DMX REFERENCE

Ovation Reve E-3

Chauvet Professional



Manufacturer	Chauvet Professional
GDTF file	Chauvet_Professional_Ovation_Reve_E-3_133252.gdtf
GDTF revision	Ovation Reve E-3 from Chauvet Professional, Uploaded to GDTF Share. · 2026-03-12
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 4
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 6
9 DMX channels 8
Mode 18ch 9
Mode HSV 13
Mode 14Ch1 14
Mode 14Ch2 15
Mode 12Ch 16
Mode 8Ch 17
Mode 6Ch 17
Mode 5Ch 18
Mode 1Ch 18
10 Technical specifications 19
11 Maintenance and cleaning 19
12 Troubleshooting 20
13 Disposal 20

1 About this manual

This document describes the Ovation Reve E-3 by Chauvet Professional. It was compiled from the GDTF file Chauvet_Professional_Ovation_Reve_E-3_133252.gdtf from the GDTF-Share library.

File revision: “Ovation Reve E-3 from Chauvet Professional, Uploaded to GDTF Share.”.

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 Chauvet Professional; 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	8.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
18ch	18	28	1, 19, 37, 55, ...
HSV	4	128	1, 5, 9, 13, ...
14Ch1	12	42	1, 13, 25, 37, ...
14Ch2	14	36	1, 15, 29, 43, ...
12Ch	12	42	1, 13, 25, 37, ...
8Ch	8	64	1, 9, 17, 25, ...
6Ch	6	85	1, 7, 13, 19, ...
5Ch	5	102	1, 6, 11, 16, ...
1Ch	1	512	1, 2, 3, 4, ...



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 Product description

Description in the GDTF file

“Ovation Rêve E-3 is the brightest, multi-color LED ellipsoidal that also has the capability of producing perfectly tunable whites.”

5 Installation

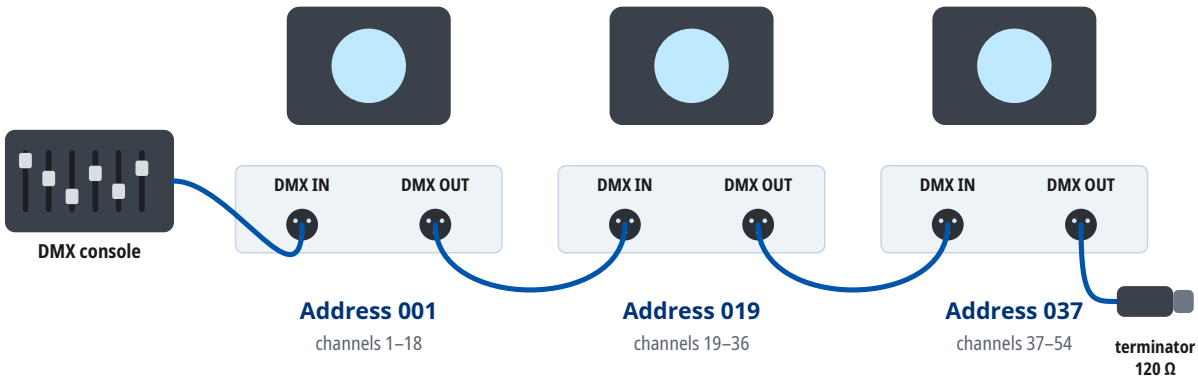
⚠ WARNING

- 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: 8.4 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.

6 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 18ch: every unit occupies 18 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.

7 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 “18ch”: 18.
- 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 “18ch”, you can use, for example, the start addresses 1, 19, 37, 55.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	18ch 18 channels	HSV 4 channels	14Ch1 12 channels	14Ch2 14 channels	12Ch 12 channels	8Ch 8 channels	6Ch 6 channels	5Ch 5 channels
Pan / Tilt	✓							
Dimmer	1		1	1	1	1		1
Dimmer resolution	16 bit		8 bit	16 bit	16 bit	8 bit		8 bit
Shutter / strobe	13		7	13	8	7		
Color mixing	5× (3–11)		2–6	5× (3–11)	3–7	2–6	1–5	
Color temperature	15		9		10			3
Color wheel	14		8		9			2
Gobo rotation	18	4	12	14	12	8	6	5
Zoom	✓							

