DMX REFERENCE

URBAN BLINDER 2

LIGHT SKY



Manufacturer	LIGHT SKY
GDTF file	LIGHT_SKY_URBAN_BLINDER_2_170448.gdtf
GDTF revision	V1.1 · 2026-11-23
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1 About this manual

This document describes the URBAN BLINDER 2 by LIGHT SKY. It was compiled from the GDTF file LIGHT_SKY_URBAN_BLINDER_2_170448.gdtf from the GDTF-Share library.

File revision: “V1.1”.

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 LIGHT SKY; 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	10.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
9CH	9	56	1, 10, 19, 28, ...
11CH	11	46	1, 12, 23, 34, ...
14CH	14	36	1, 15, 29, 43, ...
16CH	16	32	1, 17, 33, 49, ...
1CH	1	512	1, 2, 3, 4, ...
2CH	2	256	1, 3, 5, 7, ...
4CH	4	128	1, 5, 9, 13, ...
6CH WW	6	85	1, 7, 13, 19, ...
6CH RGBW	6	85	1, 7, 13, 19, ...
10CH	10	51	1, 11, 21, 31, ...
7CH	7	73	1, 8, 15, 22, ...



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 Installation

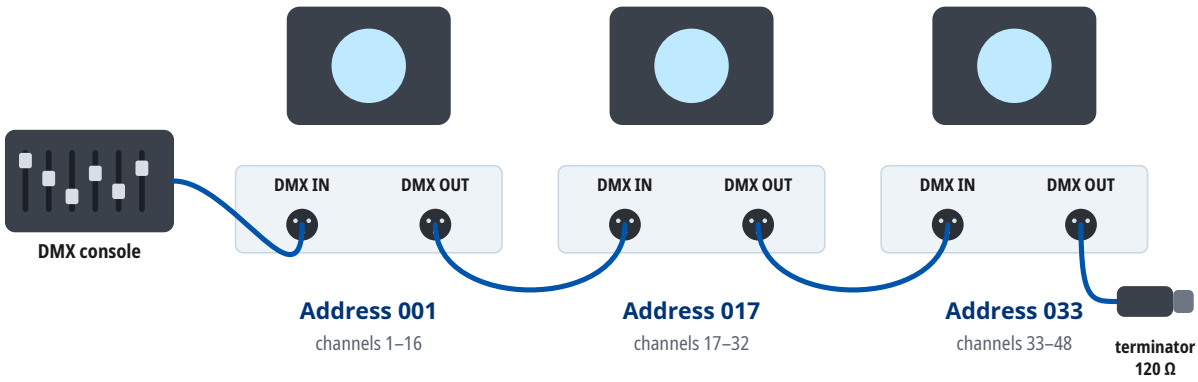
⚠ WARNING

- 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: 10.5 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 16CH: every unit occupies 16 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

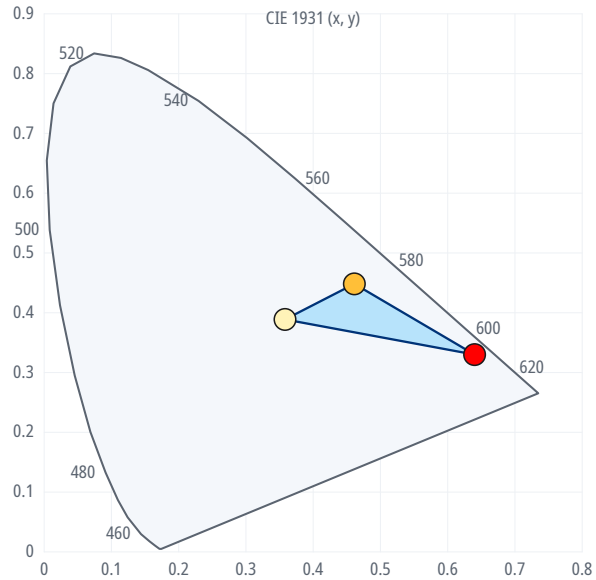
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “16CH”: 16.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “16CH”, you can use, for example, the start addresses 1, 17, 33, 49.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

7 Functions at a glance

Functions in each DMX mode

	9CH 9 channels	11CH 11 channels	14CH 14 channels	16CH 16 channels	1CH 1 channel	2CH 2 channels	4CH 4 channels	6CH WW 6 channels
Dimmer	6	8	11	13	1	1, 2	1–3	1, 3, 5
Dimmer resolution	16 bit	16 bit	16 bit	16 bit	8 bit	8 bit	8 bit	16 bit
Shutter / strobe	8	10	13	15			4	6
Color mixing	1–5	1–5	1–10	1–10				
Color temperature		7		12				
Effects / macros		6		11				

