DMX REFERENCE

Strobe Bar192

Dea Production



Manufacturer	Dea Production
GDTF file	Dea_Production_Strobe_Bar192_149221.gdtf
GDTF revision	deaaa · 2026-07-02
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1 About this manual

This document describes the Strobe Bar192 by Dea Production. It was compiled from the GDTF file Dea_Production_Strobe_Bar192_149221.gdtf from the GDTF-Share library.

File revision: “deaaa”.

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 Dea Production; 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	4.8 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
6CH	6	85	1, 7, 13, 19, ...
13CH	13	39	1, 14, 27, 40, ...
16CH	16	32	1, 17, 33, 49, ...
112CH	112	4	1, 113, 225, 337
192CH	192	2	1, 193

No light? Check these channels

- 13CH: CH 8 Strobe at 0–2 “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.

⚠ 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 Product description

Description in the GDTF file

“With added features over its predecessor, the Jolt Bar FX2 is a highly flexible fixture that can be used to create a wide variety of effects ideal for concert productions, festival stages and rental houses, as well as for permanent installation in large nightclubs.”

5 Installation

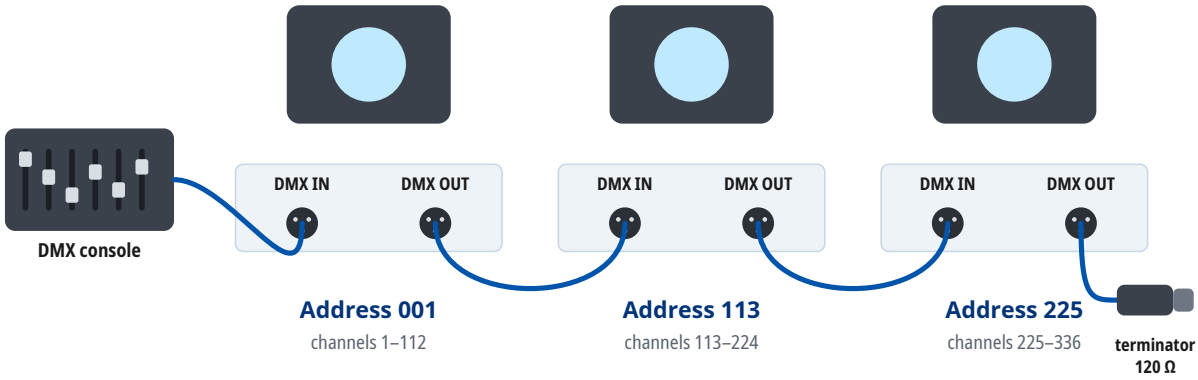
⚠ **WARNING**

- 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: 4.75 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 112CH: every unit occupies 112 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 “192CH”: 192.
- 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 “192CH”, you can use, for example, the start addresses 1, 193.
- 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.

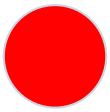
8 Functions at a glance

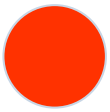
Functions in each DMX mode

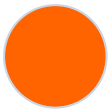
	6CH 6 channels	13CH 13 channels	16CH 16 channels	112CH 112 channels	192CH 192 channels
Dimmer	4, 5	4, 6	13–16	✓	✓
Dimmer resolution	16 bit	16 bit	8 bit	8 bit	
Shutter / strobe		9, 10			
Color mixing	1–3	1–3	1–12	1–112	1–192
Color wheel		5			
Effects / macros		11–13			