Color wheel

1 Open
DMX 0–5

2 C3050 Md Yellow
DMX 6–13

3 C3040 Lt Yellow
DMX 14–21

4 C3240 Amb Yellow
DMX 22–28

5 C2340 VLt Amber
DMX 29–35

6 C2040 Lt Amber
DMX 36–43

7 C2050 Md Amber
DMX 44–51

8 C2060 Dk Amber
DMX 52–59

9 C1050 Lt Red
DMX 60–67

10 C1080 Md Red
DMX 68–75

11 C1020 - NC Pink
DMX 76–83

12 C1030 Md Pink
DMX 84–91

13 C1630 Dk Pink
DMX 92–99

14 C1250 Md Red Amber
DMX 100–107

15 C1060 Dk Red Amber
DMX 108–115

16 C1650 Magenta
DMX 116–121

17 C6170 Dk Magenta
DMX 122–130

18 C6020 Lt Lavender
DMX 131–138

19 C5030 Lt Blue
DMX 139–146

20 C5020 VLt Blue
DMX 147–154

21 C5430 Lt Blue 2
DMX 155–162

22 C5070 Blue
DMX 163–170

23 C5050 Md Blue
DMX 171–178

24 C5060 Dk Blue
DMX 179–186

25 C5690 Indigo
DMX 187–194

26 C5080 VDk Blue
DMX 195–202

27 C5080 VDk Blue 2
DMX 203–210

28 C4370 Yel Green
DMX 211–218

29 C4070 Green
DMX 219–226

30 C4550 Turquoise
DMX 227–234

31 C4560 Aqua
DMX 235–242

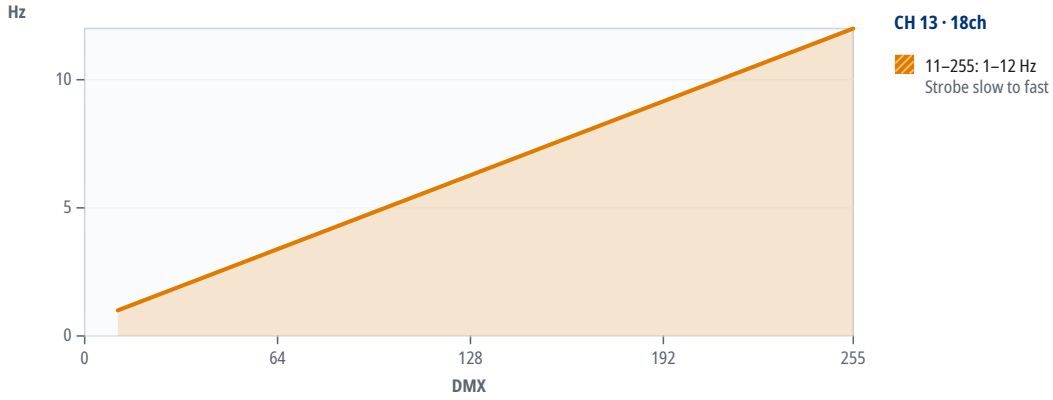
32 C4570 Blue Green
DMX 243–250

33 No function
DMX 251–255

Gobo wheel

1 Wheel Slot 1

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “18ch”

