DMX REFERENCE

Vektor S

Leding

Manufacturer	Leding
GDTF file	Leding_Vektor_S_141609.gdtf
GDTF revision	v001 · 2026-05-06
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1 About this manual

This document describes the Vektor S by Leding. It was compiled from the GDTF file Leding_Vektor_S_141609.gdtf from the GDTF-Share library.

File revision: “v001”.

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 Leding; 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
3 CH	3	170	1, 4, 7, 10, ...
4 CH	4	128	1, 5, 9, 13, ...
8 CH	8	64	1, 9, 17, 25, ...
12 CH	12	42	1, 13, 25, 37, ...
16 CH	16	32	1, 17, 33, 49, ...
17 CH	17	30	1, 18, 35, 52, ...
17D CH	17	30	1, 18, 35, 52, ...
32 CH	32	16	1, 33, 65, 97, ...
41 CH	41	12	1, 42, 83, 124, ...



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

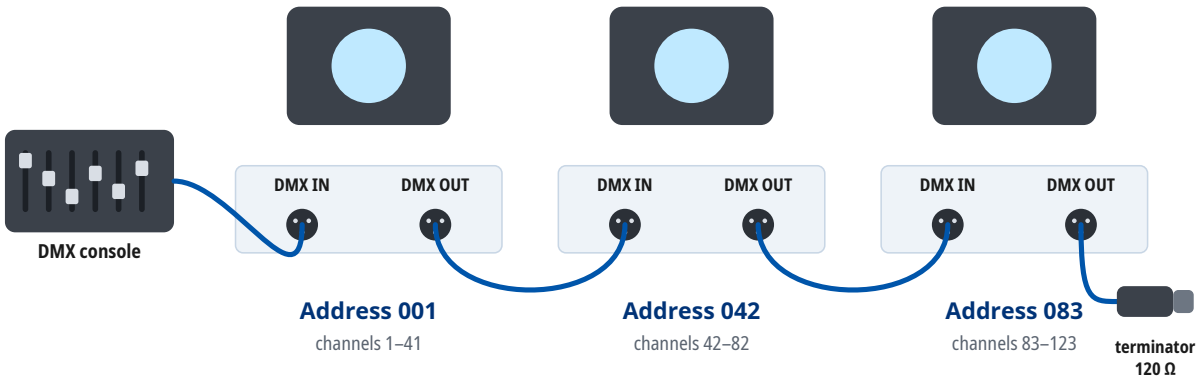
⚠ WARNING

- 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.
- 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 41 CH: every unit occupies 41 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

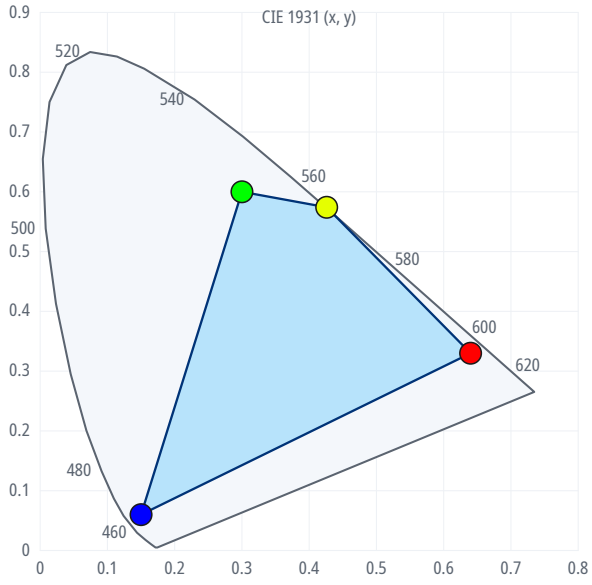
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “41 CH”: 41.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “41 CH”, you can use, for example, the start addresses 1, 42, 83, 124.
- 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