Color wheel

1
Off
DMX 0–9

2 
Color Macro 1
DMX 10–17

3 
Color Macro 2
DMX 18–24

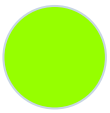
4 
Color Macro 3
DMX 25–32

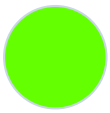
5 
Color Macro 4
DMX 33–39

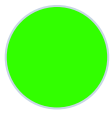
6 
Color Macro 5
DMX 40–47

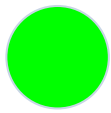
7
Color Macro 6
DMX 48–54

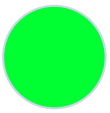
8
Color Macro 7
DMX 55–61

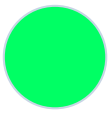
9 
Color Macro 8
DMX 62–69

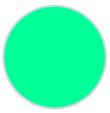
10 
Color Macro 9
DMX 70–76

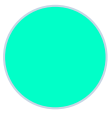
11 
Color Macro 10
DMX 77–84

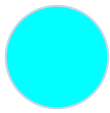
12 
Color Macro 11
DMX 85–91

13 
Color Macro 12
DMX 92–99

14 
Color Macro 13
DMX 100–106

15 
Color Macro 14
DMX 107–113

16 
Color Macro 15
DMX 114–121

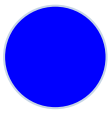
17 
Color Macro 16
DMX 122–128

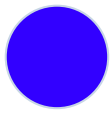
18 
Color Macro 17
DMX 129–136

19 
Color Macro 18
DMX 137–143

20 
Color Macro 19
DMX 144–151

21 
Color Macro 20
DMX 152–158

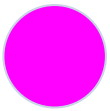
22 
Color Macro 21
DMX 159–165

23 
Color Macro 22
DMX 166–173

24 
Color Macro 23
DMX 174–180

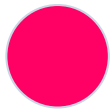
25 
Color Macro 24
DMX 181–188

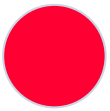
26 
Color Macro 25
DMX 189–195

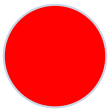
27 
Color Macro 26
DMX 196–203

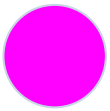
28 
Color Macro 27
DMX 204–210

29 
Color Macro 28
DMX 211–217

30 
Color Macro 29
DMX 218–225

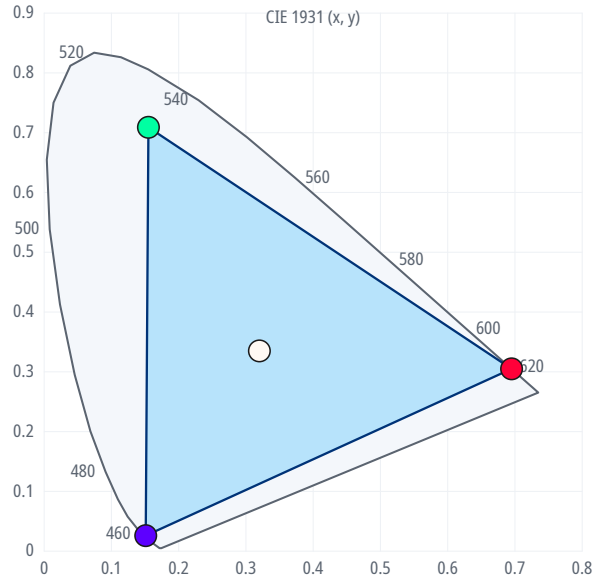
31 
Color Macro 30
DMX 226–232

32 
Color Macro 31
DMX 233–240

33 
Color Macro 32
DMX 241–247

34
Color Macro 33
DMX 248–255

LED colors and the colors they mix



LED	x	y	nm
White Strobe	0.320	0.335	
Red	0.695	0.305	620
Green	0.155	0.709	515
Blue	0.151	0.026	460

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

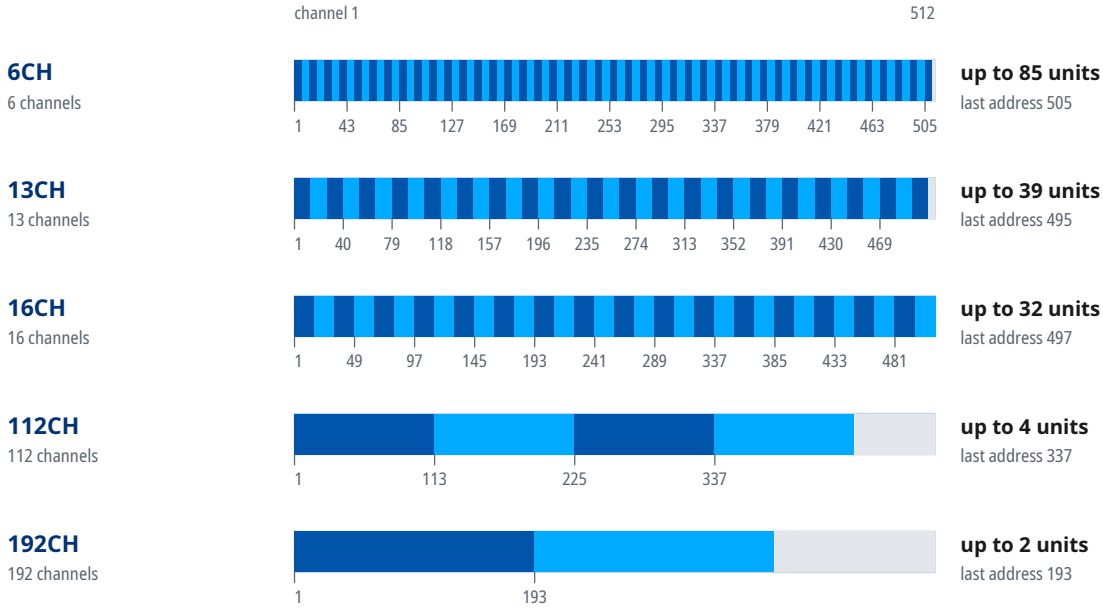
Cells (pixels)