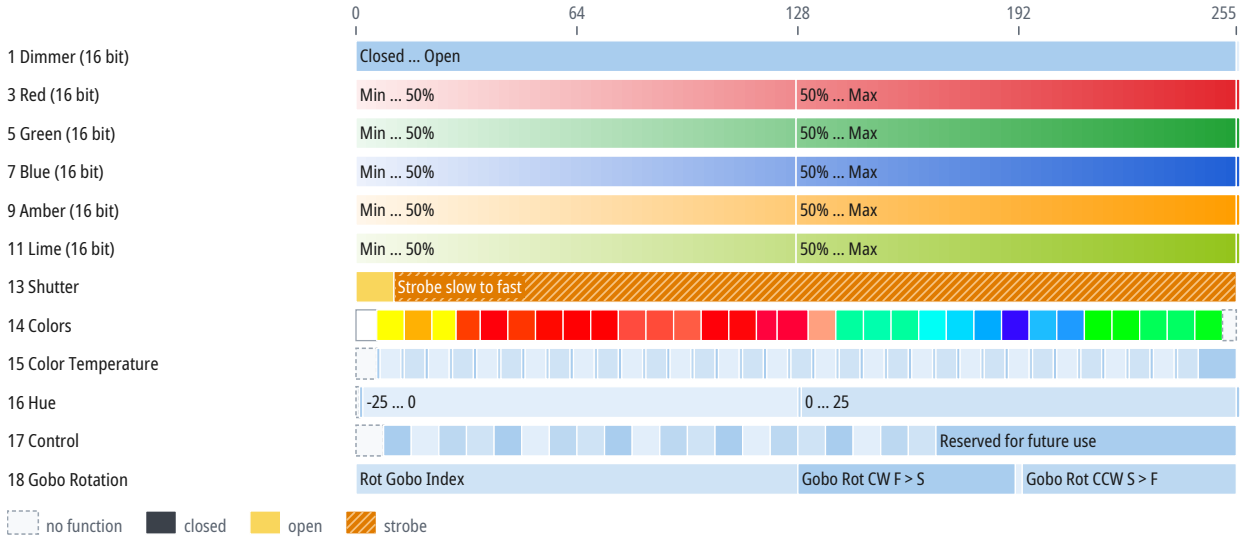
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	91	11	181	16	271
2	19	7	109	12	199	17	289
3	37	8	127	13	217	18	307
4	55	9	145	14	235	19	325
5	73	10	163	15	253	20	343

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 1 Dimmer above 0; CH 13 Shutter at 0–10 “No function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 5 Green 255, CH 7 Blue 255, CH 9 Amber 255, CH 11 Lime 255, CH 14 Colors 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	Red	0–127	Min ... 50%
		128–255	50% ... Max
		255	Max
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–127	Min ... 50%
		128–255	50% ... Max
		255	Max
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue	0–127	Min ... 50%
		128–255	50% ... Max

CH	Function	DMX	Description
7	Blue (continued)	255	Max
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Amber	0–127	Min … 50%
		128–255	50% … Max
		255	Max
10	Amber Fine	0–255	Fine adjustment of CH 9
11	Lime	0–127	Min … 50%
		128–255	50% … Max
		255	Max
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Shutter	0–10	No function
		11–255	Strobe slow to fast (1–12 Hz)
14	Colors	0–5	Open
		6–13	C3050 Md Yellow
		14–21	C3040 Lt Yellow
		22–28	C3240 Amb Yellow
		29–35	C2340 VLt Amber
		36–43	C2040 Lt Amber
		44–51	C2050 Md Amber
		52–59	C2060 Dk Amber
		60–67	C1050 Lt Red
		68–75	C1080 Md Red
		76–83	C1020 - NC Pink
		84–91	C1030 Md Pink
		92–99	C1630 Dk Pink
		100–107	C1250 Md Red Amber
		108–115	C1060 Dk Red Amber
		116–121	C1650 Magenta
		122–130	C6170 Dk Magenta
		131–138	C6020 Lt Lavender
		139–146	C5030 Lt Blue
		147–154	C5020 VLt Blue
		155–162	C5430 Lt Blue 2
		163–170	C5070 Blue
		171–178	C5050 Md Blue
		179–186	C5060 Dk Blue
		187–194	C5690 Indigo
		195–202	C5080 VDk Blue
		203–210	C5080 VDk Blue 2
		211–218	C4370 Yel Green
		219–226	C4070 Green
		227–234	C4550 Turquoise