	3 CH 3 channels	4 CH 4 channels	8 CH 8 channels	12 CH 12 channels	16 CH 16 channels	17 CH 17 channels	17D CH 17 channels	32 CH 32 channels
Dimmer	1	✓	✓	1	✓	1	1, 10–17	✓
Dimmer resolution	8 bit			16 bit		16 bit	8 bit	
Shutter / strobe				3		4	3	
Color mixing		1–4	4× (1–7)	4–7	1–16	4× (5–11)	4–7	1–32
Color temperature	3							
Effects / macros	2			10–12		13, 15–17	8	
Pixel control					✓		8 cells	8 cells

LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Lime	0.426	0.574

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

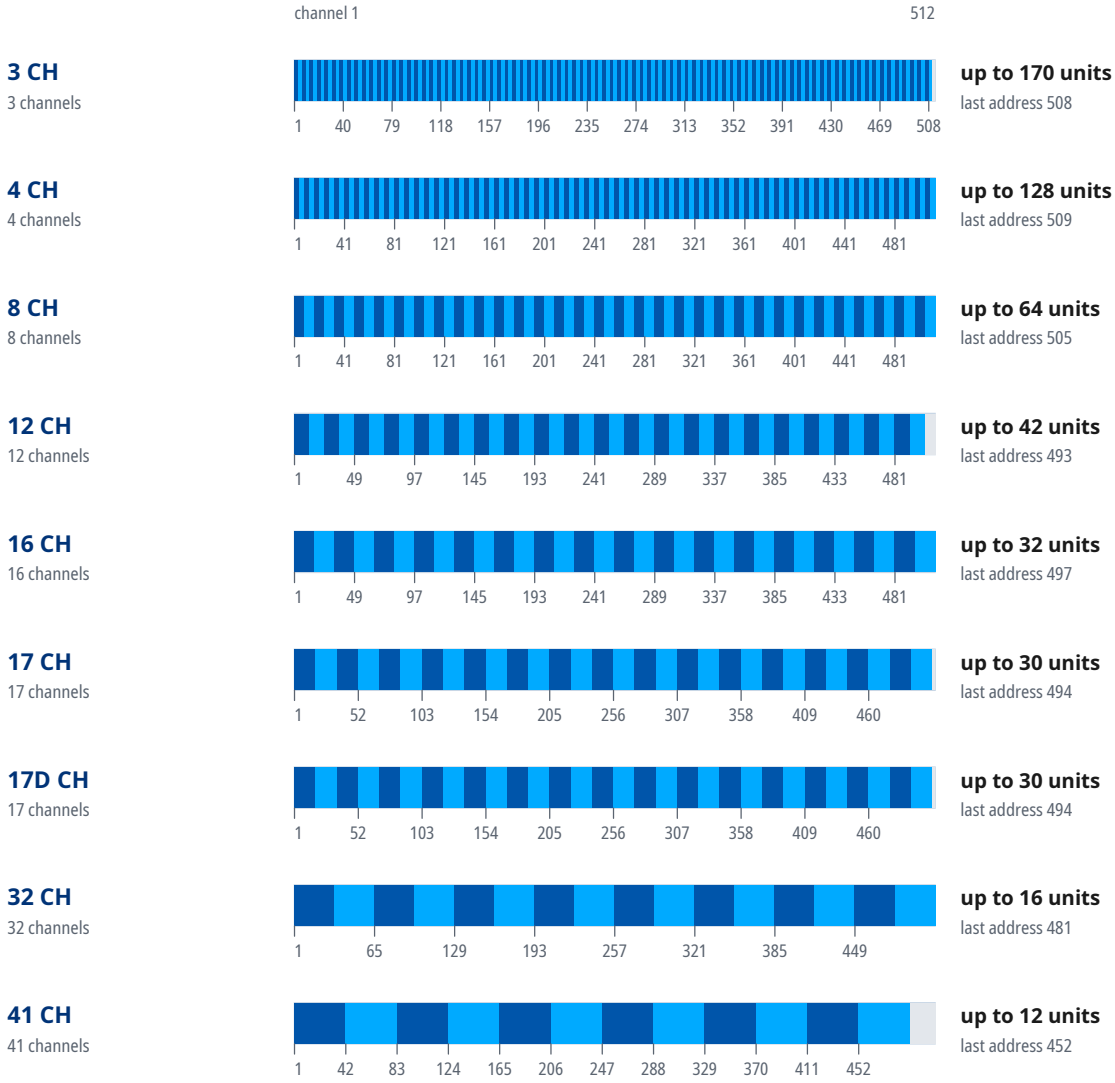
Cells (pixels)



