DMX REFERENCE

COLLIDER-BAR-IP

EK Lights



Manufacturer	EK Lights
GDTF file	EK_Lights_COLLIDER-BAR-IP_124279.gdtf
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1 About this manual

This document describes the COLLIDER-BAR-IP by EK Lights. It was compiled from the GDTF file EK_Lights_COLLIDER-BAR-IP_124279.gdtf from the GDTF-Share library.

File revision: “V1-02”.

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 EK Lights; 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	6.9 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
4CH	4	128	1, 5, 9, 13, ...
5CH	5	102	1, 6, 11, 16, ...
6CH	6	85	1, 7, 13, 19, ...
8CH	8	64	1, 9, 17, 25, ...
11 CH	11	46	1, 12, 23, 34, ...
15CH	15	34	1, 16, 31, 46, ...
60CH	60	8	1, 61, 121, 181, ...
62CH	62	8	1, 63, 125, 187, ...
67CH	67	7	1, 68, 135, 202, ...
120CH	120	4	1, 121, 241, 361



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

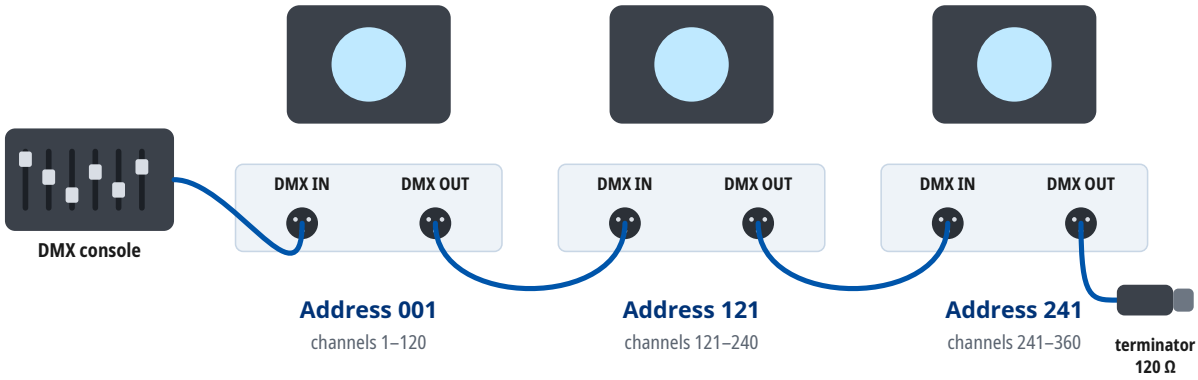
⚠ **WARNING**

- 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: 6.93 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 120CH: every unit occupies 120 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

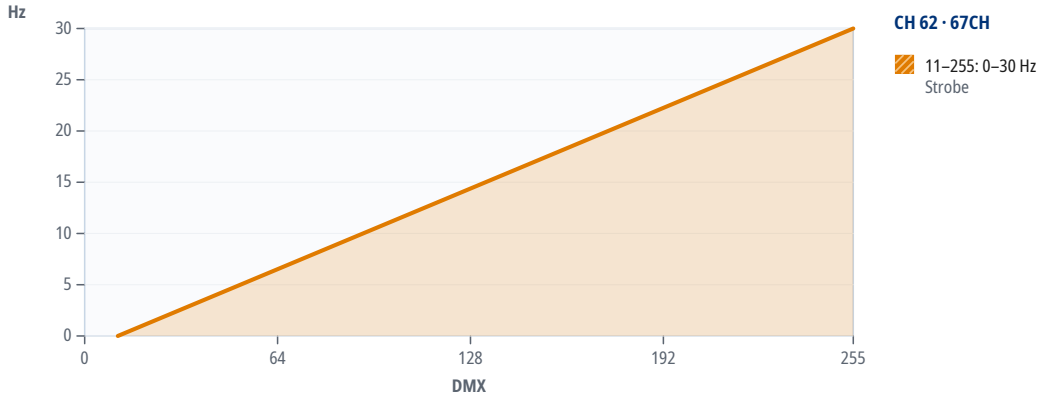
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “120CH”: 120.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “120CH”, you can use, for example, the start addresses 1, 121, 241, 361.
- 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