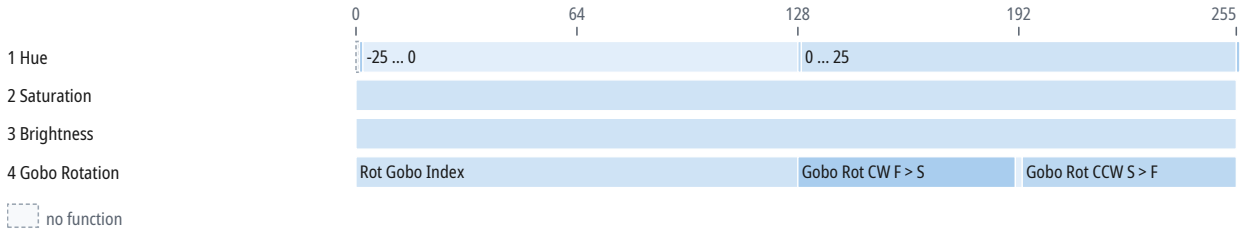
CH	Function	DMX	Description
14	Colors (continued)	235–242	C4560 Aqua
		243–250	C4570 Blue Green
		251–255	No function
15	Color Temperature	0–5	No function
		6	2800K
		7–12	2800K … 2900K
		13	2900K
		14–19	2900K … 3000K
		20	3000K
		21–26	3000K … 3100K
		27	3100K
		28–33	3100K … 3200K
		34	3200K
		35–40	3200K … 3300K
		41	3300K
		42–47	3300K … 3400K
		48	3400K
		49–54	3400K … 3500K
		55	3500K
		56–61	3500K … 3600K
		62	3600K
		63–68	3600K … 3700K
		69	3700K
		70–75	3700K … 3800K
		76	3800K
		77–82	3800K … 3900K
		83	3900K
		84–89	3900K … 4000K
		90	4000K
		91–96	4000K … 4100K
		97	4100K
		98–103	4100K … 4200K
		104	4200K
		105–110	4200K … 4300K
		111	4300K
		112–117	4300K … 4400K
		118	4400K
		119–124	4400K … 4500K
		125	4500K
		126–131	4500K … 4600K
		132	4600K
		133–138	4600K … 4700K

CH	Function	DMX	Description
15	Color Temperature (continued)	139	4700K
		140–145	4700K … 4800K
		146	4800K
		147–152	4800K … 4900K
		153	4900K
		154–159	4900K … 5000K
		160	5000K
		161–166	5000K … 5100K
		167	5100K
		168–173	5100K … 5200K
		174	5200K
		175–180	5200K … 5300K
		181	5300K
		182–187	5300K … 5400K
		188	5400K
		189–194	5400K … 5500K
		195	5500K
		196–201	5500K … 5600K
		202	5600K
		203–208	5600K … 5700K
		209	5700K
		210–215	5700K … 6000K
		216	6000K
		217–222	6000K … 6500K
		223	6500K
		224–229	6500K … 7000K
		230	7000K
		231–236	7000K … 7500K
		237	7500K
		238–243	7500K … 8000K
		244–255	8000K
16	Hue	0	No function
		1	-25
		2–127	-25 … 0
		128	0
		129–254	0 … 25
		255	25
17	Control	0–7	No function
		8–15	Dimmer reset
		16–23	Red shift on
		24–31	Red shift off
		32–39	S-curve dimmer

CH	Function	DMX	Description
17	Control (continued)	40–47	Linear dimmer
		48–55	Square dimmer curve
		56–63	Inverse square dimmer curve
		64–71	Dimmer speed mode OFF
		72–79	Dimmer speed 1
		80–87	Dimmer speed 2
		88–95	Dimmer speed 3
		96–103	Fan auto
		104–111	Fan on
		112–119	Fan off
		120–127	Fan silent
		128–135	X-Fade Speed: OFF
		136–143	X-Fade Speed: 1 (fastest)
		144–151	X-Fade Speed: 2
		152–159	X-Fade Speed: 3
		160–167	X-Fade Speed: 4
		168–255	Reserved for future use
18	Gobo Rotation	0–127	Rot Gobo Index (360°)
		128–190	Gobo Rot CW F > S (360–1 °/s)
		191–192	Gobo Rotation: Stop
		193–255	Gobo Rot CCW S > F (1–360 °/s)