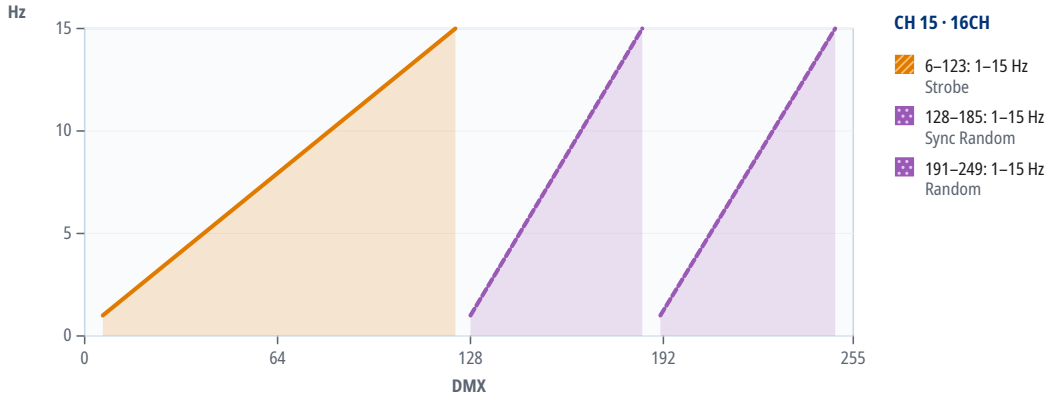
LED colors and the colors they mix



LED	x	y
Warmwhite	0.358	0.389
Amber	0.461	0.448
Red	0.640	0.330

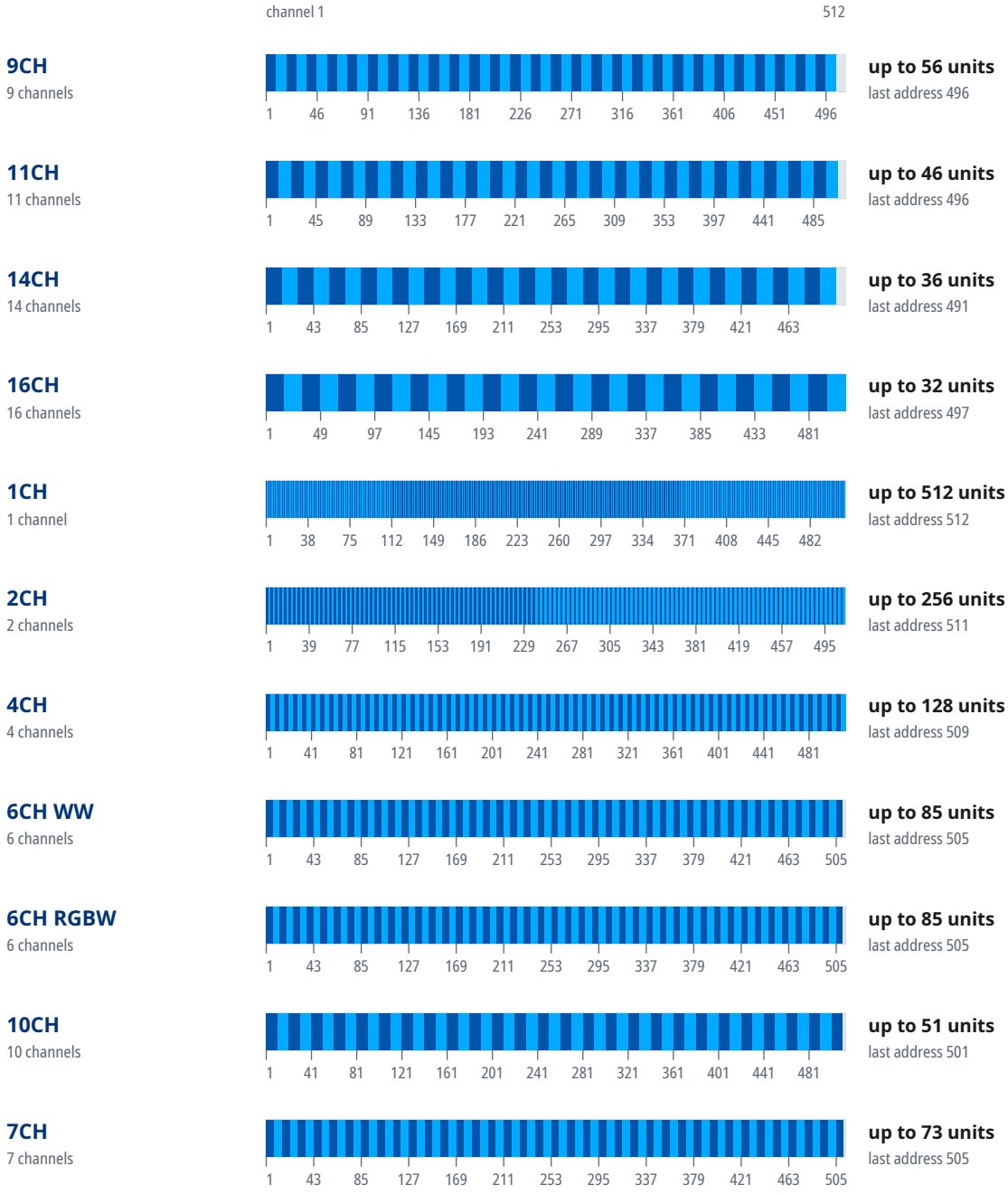
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate


Hz
15
10
5
0
0
64
128
192
255
DMX
CH 15 · 16CH
6–123: 1–15 Hz
Strobe
128–185: 1–15 Hz
Sync Random
191–249: 1–15 Hz
Random

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	81	11	161	16	241
2	17	7	97	12	177	17	257
3	33	8	113	13	193	18	273
4	49	9	129	14	209	19	289
5	65	10	145	15	225	20	305

RDM personalities

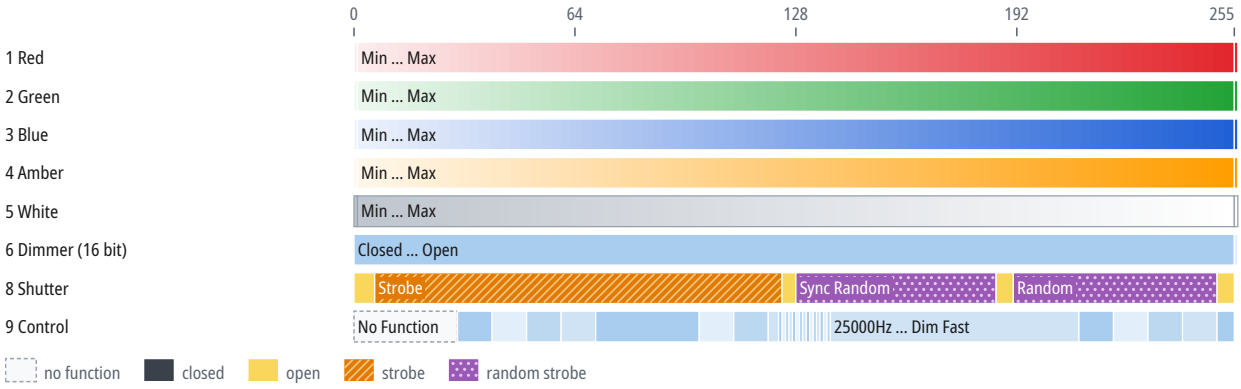
Mode	Channels	RDM personality
9CH	9	1
11CH	11	1
14CH	14	1
16CH	16	1
1CH	1	1
2CH	2	1
4CH	4	1
6CH WW	6	1
6CH RGBW	6	1
10CH	10	1
7CH	7	1

Mode 9CH

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 6 Dimmer above 0; CH 8 Shutter at 0–5, 124–127, 186–190 or 250–255 “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 Amber 255, CH 5 White 255, CH 6 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... Max
		255	Max
2	Green	0	Min
CH	**Function**	**DMX**	**Description**
2	Green (continued)	1–254	Min ... Max
		255	Max
3	Blue	0	Min
		1–254	Min ... Max
		255	Max
4	Amber	0	Min

		1–254	Min … Max
		255	Max
5	White	0	Min
		1–254	Min … Max
		255	Max
6	Dimmer	0–255	Closed … Open
		255	Open
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter	0–5	Open
		6–123	Strobe (1–15 Hz)
		124–127	Open
		128–185	Sync Random (1–15 Hz)
		186–190	Open
		191–249	Random (1–15 Hz)
		250–255	Open
9	Control	0–29	No Function
		30–39	Dim Linear
		40–49	Dim Square
		50–59	Dim Inv-Square
		60–69	Dim S Curve
		70–99	Dim S Curve … Frequency On
		100–109	Frequency On
		110–119	Frequency Off
		120–122	Frequency Off … 900Hz
		123	900Hz
		124	1000Hz
		125	1100Hz
		126	1200Hz
		127	1300Hz
		128	1400Hz
		129	1500Hz
		130	2500Hz
		131	4000Hz
		132	5000Hz
		133	6000Hz
		134	10000Hz

CH	Function	DMX	Description
9	Control (continued)	135	15000Hz
		136	20000Hz
		137	25000Hz
		138–209	25000Hz … Dim Fast
		210–219	Dim Fast
		220–229	Dim Smooth

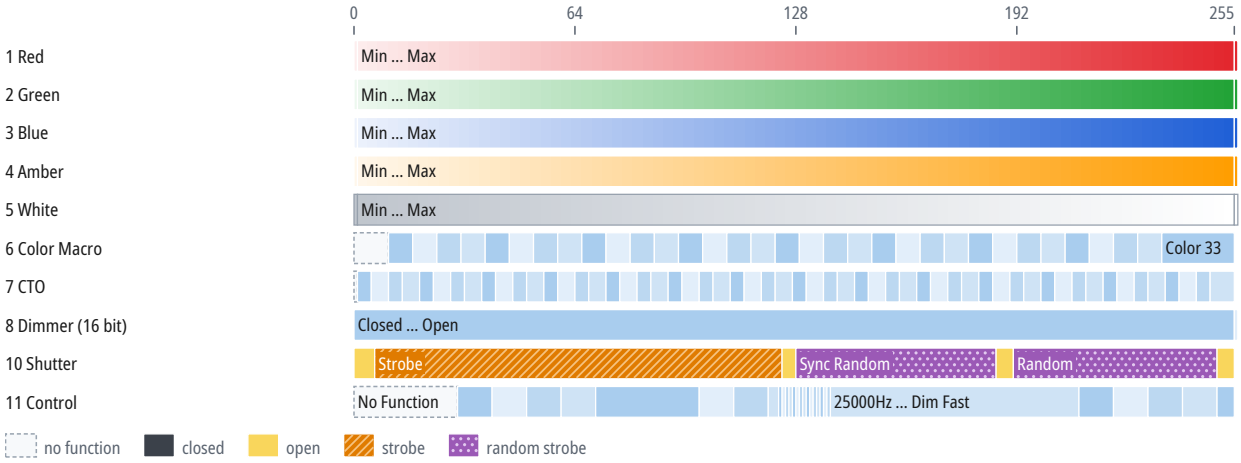
	230–239	Dim Tungsten
	240–249	Dim All Tungsten
	250–255	Control 1

