	Lavender
		34	Palace blue
		35	Dark Blue
		36	Medium Blue
		37	Deep Blue
		38	Daylight Blue
		39	Slate Blue
		40	Light Blue
		41	Sky Blue

CH	Function	DMX	Description
17	Colors 2 (continued)	42	Pale Navy Blue
		43	Marine Blue
		44	Peacock Blue
		45	Lagoon Blue
		46	Medium Blue Green
		47	Dark Yellow Green
		48	Primary Green
		49	Fern Green
		50	Moss Green
		51	Dark Green
		52	Lime Green
		53	Pale Green
		54	Quarter CT Blue
		55	Half CT Blue
		56	Full CT Blue
		57	Double CT Blue
		58	Quarter CT Orange
		59	Half CT Orange
		60	Full CT Orange
		61–179	No Function
		180–201	CW fast to slow (7200–14 °/s)
		202–207	Color 1 Wheel Spin: Stop
		208–229	CCW slow to fast (14–7200 °/s)
		230–234	Open
		235–239	Color 2 Wheel Random: Fast
		240–244	Medium
		245–249	Color 2 Wheel Random: Slow
		250–255	Open
18	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to Unit Setting
19	Dimmer Curve	0–10	Control: Idle
		11–15	Linear
		16–20	Square(Default)
		21–25	Inverse Square
		26–30	S-Curve
		31–35	1200Hz
		36–40	3600Hz
		41–45	5000Hz

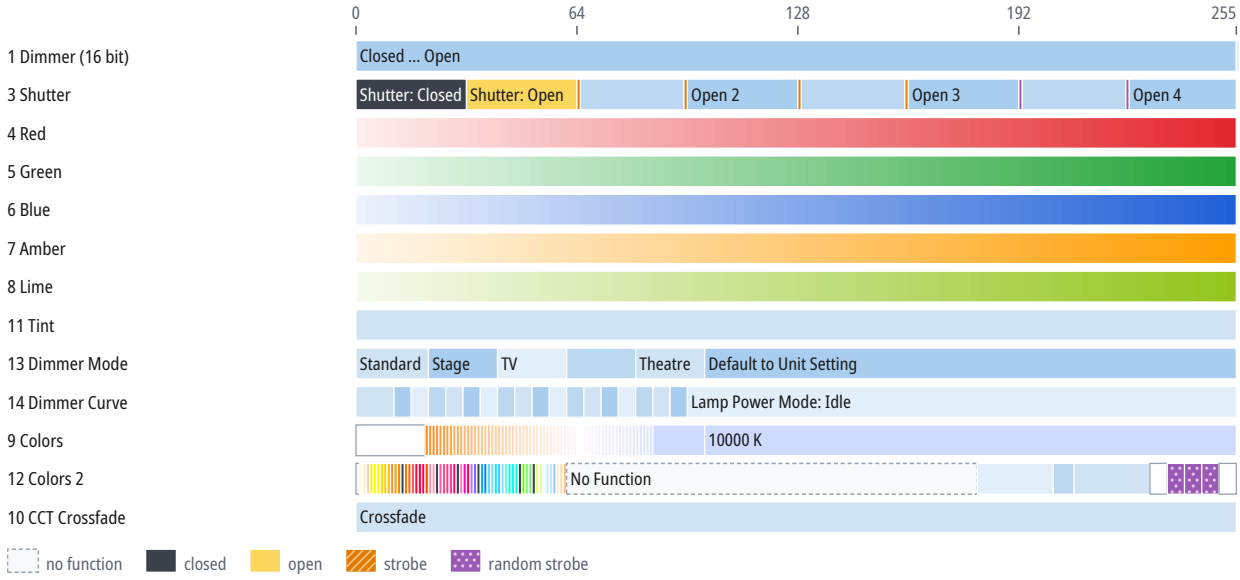
CH	Function	DMX	Description
19	Dimmer Curve (continued)	46–50	10000Hz
		51–55	15000Hz
		56–60	20000Hz
		61–65	25000Hz
		66–70	Highest Fidelity(Default)
		71–75	Highest Output
		76–80	Bright(Default)
		81–85	Uniform
		86–90	DTW ON
		91–95	DTW OFF
		96–255	Lamp Power Mode: Idle