Mode HSV

Channel functions at a glance

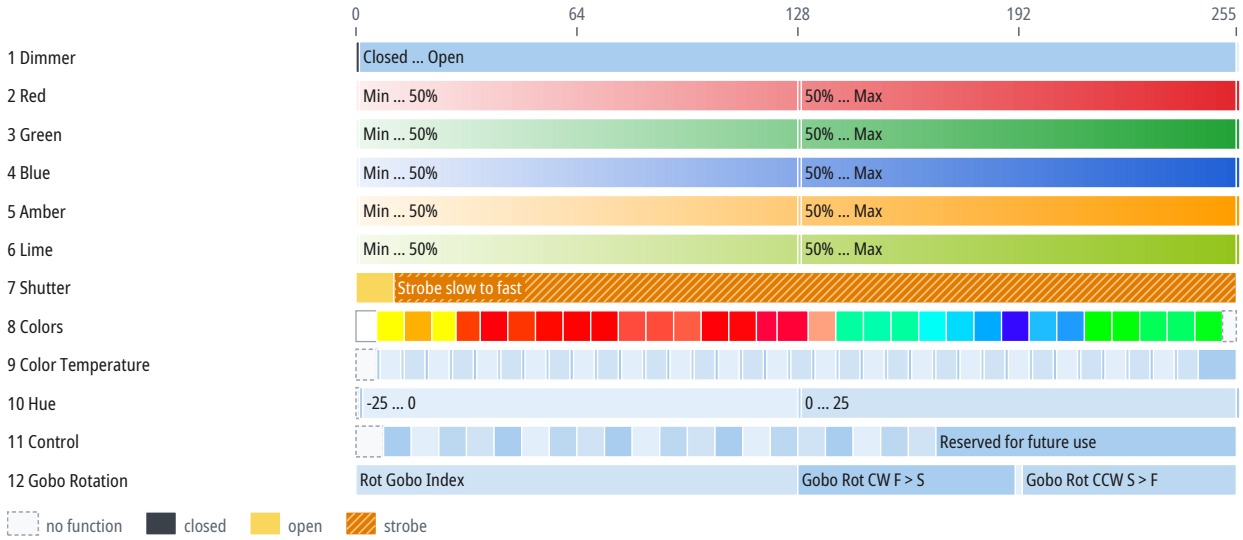


CH	Function	DMX	Description
1	Hue		Same as CH 16 in the mode “18ch” (p. 12)
2	Saturation	0–255	
3	Brightness	0–255	
4	Gobo Rotation		Same as CH 18 in the mode “18ch” (p. 13)

Mode 14Ch1

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 7 Shutter at 0–10 “No function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 Amber 255, CH 6 Lime 255, CH 8 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Red	0	Min
		1–127	Min ... 50%
		128	50%
		129–254	50% ... Max
		255	Max
3	Green	0	Min
		1–127	Min ... 50%
		128	50%
		129–254	50% ... Max
		255	Max
4	Blue	0	Min
		1–127	Min ... 50%
		128	50%
		129–254	50% ... Max
		255	Max
5	Amber	0	Min
		1–127	Min ... 50%
		128	50%
		129–254	50% ... Max