Mode 11CH

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 Dimmer above 0; CH 10 Shutter at 0–5, 124–127, 186–190 or 250–255 “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 Amber 255, CH 5 White 255, CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “9CH” (p. 8)
2	Green		Same as CH 2 in the mode “9CH” (p. 8)
3	Blue		Same as CH 3 in the mode “9CH” (p. 9)
4	Amber		Same as CH 4 in the mode “9CH” (p. 9)
5	White		Same as CH 5 in the mode “9CH” (p. 9)
6	Color Macro	0–9	No Function
		10–16	Color 1
		17–23	Color 2
		24–30	Color 3
		31–37	Color 4
		38–44	Color 5
		45–51	Color 6

CH	Function	DMX	Description
6	Color Macro (continued)	52–58	Color 7
		59–65	Color 8
		66–72	Color 9
		73–79	Color 10
		80–86	Color 11
		87–93	Color 12

		94–100	Color 13
		101–107	Color 14
		108–114	Color 15
		115–121	Color 16
		122–128	Color 17
		129–135	Color 18
		136–142	Color 19
		143–149	Color 20
		150–156	Color 21
		157–163	Color 22
		164–170	Color 23
		171–177	Color 24
		178–184	Color 25
		185–191	Color 26
		192–198	Color 27
		199–205	Color 28
		206–212	Color 29
		213–219	Color 30
		220–226	Color 31
		227–233	Color 32
		234–255	Color 33
7	CTO	0	No Function
		1–4	8000K
		5–9	7900K
		10–13	7800K
		14–18	7700K
		19–22	7600K
		23–27	7500K
		28–31	7400K
		32–36	7300K
		37–40	7200K
		41–45	7100K
		46–49	7000K
		50–54	6900K
		55–58	6800K
		59–63	6700K

CH	Function	DMX	Description
7	CTO (continued)	64–67	6600K
		68–72	6500K
		73–76	6400K
		77–81	6300K
		82–85	6200K
		86–90	6100K

		91–94	6000K
		95–99	5900K
		100–103	5800K
		104–108	5700K
		109–112	5600K
		113–117	5500K
		118–121	5400K
		122–126	5300K
		127–130	5200K
		131–135	5100K
		136–139	5000K
		140–144	4900K
		145–148	4800K
		149–153	4700K
		154–157	4600K
		158–162	4500K
		163–166	4400K
		167–171	4300K
		172–175	4200K
		176–180	4100K
		181–184	4000K
		185–189	3900K
		190–193	3800K
		194–198	3700K
		199–202	3600K
		203–207	3500K
		208–211	3400K
		212–216	3300K
		217–220	3200K
		221–225	3100K
		226–229	3000K
		230–234	2900K
		235–238	2800K
		239–243	2700K
		244–247	2600K
		248–255	2500K