	4CH 4 channels	5CH 5 channels	6CH 6 channels	8CH 8 channels	11 CH 11 channels	15CH 15 channels	60CH 60 channels	62CH 62 channels
Dimmer	✓	1	1	✓	1	1	✓	1
Dimmer resolution		16 bit	8 bit		8 bit	16 bit		8 bit
Shutter / strobe		5	6		6	11		62
Color mixing	1–4		2–5	4× (1–7)	2–5	4× (3–9)	89 channels (1–116)	89 channels (1–116)
Color temperature		3			7	12		
Effects / macros					9, 10	14, 15		

Strobe rate



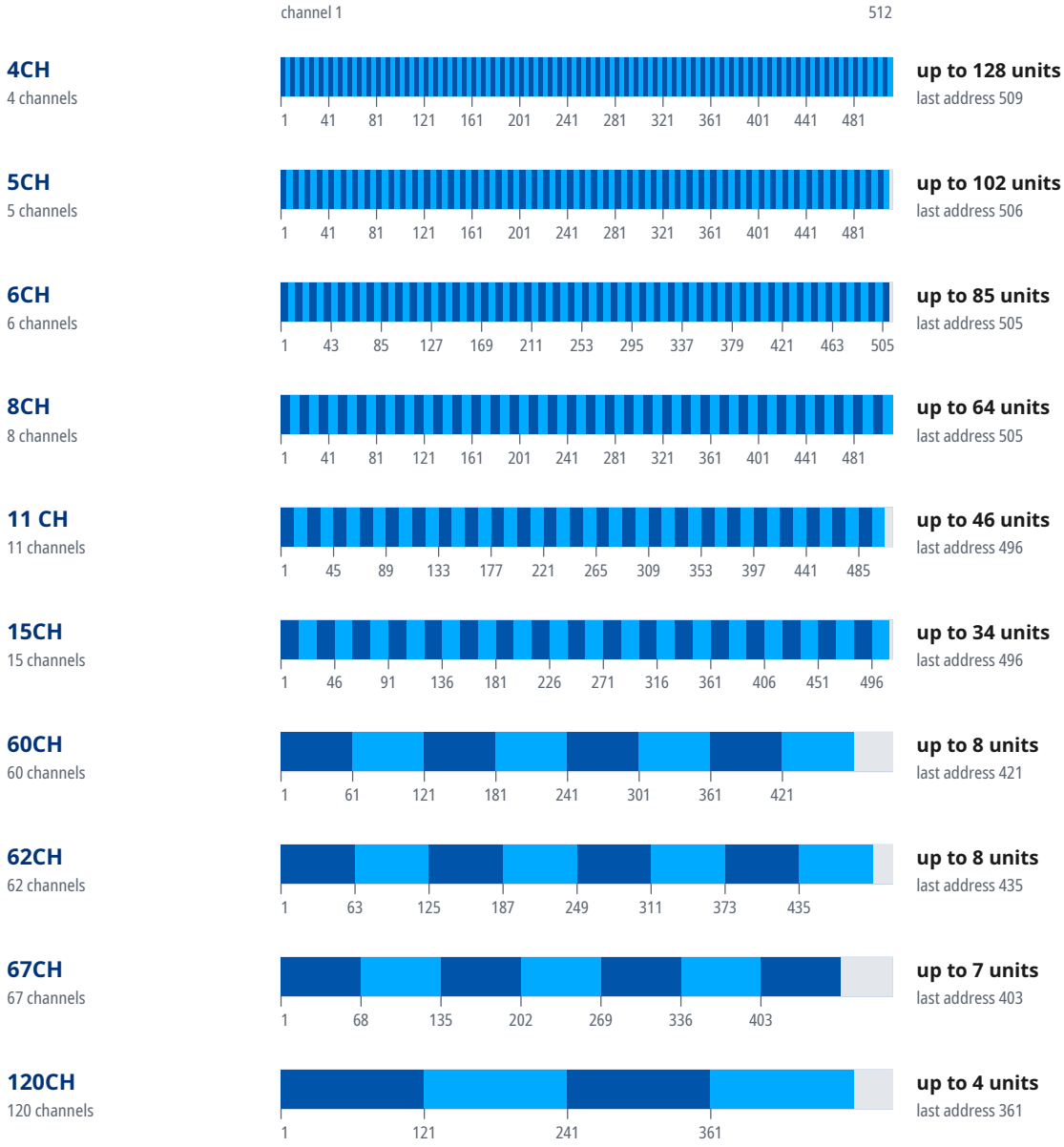
Cells (pixels)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1	CH 1

15 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “67CH”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “120CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 121	11	U3 · 241	16	U4 · 361
2	121	7	U2 · 241	12	U3 · 361	17	U5 · 1
3	241	8	U2 · 361	13	U4 · 1	18	U5 · 121
4	361	9	U3 · 1	14	U4 · 121	19	U5 · 241
5	U2 · 1	10	U3 · 121	15	U4 · 241	20	U5 · 361

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 4CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255.

CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min … Max
		255	Max
2	Green	0	Min
		1–254	Min … Max
		255	Max
3	Blue	0	Min
		1–254	Min … Max
		255	Max
4	White	0	Min
		1–254	Min … Max
		255	Max

Mode 5CH

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 5 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 0, CH 5 Shutter 0.

CH	Function	DMX	Description
1	Dimmer	0–255	Closed … Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	CTO	0–5	No Function
		6–13	2800-2900K (2800–2900 K)
		14–20	2900K-3000K (2900–3000 K)
		21–27	3000K-3100K (3000–3100 K)
		28–34	3100K-3200K (3100–3200 K)
		35–41	3200K-3300K (3200–3300 K)
		42–48	3300K-3400K (3300–3400 K)
		49–55	3400K-3500K (3400–3500 K)
		56–62	3500K-3600K (3500–3600 K)
		63–69	3600K-3700K (3600–3700 K)
		70–76	3700K-3800K (3700–3800 K)
		77–83	3800K-3900K (3800–3900 K)
		84–90	3900K-4000K (3900–4000 K)
		91–97	4000K-4100K (4000–4100 K)
		98–104	4100K-4200K (4100–4200 K)
		105–111	4200K-4300K (4200–4300 K)
		112–118	4300K-4400K (4300–4400 K)

CH	Function	DMX	Description
3	CTO (continued)	119–125	4400K-4500K (4400–4500 K)
		126–132	4500K-4600K (4500–4600 K)
		133–139	4600K-4700K (4600–4700 K)
		140–146	4700K-4800K (4700–4800 K)
		147–153	4800K-4900K (4800–4900 K)
		154–160	4900K-5000K (4900–5000 K)
		161–167	5000K-5100K (5000–5100 K)
		168–174	5100K-5200K (5100–5200 K)
		175–181	5200K-5300K (5200–5300 K)
		182–188	5300K-5400K (5300–5400 K)
		189–195	5400K-5500K (5400–5500 K)
		196–202	5500K-5600K (5500–5600 K)
		203–209	5600K-5700K (5600–5700 K)
		210–216	5700K-6000K (5700–6000 K)
		217–223	6000K-6500K (6000–6500 K)
		224–230	6500K-7000K (6500–7000 K)
		231–237	7000K-7500K (7000–7500 K)
		238–244	7500K-8000K (7500–8000 K)
		245–255	8000K
4	Hue	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
5	Shutter	0–10	Open
		11	Strobe: Min
		12–254	Strobe: Min … Max
		255	Strobe: Max

Mode 6CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Shutter at 0–10 “Open”. 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 White 255, CH 6 Shutter 0.

CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed … Open
		255	Open
2	Red		Same as CH 1 in the mode “4CH” (p. 9)
3	Green		Same as CH 2 in the mode “4CH” (p. 9)
4	Blue		Same as CH 3 in the mode “4CH” (p. 9)
5	White		Same as CH 4 in the mode “4CH” (p. 9)
6	Shutter		Same as CH 5 in the mode “5CH” (p. 10)

Mode 8CH

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 3 Green 255, CH 5 Blue 255, CH 7 White 255.

CH	Function	DMX	Description
1	Red	0–255	Min ... Max
		255	Max
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	Min ... Max
		255	Max
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	Min ... Max
		255	Max
6	Blue Fine	0–255	Fine adjustment of CH 5
7	White	0–255	Min ... Max
		255	Max
8	White Fine	0–255	Fine adjustment of CH 7

Mode 11 CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 6 Shutter at 0–10 “Open”. 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 White 255, CH 6 Shutter 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “6CH” (p. 10)
2	Red		Same as CH 1 in the mode “4CH” (p. 9)
3	Green		Same as CH 2 in the mode “4CH” (p. 9)
4	Blue		Same as CH 3 in the mode “4CH” (p. 9)
5	White		Same as CH 4 in the mode “4CH” (p. 9)
6	Shutter		Same as CH 5 in the mode “5CH” (p. 10)
7	CTO		Same as CH 3 in the mode “5CH” (p. 9)
8	Hue		Same as CH 4 in the mode “5CH” (p. 10)
9	Effects	0–10	No Function
		11–15	Auto Program1
		16–20	Auto Program 2
		21–25	Auto Program 3
		26–30	Auto Program 4
		31–35	Auto Program 5
		36–40	Auto Program 6
		41–45	Auto Program 7
		46–50	Auto Program 8
		51–55	Auto Program 9
		56–60	Auto Program 10
		61–65	Auto Program 11