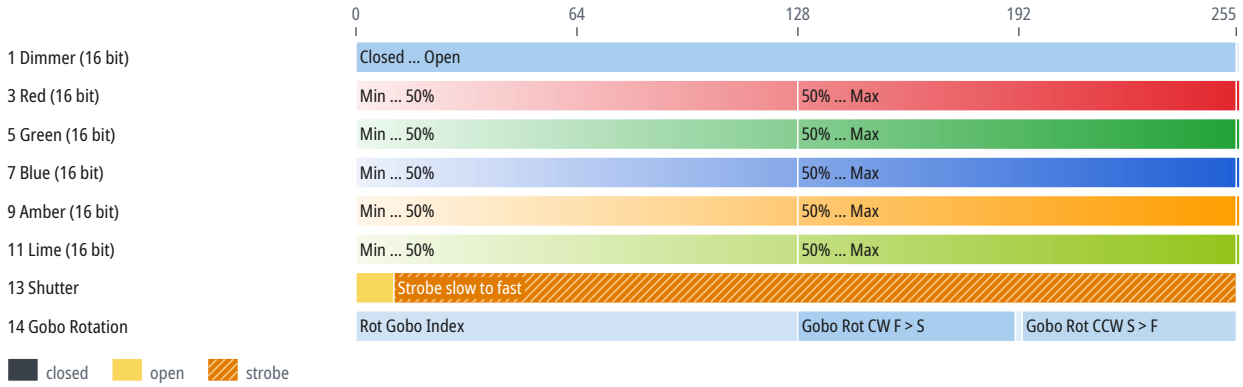
CH	Function	DMX	Description
5	Amber (continued)	255	Max
6	Lime	0	Min
		1–127	Min … 50%
		128	50%
		129–254	50% … Max
		255	Max
7	Shutter		Same as CH 13 in the mode “18ch” (p. 10)
8	Colors		Same as CH 14 in the mode “18ch” (p. 10)
9	Color Temperature		Same as CH 15 in the mode “18ch” (p. 11)
10	Hue		Same as CH 16 in the mode “18ch” (p. 12)
11	Control		Same as CH 17 in the mode “18ch” (p. 12)
12	Gobo Rotation		Same as CH 18 in the mode “18ch” (p. 13)

Mode 14Ch2

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 13 Shutter at 0–10 “No function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 5 Green 255, CH 7 Blue 255, CH 9 Amber 255, CH 11 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “18ch” (p. 9)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red	0–128	Min … 50%
		128–255	50% … Max
		255	Max
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–128	Min … 50%
		128–255	50% … Max
		255	Max
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue	0–128	Min … 50%
		128–255	50% … Max

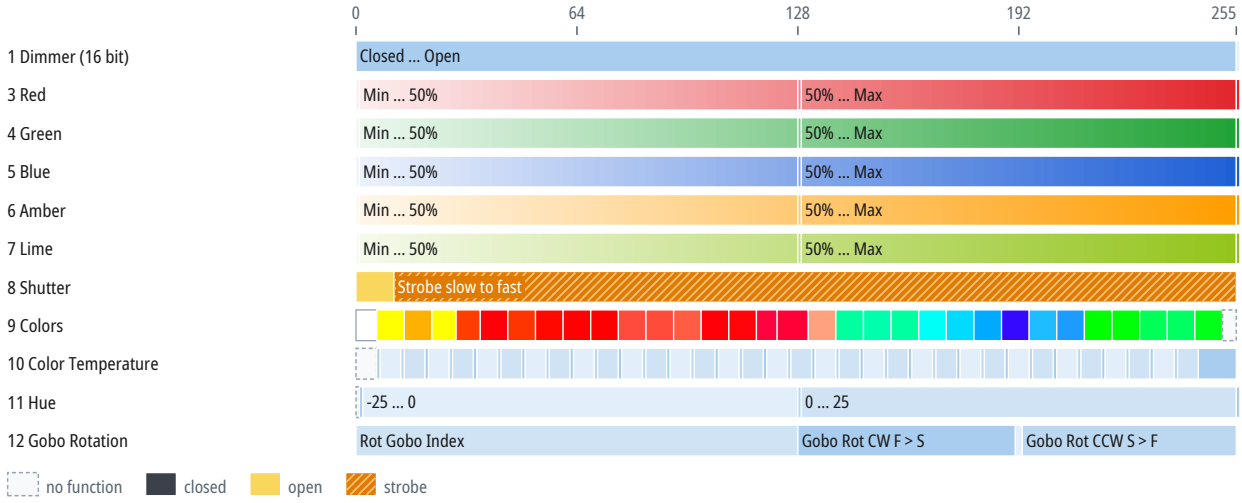
CH	Function	DMX	Description
7	Blue (continued)	255	Max
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Amber	0–128	Min ... 50%
		128–255	50% ... Max
		255	Max
10	Amber Fine	0–255	Fine adjustment of CH 9
11	Lime	0–128	Min ... 50%
		128–255	50% ... Max
		255	Max
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Shutter		Same as CH 13 in the mode “18ch” (p. 10)
14	Gobo Rotation		Same as CH 18 in the mode “18ch” (p. 13)

Mode 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 8 Shutter at 0–10 “No function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Red 255, CH 4 Green 255, CH 5 Blue 255, CH 6 Amber 255, CH 7 Lime 255, CH 9 Colors 0.