Mode Standard 14CH

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 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Amber 255, CH 8 Lime 255, CH 9 Colors 255, CH 12 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Cell 19CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Cell 19CH” (p. 12)
4	Red	0–255	
5	Green	0–255	
6	Blue	0–255	
7	Amber	0–255	
8	Lime	0–255	

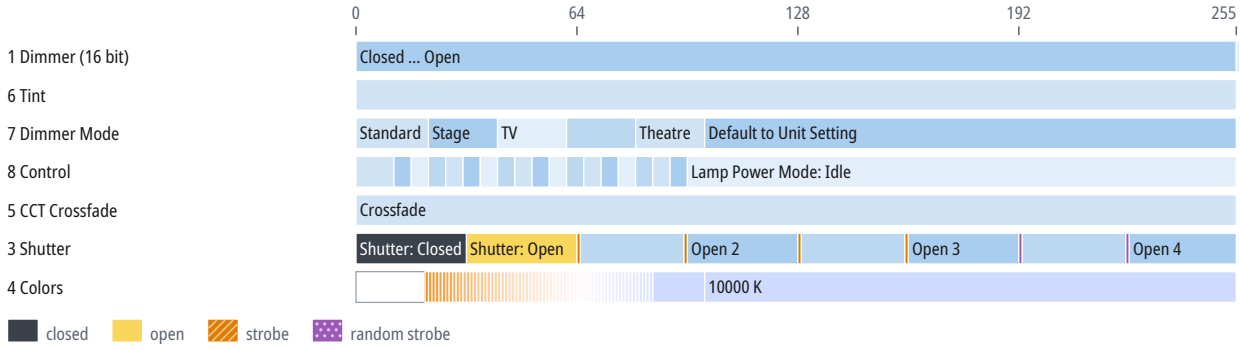
CH	Function	DMX	Description
9	Colors		Same as CH 14 in the mode “Cell 19CH” (p. 13)
10	CCT Crossfade	0–255	Crossfade
11	Tint	0–255	
12	Colors 2		Same as CH 17 in the mode “Cell 19CH” (p. 15)
13	Dimmer Mode		Same as CH 18 in the mode “Cell 19CH” (p. 16)
14	Dimmer Curve		Same as CH 19 in the mode “Cell 19CH” (p. 16)

Mode CCT 8CH

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 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Colors 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Cell 19CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Cell 19CH” (p. 12)
4	Colors		Same as CH 14 in the mode “Cell 19CH” (p. 13)
5	CCT Crossfade	0–255	Crossfade
6	Tint	0–255	
7	Dimmer Mode		Same as CH 18 in the mode “Cell 19CH” (p. 16)
8	Control	0–10	Control: Idle
		11–15	Linear
		16–20	Square(Default)
		21–25	Inverse Square
		26–30	S-Curve
		31–35	1200Hz
		36–40	3600Hz
		41–45	5000Hz
		46–50	10000Hz
		51–55	15000Hz
		56–60	20000Hz
		61–65	25000Hz