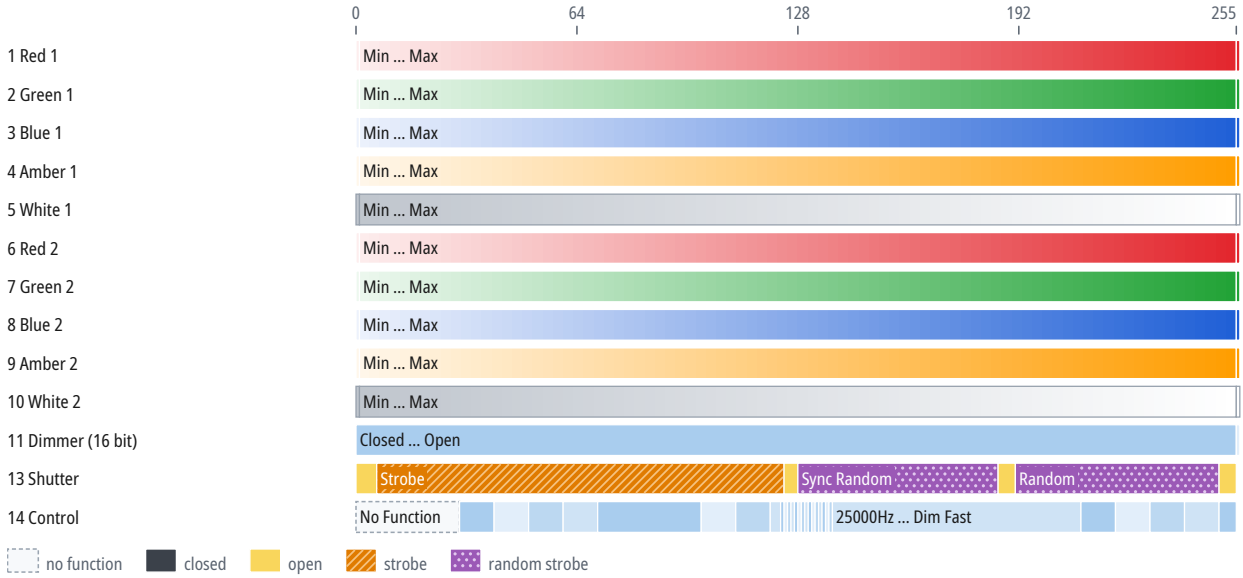
CH	Function	DMX	Description
8	Dimmer		Same as CH 6 in the mode “9CH” (p. 9)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Shutter		Same as CH 8 in the mode “9CH” (p. 9)
11	Control		Same as CH 9 in the mode “9CH” (p. 9)

Mode 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 11 Dimmer above 0; CH 13 Shutter at 0–5, 124–127, 186–190 or 250–255 “Open”. 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 Amber 1 255, CH 5 White 1 255, CH 6 Red 2 255, CH 7 Green 2 255, CH 8 Blue 2 255, CH 9 Amber 2 255, CH 10 White 2 255, CH 11 Dimmer 255.

Channel functions at a glance



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	Amber 1	0	Min
		1–254	Min ... Max
		255	Max
5	White 1	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
6	Red 2	0	Min
		1–254	Min ... Max
		255	Max
7	Green 2	0	Min
		1–254	Min ... Max

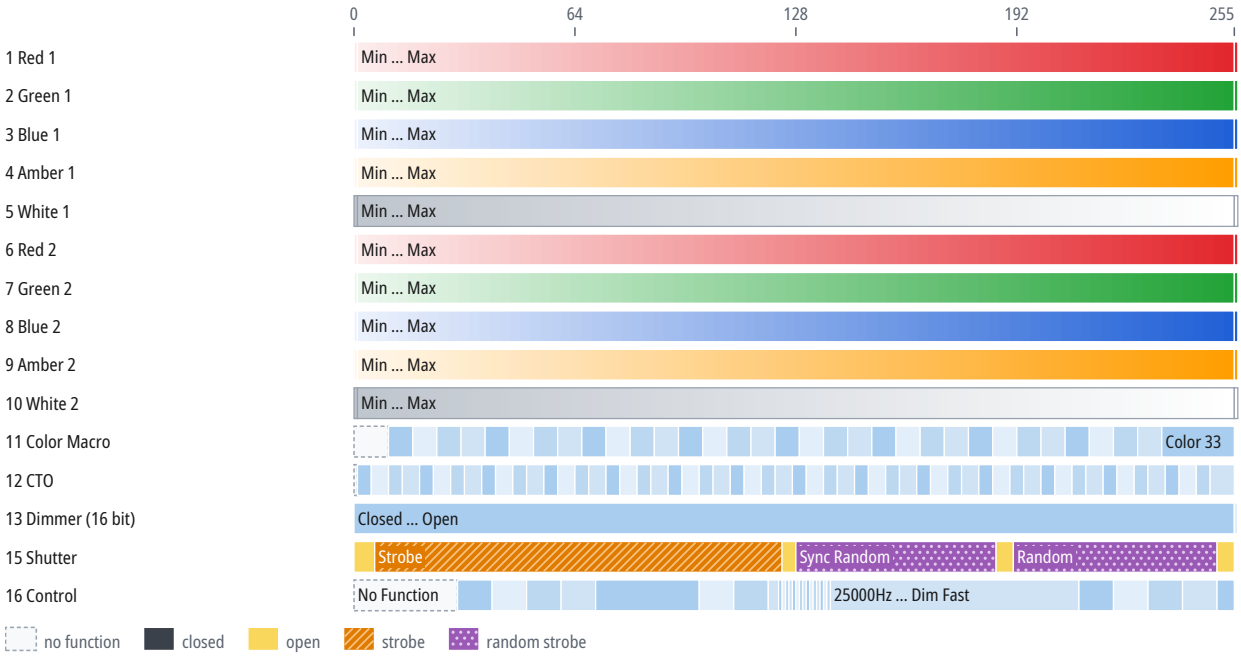
		255	Max
8	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
9	Amber 2	0	Min
		1–254	Min ... Max
		255	Max
10	White 2	0	Min
		1–254	Min ... Max
		255	Max
11	Dimmer		Same as CH 6 in the mode “9CH” (p. 9)
12	Dimmer Fine	0–255	Fine adjustment of CH 11
13	Shutter		Same as CH 8 in the mode “9CH” (p. 9)
14	Control		Same as CH 9 in the mode “9CH” (p. 9)

Mode 16CH

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 13 Dimmer above 0; CH 15 Shutter at 0–5, 124–127, 186–190 or 250–255 “Open”. 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 Amber 1 255, CH 5 White 1 255, CH 6 Red 2 255, CH 7 Green 2 255, CH 8 Blue 2 255, CH 9 Amber 2 255, CH 10 White 2 255, CH 13 Dimmer 255.