CH	Function	DMX	Description
9	Effects (continued)	66–70	Auto Program 12
		71–75	Auto Program 13
		76–80	Auto Program 14
		81–85	Auto Program 15
		86–90	Auto Program 16
		91–95	Auto Program 17
		96–100	Auto Program 18
		101–105	Auto Program 19
		106–110	Auto Program 20
		111–115	Auto Program 21
		116–120	Auto Program 22
		121–125	Auto Program 23
		126–205	Auto Program 24
		206–255	Empty Channel Set
10	Effects Speed	0–50	Indexing
		51–255	Effect seepd
11	Control		No Function
		0–7	No Function
		8–15	Dimmer Reset
		16–23	Red Shift: ON
		24–31	Red Shift: OFF
		32–39	Dimmer Curve
		40–47	Dimmer Linear
		48–55	Dimmer Square
		56–63	Dimmer Inverse Square
		64–71	Dimmer Mode: Off
		72–79	Dimmer Mode: 1
		80–87	Dimmer Mode: 2
		88–95	Dimmer Mode: 3
		96–103	Fan Auto
		104–111	Fan On
		112–119	Fan Off
		120–127	Fan Silent
		128–255	Future Use (No Function)

Mode 15CH

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 11 Shutter at 0–10 “Open”. 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 White 0, CH 11 Shutter 0.

CH	Function	DMX	Description
1	Dimmer	0–255	Min ... Max
		255	Max
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red		Same as CH 1 in the mode “8CH” (p. 11)
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green		Same as CH 3 in the mode “8CH” (p. 11)
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue		Same as CH 5 in the mode “8CH” (p. 11)
8	Blue Fine	0–255	Fine adjustment of CH 7
9	White		Same as CH 7 in the mode “8CH” (p. 11)
10	White Fine	0–255	Fine adjustment of CH 9
11	Shutter		Same as CH 5 in the mode “5CH” (p. 10)
12	CTO	0–5	2800K
		6–13	2800-2900K (2800–2900 K)
		14–20	2900K-3000K (2900–3000 K)
		21–27	3000K-3100K (3000–3100 K)
		28–34	3100K-3200K (3100–3200 K)
		35–41	3200K-3300K (3200–3300 K)
		42–48	3300K-3400K (3300–3400 K)
		49–55	3400K-3500K (3400–3500 K)
		56–62	3500K-3600K (3500–3600 K)
		63–69	3600K-3700K (3600–3700 K)
		70–76	3700K-3800K (3700–3800 K)
		77–83	3800K-3900K (3800–3900 K)
		84–90	3900K-4000K (3900–4000 K)
		91–97	4000K-4100K (4000–4100 K)
		98–104	4100K-4200K (4100–4200 K)
		105–111	4200K-4300K (4200–4300 K)
		112–118	4300K-4400K (4300–4400 K)
		119–125	4400K-4500K (4400–4500 K)
		126–132	4500K-4600K (4500–4600 K)
		133–139	4600K-4700K (4600–4700 K)
		140–146	4700K-4800K (4700–4800 K)
		147–153	4800K-4900K (4800–4900 K)
		154–160	4900K-5000K (4900–5000 K)
		161–167	5000K-5100K (5000–5100 K)

CH	Function	DMX	Description
12	CTO (continued)	168–174	5100K-5200K (5100–5200 K)
		175–181	5200K-5300K (5200–5300 K)
		182–188	5300K-5400K (5300–5400 K)
		189–195	5400K-5500K (5400–5500 K)
		196–202	5500K-5600K (5500–5600 K)
		203–209	5600K-5700K (5600–5700 K)
		210–216	5700K-6000K (5700–6000 K)
		217–223	6000K-6500K (6000–6500 K)
		224–230	6500K-7000K (6500–7000 K)
		231–237	7000K-7500K (7000–7500 K)
		238–244	7500K-8000K (7500–8000 K)
		245–255	8000K
13	Hue		Same as CH 4 in the mode “5CH” (p. 10)
14	Effects		Same as CH 9 in the mode “11 CH” (p. 11)
15	Effects Rotation	0–50	Indexing
		51–255	Effect seepd

Mode 60CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 15 cells), CH 2 Green 255 (the same in each of the 15 cells), CH 3 Blue 255 (the same in each of the 15 cells), CH 4 White 255 (the same in each of the 15 cells).

CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min ... Max
		255	Max
2	Green 1	0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
4	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH 1–60: 15 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					

Mode 62CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 62 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255 (the same in each of the 15 cells), CH 3 Green 255 (the same in each of the 15 cells), CH 4 Blue 255 (the same in each of the 15 cells), CH 5 White 255 (the same in each of the 15 cells), CH 62 Shutter 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “6CH” (p. 10)
2	Red 1	0	Min
		1–254	Min ... Max
		255	Max
3	Green 1	0	Min
		1–254	Min ... Max
		255	Max
4	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
5	White 1	0	Min
		1–254	Min ... Max
		255	Max
62	Shutter		Same as CH 5 in the mode “5CH” (p. 10)

CH 2–61: 15 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 2–5); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	2	3	4	5	2	6	7	8	9
3	10	11	12	13	4	14	15	16	17
5	18	19	20	21	6	22	23	24	25
7	26	27	28	29	8	30	31	32	33
9	34	35	36	37	10	38	39	40	41
11	42	43	44	45	12	46	47	48	49
13	50	51	52	53	14	54	55	56	57
15	58	59	60	61					

Mode 67CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 62 Shutter at 0–10 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255 (the same in each of the 15 cells), CH 3 Green 255 (the same in each of the 15 cells), CH 4 Blue 255 (the same in each of the 15 cells), CH 5 White 255 (the same in each of the 15 cells), CH 62 Shutter 0.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “6CH” (p. 10)
2	Red 1	0	Min
		1–254	Min ... Max
		255	Max
3	Green 1	0	Min
		1–254	Min ... Max
		255	Max
4	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
5	White 1	0	Min
		1–254	Min ... Max
		255	Max
62	Shutter		Same as CH 5 in the mode “5CH” (p. 10)
63	CTO		Same as CH 3 in the mode “5CH” (p. 9)
64	Hue		Same as CH 4 in the mode “5CH” (p. 10)
65	Effects		Same as CH 9 in the mode “11 CH” (p. 11)
66	Effects Speed		Same as CH 10 in the mode “11 CH” (p. 12)
67	Control		Same as CH 11 in the mode “11 CH” (p. 12)

CH 2–61: 15 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 2–5); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	2	3	4	5	2	6	7	8	9
3	10	11	12	13	4	14	15	16	17
5	18	19	20	21	6	22	23	24	25
7	26	27	28	29	8	30	31	32	33
9	34	35	36	37	10	38	39	40	41
11	42	43	44	45	12	46	47	48	49
13	50	51	52	53	14	54	55	56	57
15	58	59	60	61					

Mode 120CH

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 7 White 255 (the same in each of the 15 cells).

CH	Function	DMX	Description
1	Red 1	0–255	Min … Max
		255	Max
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	Min … Max
		255	Max
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	Min … Max
		255	Max
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1	0–255	Min … Max
		255	Max
8	White 1 Fine	0–255	Fine adjustment of CH 7

CH 1–120: 15 cells of 8 channels each. Every cell works as cell 1 in the table above (CH 1–8); the table below gives each cell's channel numbers.

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine	White	White Fine
1	1	2	3	4	5	6	7	8
2	9	10	11	12	13	14	15	16
3	17	18	19	20	21	22	23	24
4	25	26	27	28	29	30	31	32
5	33	34	35	36	37	38	39	40
6	41	42	43	44	45	46	47	48
7	49	50	51	52	53	54	55	56
8	57	58	59	60	61	62	63	64
9	65	66	67	68	69	70	71	72

Cell	Red	Red Fine	Green	Green Fine	Blue	Blue Fine	White	White Fine
10	73	74	75	76	77	78	79	80
11	81	82	83	84	85	86	87	88
12	89	90	91	92	93	94	95	96
13	97	98	99	100	101	102	103	104
14	105	106	107	108	109	110	111	112
15	113	114	115	116	117	118	119	120

9 Technical specifications

Parameter	Value
Light source	LED
Weight	6.9 kg
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–8000 K
Strobe frequency	0–30 Hz

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.