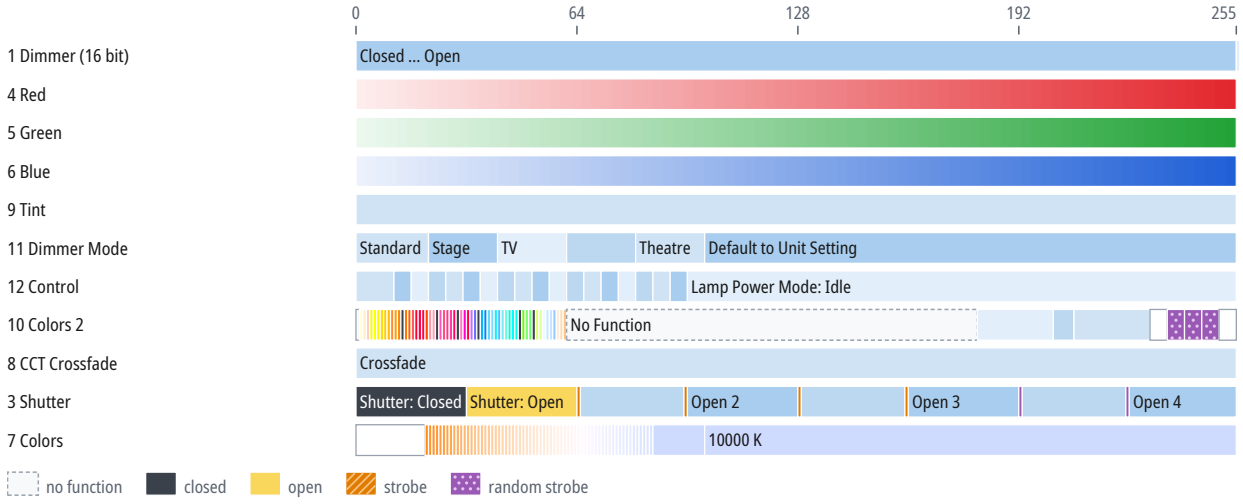
CH	Function	DMX	Description
8	Control (continued)	66–70	Highest Fidelity(Default)
		71–75	Highest Output
		76–80	Bright(Default)
		81–85	Uniform
		86–90	DTW ON
		91–95	DTW OFF
		96–255	Lamp Power Mode: Idle

Mode RGB 12CH

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 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Colors 255, CH 10 Colors 2 0.

Channel functions at a glance



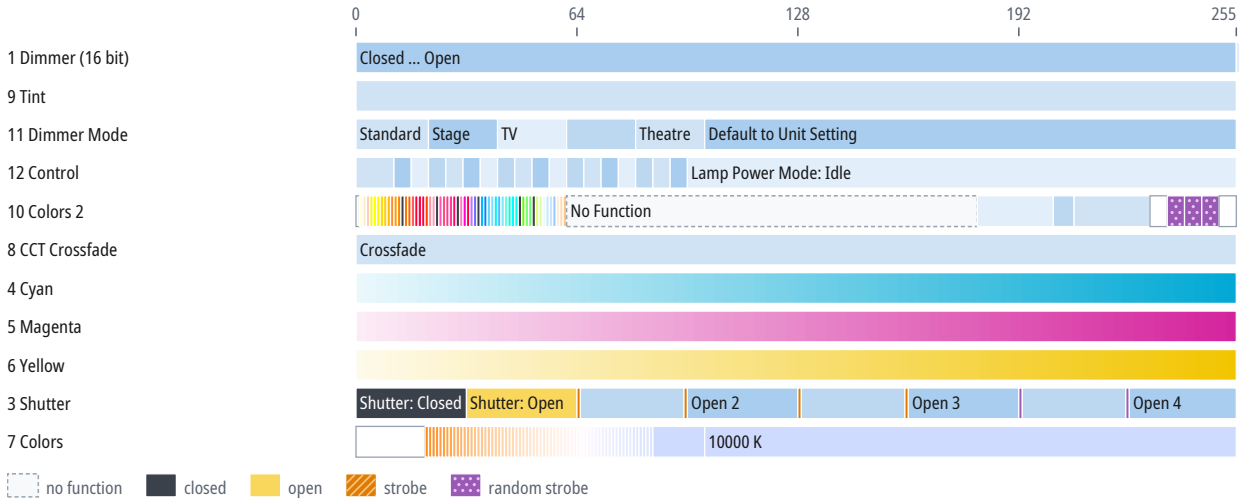
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Cell 19CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Cell 19CH” (p. 12)
4	Red	0–255	
5	Green	0–255	
6	Blue	0–255	
7	Colors		Same as CH 14 in the mode “Cell 19CH” (p. 13)
8	CCT Crossfade	0–255	Crossfade
9	Tint	0–255	
10	Colors 2		Same as CH 17 in the mode “Cell 19CH” (p. 15)
11	Dimmer Mode		Same as CH 18 in the mode “Cell 19CH” (p. 16)
12	Control		Same as CH 8 in the mode “CCT 8CH” (p. 18)

Mode CMY 12CH

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 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0, CH 7 Colors 255, CH 10 Colors 2 0.