Channel functions at a glance



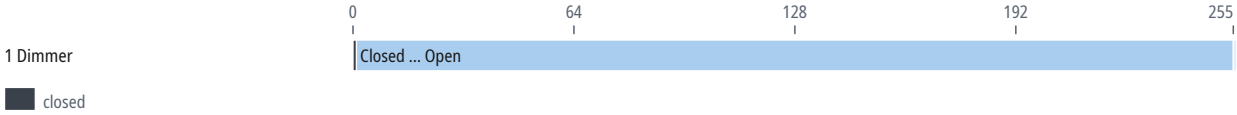
CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “14CH” (p. 13)
2	Green 1		Same as CH 2 in the mode “14CH” (p. 13)
3	Blue 1		Same as CH 3 in the mode “14CH” (p. 13)

4	Amber 1		Same as CH 4 in the mode “14CH” (p. 13)
5	White 1		Same as CH 5 in the mode “14CH” (p. 13)
6	Red 2		Same as CH 6 in the mode “14CH” (p. 14)
7	Green 2		Same as CH 7 in the mode “14CH” (p. 14)
8	Blue 2		Same as CH 8 in the mode “14CH” (p. 14)
9	Amber 2		Same as CH 9 in the mode “14CH” (p. 14)
10	White 2		Same as CH 10 in the mode “14CH” (p. 14)
11	Color Macro		Same as CH 6 in the mode “11CH” (p. 10)
12	CTO		Same as CH 7 in the mode “11CH” (p. 11)
13	Dimmer		Same as CH 6 in the mode “9CH” (p. 9)
14	Dimmer Fine	0–255	Fine adjustment of CH 13
15	Shutter		Same as CH 8 in the mode “9CH” (p. 9)
16	Control		Same as CH 9 in the mode “9CH” (p. 9)

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

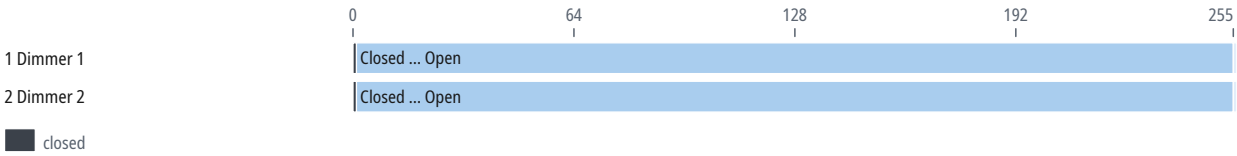


CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open

Mode 2CH

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

Channel functions at a glance

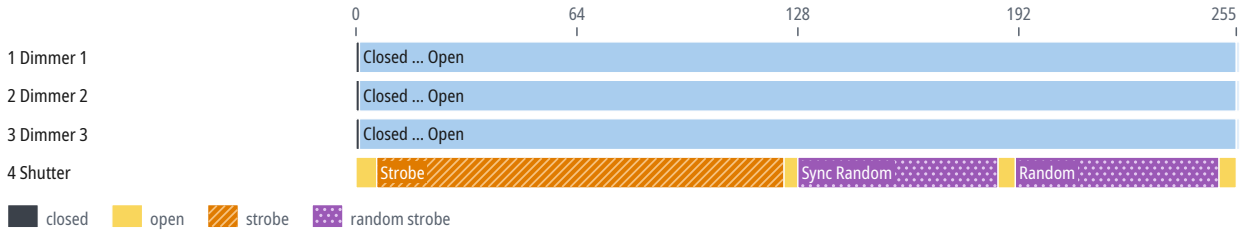


CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
2	Dimmer 2	0	Closed
		1–254	Closed ... Open
		255	Open

Mode 4CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Shutter at 0–5, 124–127, 186–190 or 250–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 2 Dimmer 2 255, CH 3 Dimmer 3 255.