Channel functions at a glance



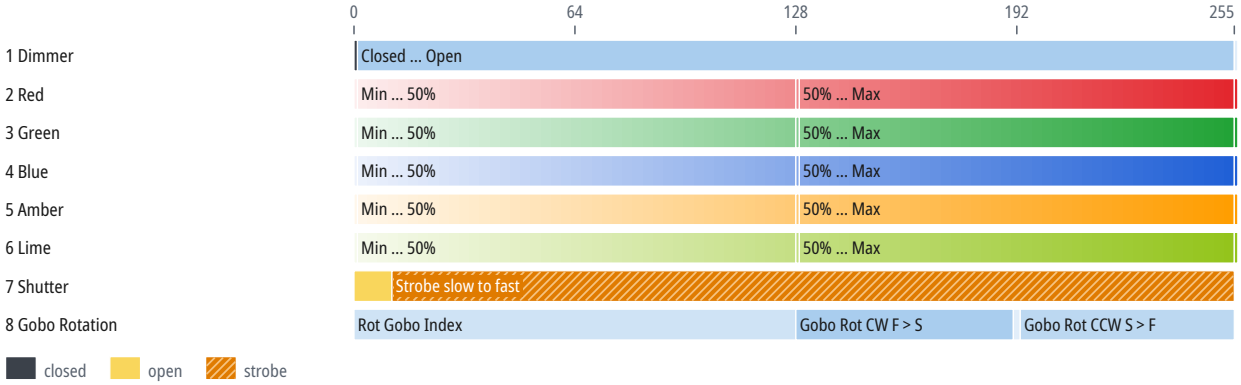
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “18ch” (p. 9)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 2 in the mode “14Ch1” (p. 14)
4	Green		Same as CH 3 in the mode “14Ch1” (p. 14)
5	Blue		Same as CH 4 in the mode “14Ch1” (p. 14)
6	Amber		Same as CH 5 in the mode “14Ch1” (p. 14)
7	Lime		Same as CH 6 in the mode “14Ch1” (p. 15)
8	Shutter		Same as CH 13 in the mode “18ch” (p. 10)

CH	Function	DMX	Description
9	Colors		Same as CH 14 in the mode “18ch” (p. 10)
10	Color Temperature		Same as CH 15 in the mode “18ch” (p. 11)
11	Hue		Same as CH 16 in the mode “18ch” (p. 12)
12	Gobo Rotation		Same as CH 18 in the mode “18ch” (p. 13)

Mode 8Ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 7 Shutter at 0–10 “No function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255, CH 5 Amber 255, CH 6 Lime 255.

Channel functions at a glance

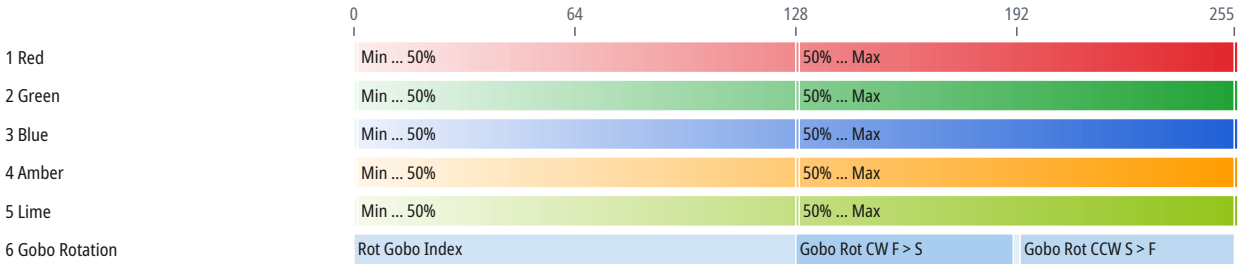


CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “14Ch1” (p. 14)
2	Red		Same as CH 2 in the mode “14Ch1” (p. 14)
3	Green		Same as CH 3 in the mode “14Ch1” (p. 14)
4	Blue		Same as CH 4 in the mode “14Ch1” (p. 14)
5	Amber		Same as CH 5 in the mode “14Ch1” (p. 14)
6	Lime		Same as CH 6 in the mode “14Ch1” (p. 15)
7	Shutter		Same as CH 13 in the mode “18ch” (p. 10)
8	Gobo Rotation		Same as CH 18 in the mode “18ch” (p. 13)

Mode 6Ch

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 Amber 255, CH 5 Lime 255.