1 CH 1	2 CH 5	3 CH 9	4 CH 13	5 CH 17	6 CH 21	7 CH 25	8 CH 29	9 CH 33	10 CH 37	11 CH 41	12 CH 45	13 CH 49	14 CH 53	15 CH 57	16 CH 61
17 CH 65	18 CH 69	19 CH 73	20 CH 77	21 CH 81	22 CH 85	23 CH 89	24 CH 93	25 CH 97	26 CH 101	27 CH 105	28 CH 109	29 CH 113	30 CH 117	31 CH 121	32 CH 125
33 CH 129	34 CH 133	35 CH 137	36 CH 141	37 CH 145	38 CH 149	39 CH 153	40 CH 157	41 CH 161	42 CH 165	43 CH 169	44 CH 173	45 CH 177	46 CH 181	47 CH 185	48 CH 189

48 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; numbered by their first DMX channel (CH) in the mode “13CH”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “192CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 193	11	U6 · 1	16	U8 · 193
2	193	7	U4 · 1	12	U6 · 193	17	U9 · 1
3	U2 · 1	8	U4 · 193	13	U7 · 1	18	U9 · 193
4	U2 · 193	9	U5 · 1	14	U7 · 193	19	U10 · 1
5	U3 · 1	10	U5 · 193	15	U8 · 1	20	U10 · 193

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 6CH

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

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 Dimmer 1 255, CH 5 Dimmer 2 255.

CH	Function	DMX	Description
1	Red	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %

CH	Function	DMX	Description
2	Green	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
3	Blue	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
4	Dimmer 1	0	0 % White
		1–62	0 % White … 25 % White
		63	25 % White
		64–126	25 % White … 50 % White
		127	50 % White
		128–190	50 % White … 75 % White
		191	75 % White
		192–254	75 % White … 100 % White
		255	100 % White
5	Dimmer 2	0–63	0 % Master … 25 % Master
		63	25 % Master
		64–127	25 % Master … 50 % Master
		127	50 % Master
		128–191	50 % Master … 75 % Master
		191	75 % Master
		192–255	75 % Master … 100 % Master
		255	100 % Master
6	Dimmer 2 Fine	0–255	Fine adjustment of CH 5

Mode 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 8 Strobe at 0–2 “Open”. 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 Dimmer 1 255, CH 6 Dimmer 2 255.

CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “6CH” (p. 9)
2	Green		Same as CH 2 in the mode “6CH” (p. 10)
3	Blue		Same as CH 3 in the mode “6CH” (p. 10)
4	Dimmer 1		Color Add_W 1
		0	0 % White
		1–62	0 % White … 25 % White
		63	25 % White
		64–126	25 % White … 50 % White
		127	50 % White
		128–190	50 % White … 75 % White
		191	75 % White
		192–254	75 % White … 100 % White
		255	100 % White
5	Colors		Color Macros
		0–9	Off
		10–17	Color Macro 1
		18–24	Color Macro 2
		25–32	Color Macro 3
		33–39	Color Macro 4
		40–47	Color Macro 5
		48–54	Color Macro 6
		55–61	Color Macro 7
		62–69	Color Macro 8
		70–76	Color Macro 9
		77–84	Color Macro 10
		85–91	Color Macro 11
		92–99	Color Macro 12
		100–106	Color Macro 13
		107–113	Color Macro 14
		114–121	Color Macro 15
		122–128	Color Macro 16
		129–136	Color Macro 17
		137–143	Color Macro 18
		144–151	Color Macro 19
		152–158	Color Macro 20
		159–165	Color Macro 21

CH	Function	DMX	Description
5	Colors (continued)	166–173	Color Macro 22
		174–180	Color Macro 23
		181–188	Color Macro 24
		189–195	Color Macro 25
		196–203	Color Macro 26
		204–210	Color Macro 27
		211–217	Color Macro 28
		218–225	Color Macro 29
		226–232	Color Macro 30
		233–240	Color Macro 31
		241–247	Color Macro 32
		248–255	Color Macro 33
6	Dimmer 2		Same as CH 5 in the mode “6CH” (p. 10)
7	Dimmer 2 Fine	0–255	Fine adjustment of CH 6
8	Strobe	0–2	Open
		3–5	Strobe
		6–50	Ramp up
		51–100	Ramp down
		101–150	Ramp up-down
		151–200	Lighting
		201–255	Random
9	Strobe Speed	0	Slow
		1–126	Slow ... Med
		127	Med
		128–254	Med ... Fast
		255	Fast
10	Strobe Duration	0	Slow
		1–126	Slow ... Med
		127	Med
		128–254	Med ... Fast
		255	Fast
11	Color Macro 1		Outer Program Macro
		0–5	Off
		6–15	Macro 1
		16–25	Macro 2
		26–35	Macro 3
		36–45	Macro 4
		46–55	Macro 5
		56–65	Macro 6
		66–75	Macro 7
		76–85	Macro 8
		86–95	Macro 9