Channel functions at a glance



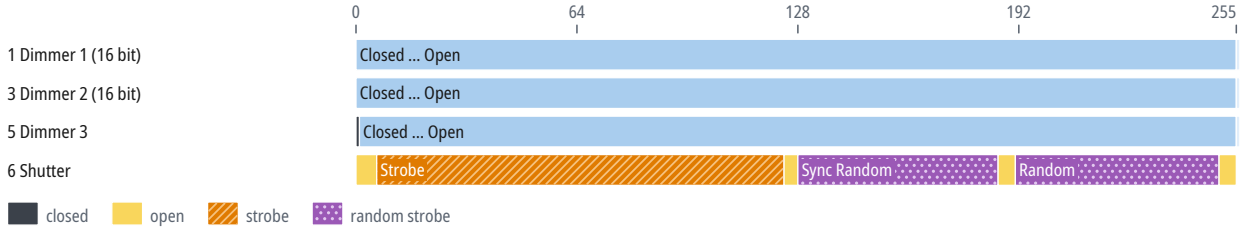
CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “2CH” (p. 16)
2	Dimmer 2		Same as CH 2 in the mode “2CH” (p. 16)
3	Dimmer 3	0	Closed
		1–254	Closed ... Open
		255	Open
4	Shutter		Same as CH 8 in the mode “9CH” (p. 9)

Mode 6CH WW

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 1 above 0; CH 3 Dimmer 2 above 0; CH 5 Dimmer 3 above 0; CH 6 Shutter at 0–5, 124–127, 186–190 or 250–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 3 Dimmer 2 255, CH 5 Dimmer 3 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0–255	Closed ... Open
		255	Open

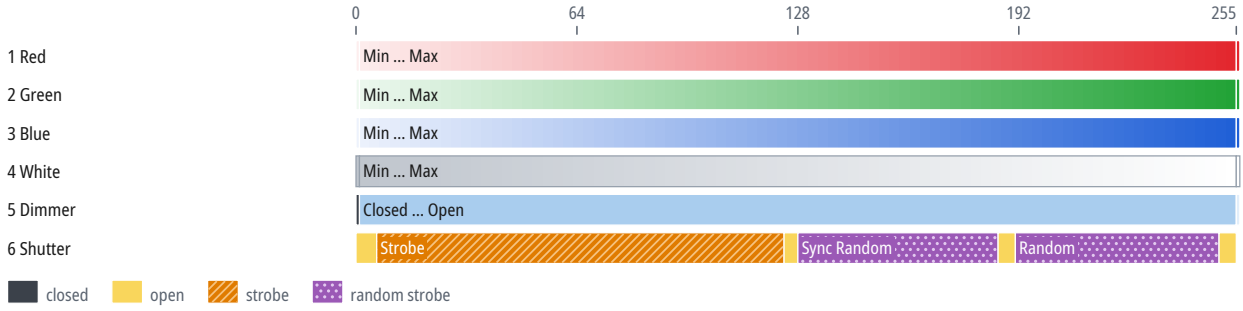
CH	Function	DMX	Description
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Dimmer 2	0–255	Closed ... Open
		255	Open
4	Dimmer 2 Fine	0–255	Fine adjustment of CH 3
5	Dimmer 3		Same as CH 3 in the mode “4CH” (p. 16)

6	Shutter	Same as CH 8 in the mode “9CH” (p. 9)

Mode 6CH RGBW

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0; CH 6 Shutter at 0–5, 124–127, 186–190 or 250–255 “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 White 255, CH 5 Dimmer 255.

Channel functions at a glance

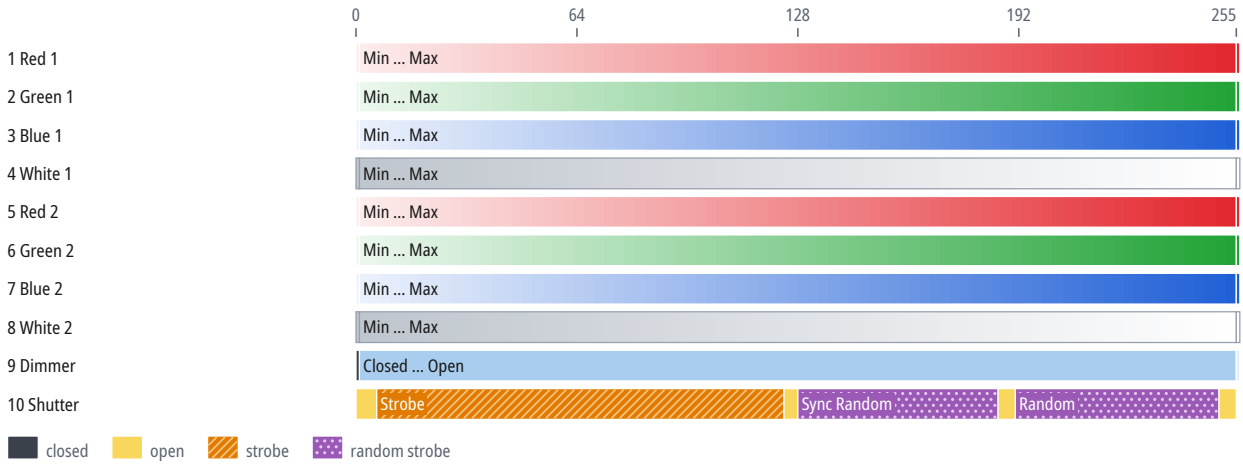


CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “9CH” (p. 8)
2	Green		Same as CH 2 in the mode “9CH” (p. 8)
3	Blue		Same as CH 3 in the mode “9CH” (p. 9)
4	White		Same as CH 5 in the mode “9CH” (p. 9)
5	Dimmer		Same as CH 1 in the mode “1CH” (p. 15)
6	Shutter		Same as CH 8 in the mode “9CH” (p. 9)

Mode 10CH

If the device receives DMX in this mode but gives no light, check these channels: CH 9 Dimmer above 0; CH 10 Shutter at 0–5, 124–127, 186–190 or 250–255 “Open”. 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 White 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 255, CH 9 Dimmer 255.