Channel functions at a glance



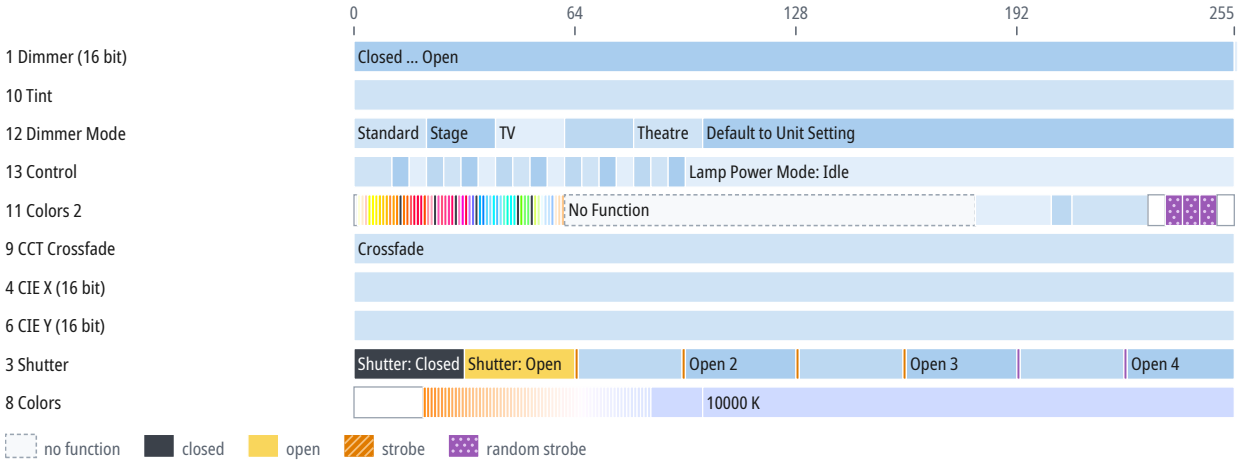
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Cell 19CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Cell 19CH” (p. 12)
4	Cyan	0–255	
5	Magenta	0–255	
6	Yellow	0–255	
7	Colors		Same as CH 14 in the mode “Cell 19CH” (p. 13)
8	CCT Crossfade	0–255	Crossfade
9	Tint	0–255	
10	Colors 2		Same as CH 17 in the mode “Cell 19CH” (p. 15)
11	Dimmer Mode		Same as CH 18 in the mode “Cell 19CH” (p. 16)
12	Control		Same as CH 8 in the mode “CCT 8CH” (p. 18)

Mode XY 13CH

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 1 Dimmer above 0; CH 3 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Shutter 50, CH 8 Colors 255, CH 11 Colors 2 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Cell 19CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 3 in the mode “Cell 19CH” (p. 12)
4	CIE X	0–255	
5	CIE X Fine	0–255	Fine adjustment of CH 4
6	CIE Y	0–255	
7	CIE Y Fine	0–255	Fine adjustment of CH 6
8	Colors		Same as CH 14 in the mode “Cell 19CH” (p. 13)
9	CCT Crossfade	0–255	Crossfade
10	Tint	0–255	
11	Colors 2		Same as CH 17 in the mode “Cell 19CH” (p. 15)
12	Dimmer Mode		Same as CH 18 in the mode “Cell 19CH” (p. 16)
13	Control		Same as CH 8 in the mode “CCT 8CH” (p. 18)

9 Technical specifications

Parameter	Value
Light source	LED
Weight	2 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–10 Hz
LED frequency	1200–25000 Hz
Color wheel 2 rotation	up to 7200 °/s (1200 rpm)

Dimensions

weight 2 kg



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.