CH	Function	DMX	Description
11	Color Macro 1 (continued)	96–105	Macro 10
		106–115	Macro 11
		116–125	Macro 12
		126–135	Macro 13
		136–145	Macro 14
		146–155	Macro 15
		156–165	Macro 16
		166–175	Macro 17
		176–185	Macro 18
		186–195	Macro 19
		196–205	Macro 20
		206–215	Macro 21
		216–225	Macro 22
		226–235	Macro 23
		236–245	Macro 24
		246–255	Macro 25
12	Color Macro 2		Inner Program Macro
		0–5	No function
		6–33	Macro1
		34–60	Macro2
		61–88	Macro3
		89–116	Macro4
		117–144	Macro5
		145–172	Macro6
		173–200	Macro7
		201–228	Macro8
		229–255	Macro9
13	Color Macro Speed		In/Out Program Macro Speed
		0–255	Slow to fast

Mode 16CH

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 14 Dimmer 2 255, CH 15 Dimmer 3 255, CH 16 Dimmer 4 255.

CH	Function	DMX	Description
1	Red 1	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %

CH	Function	DMX	Description
1	Red 1 (continued)	192–254	75 % … 100 %
		255	100 %
2	Green 1	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
3	Blue 1	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
4	Red 2		Red 1
		0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
5	Green 2	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
6	Blue 2	0	0 %
		1–62	0 % … 25 %
		63	25 %

CH	Function	DMX	Description
6	Blue 2 (continued)	64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
7	Red 3		Red 1
		0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
8	Green 3	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
9	Blue 3	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
10	Red 4		Red 1
		0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %

CH	Function	DMX	Description
10	Red 4 (continued)	192–254	75 % … 100 %
		255	100 %
11	Green 4	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
12	Blue 4	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
13	Dimmer 1		Same as CH 4 in the mode “6CH” (p. 10)
14	Dimmer 2	0	0 % White
		1–62	0 % White … 25 % White
		63	25 % White
		64–126	25 % White … 50 % White
		127	50 % White
		128–190	50 % White … 75 % White
		191	75 % White
		192–254	75 % White … 100 % White
		255	100 % White
15	Dimmer 3	0	0 % White
		1–62	0 % White … 25 % White
		63	25 % White
		64–126	25 % White … 50 % White
		127	50 % White
		128–190	50 % White … 75 % White
		191	75 % White
		192–254	75 % White … 100 % White
		255	100 % White
16	Dimmer 4	0	0 % White
		1–62	0 % White … 25 % White
		63	25 % White

CH	Function	DMX	Description
16	Dimmer 4 (continued)	64–126	25 % White … 50 % White
		127	50 % White
		128–190	50 % White … 75 % White
		191	75 % White
		192–254	75 % White … 100 % White
		255	100 % White

Mode 112CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 32 cells), CH 2 Green 255 (the same in each of the 32 cells), CH 3 Blue 255 (the same in each of the 32 cells), CH 97 Dimmer 255 (the same in each of the 16 cells).

CH	Function	DMX	Description
1	Red 1	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
2	Green 1	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
3	Blue 1	0	0 %
		1–62	0 % … 25 %
		63	25 %
		64–126	25 % … 50 %
		127	50 %
		128–190	50 % … 75 %
		191	75 %
		192–254	75 % … 100 %
		255	100 %
97	Dimmer 1	0	0 % White
		1–62	0 % White … 25 % White
		63	25 % White

CH	Function	DMX	Description
97	Dimmer 1 (continued)	64–126	25 % White ... 50 % White
		127	50 % White
		128–190	50 % White ... 75 % White
		191	75 % White
		192–254	75 % White ... 100 % White
		255	100 % White

CH 1–96: 32 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
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93	32	94	95	96				

CH 97–112: 16 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 97); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	97	2	98	3	99	4	100	5	101	6	102
7	103	8	104	9	105	10	106	11	107	12	108
13	109	14	110	15	111	16	112				

Mode 192CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 48 cells), CH 2 Green 255 (the same in each of the 48 cells), CH 3 Blue 0 (the same in each of the 48 cells).

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

CH 1–192: 48 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120
31	121	122	123	124	32	125	126	127	128
33	129	130	131	132	34	133	134	135	136
35	137	138	139	140	36	141	142	143	144
37	145	146	147	148	38	149	150	151	152
39	153	154	155	156	40	157	158	159	160
41	161	162	163	164	42	165	166	167	168
43	169	170	171	172	44	173	174	175	176
45	177	178	179	180	46	181	182	183	184
47	185	186	187	188	48	189	190	191	192

10 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x1900, device model ID 0x0040)
Weight	4.8 kg
Operating temperature	0 to 40 °C

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.