Channel functions at a glance



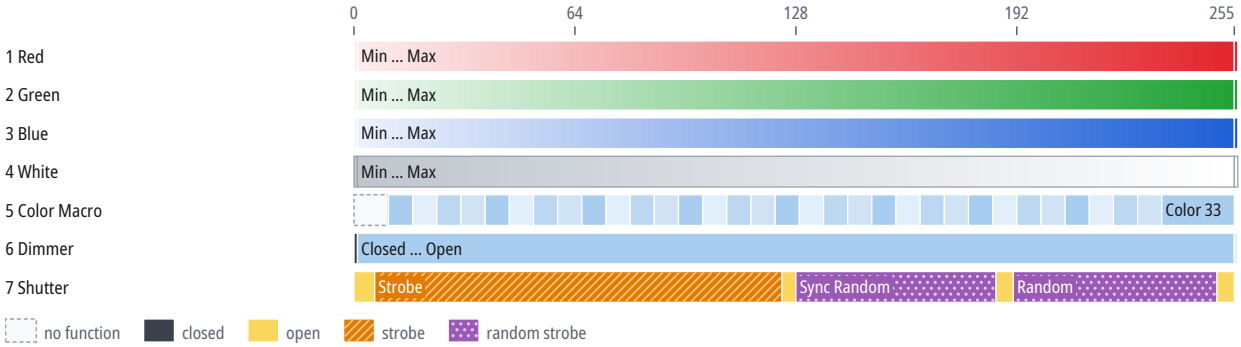
CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “14CH” (p. 13)

2	Green 1	Same as CH 2 in the mode “14CH” (p. 13)
3	Blue 1	Same as CH 3 in the mode “14CH” (p. 13)
4	White 1	Same as CH 5 in the mode “14CH” (p. 13)
5	Red 2	Same as CH 6 in the mode “14CH” (p. 14)
6	Green 2	Same as CH 7 in the mode “14CH” (p. 14)
7	Blue 2	Same as CH 8 in the mode “14CH” (p. 14)
8	White 2	Same as CH 10 in the mode “14CH” (p. 14)
9	Dimmer	Same as CH 1 in the mode “1CH” (p. 15)
10	Shutter	Same as CH 8 in the mode “9CH” (p. 9)

Mode 7CH

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Dimmer above 0; CH 7 Shutter at 0–5, 124–127, 186–190 or 250–255 “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 White 255, CH 6 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “9CH” (p. 8)
2	Green		Same as CH 2 in the mode “9CH” (p. 8)
3	Blue		Same as CH 3 in the mode “9CH” (p. 9)
4	White		Same as CH 5 in the mode “9CH” (p. 9)
5	Color Macro		Same as CH 6 in the mode “11CH” (p. 10)
6	Dimmer		Same as CH 1 in the mode “1CH” (p. 15)
7	Shutter		Same as CH 8 in the mode “9CH” (p. 9)

9 Technical specifications

Parameter	Value
Light source	LED
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x3888, device model ID 0x0173)
Power connectors	powerCON TRUE1 IN/OUT
Weight	10.5 kg
Operating temperature	-20 to 45 °C

Speeds and ranges

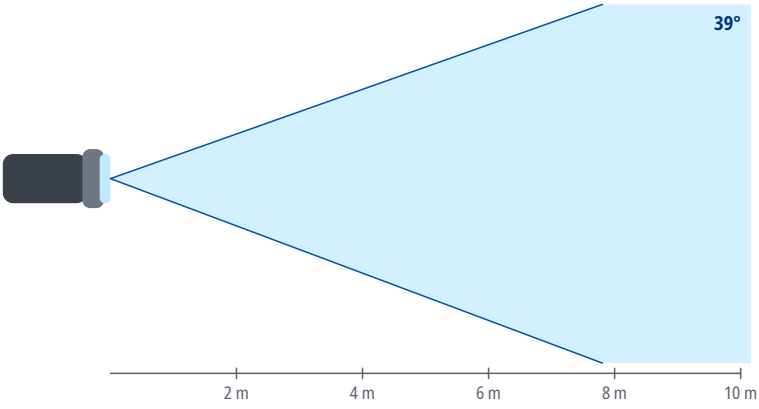
Parameter	Value
Color temperature range	2500–8000 K
Strobe frequency	1–15 Hz

Dimensions

weight 10.5 kg



Spot diameter



Distance	Ø 39°
2 m	1.4 m
4 m	2.8 m
6 m	4.2 m
8 m	5.7 m
10 m	7.1 m
15 m	10.6 m

Spot diameter square to the beam axis, calculated from the beam angle.

10 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.

- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

11 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.

12 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.