Channel functions at a glance

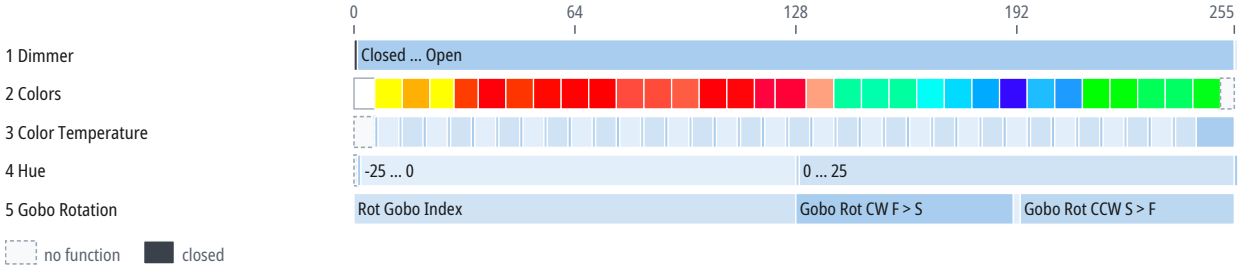


CH	Function	DMX	Description
1	Red		Same as CH 2 in the mode “14Ch1” (p. 14)
2	Green		Same as CH 3 in the mode “14Ch1” (p. 14)
3	Blue		Same as CH 4 in the mode “14Ch1” (p. 14)
4	Amber		Same as CH 5 in the mode “14Ch1” (p. 14)
5	Lime		Same as CH 6 in the mode “14Ch1” (p. 15)
6	Gobo Rotation		Same as CH 18 in the mode “18ch” (p. 13)

Mode 5Ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “14Ch1” (p. 14)
2	Colors		Same as CH 14 in the mode “18ch” (p. 10)
3	Color Temperature		Same as CH 15 in the mode “18ch” (p. 11)
4	Hue		Same as CH 16 in the mode “18ch” (p. 12)
5	Gobo Rotation		Same as CH 18 in the mode “18ch” (p. 13)

Mode 1Ch

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Close
		1–254	Close ... Open
		255	Open

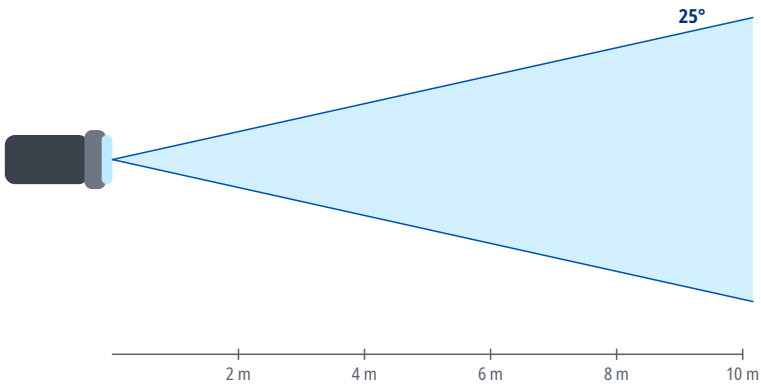
10 Technical specifications

Parameter	Value
Light	
Light source	tungsten lamp
Lamp power	1,000 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	100
Optics	
Beam angle	25°
Dimensions and construction	
Weight	8.4 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–8000 K
Strobe frequency	1–12 Hz
Gobo rotation	up to 360 °/s (60 rpm)

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.

11 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.

12 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.

13 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.