8 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “41 CH” drives them together.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “41 CH”

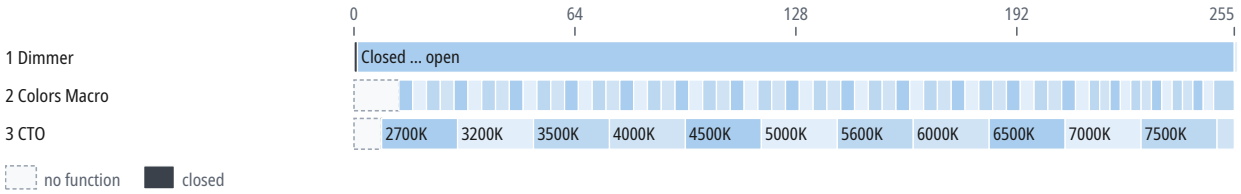
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	206	11	411	16	U2 · 124
2	42	7	247	12	452	17	U2 · 165
3	83	8	288	13	U2 · 1	18	U2 · 206
4	124	9	329	14	U2 · 42	19	U2 · 247
5	165	10	370	15	U2 · 83	20	U2 · 288

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 3 CH

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 100, CH 3 CTO 8.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... open
		255	Open
2	Colors Macro	0–12	No Function
		13–16	Color 1
		17–20	Color 2
		21–24	Color 3
		25–28	Color 4
		29–32	Color 5
		33–36	Color 6
		37–40	Color 7
		41–44	Color 8
		45–48	Color 9
		49–52	Color 10
		53–56	Color 11
		57–60	Color 12
		61–64	Color 13
		65–68	Color 14
		69–72	Color 15
		73–76	Color 16
		77–80	Color 17
		81–84	Color 18
		85–88	Color 19
		89–92	Color 20
		93–96	Color 21
		97–100	Color 22
		101–104	Color 23
		105–108	Color 24
		109–112	Color 25
		113–116	Color 26

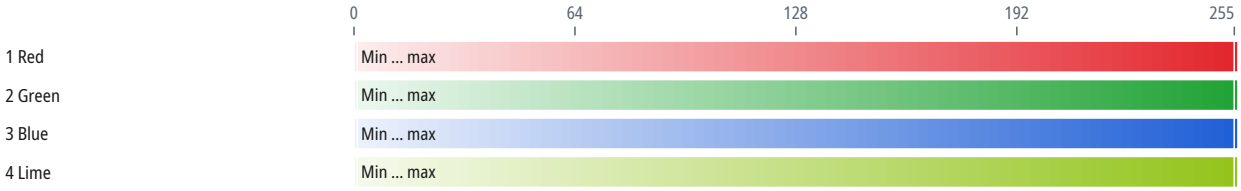
CH	Function	DMX	Description
2	Colors Macro (continued)	117–120	Color 27
		121–124	Color 28
		125–128	Color 29
		129–132	Color 30
		133–136	Color 31
		137–140	Color 32
		141–144	Color 33
		145–148	Color 34
		149–152	Color 35
		153–156	Color 36
		157–160	Color 37
		161–164	Color 38
		165–168	Color 39
		169–172	Color 40
		173–176	Color 41
		177–180	Color 42
		181–184	Color 43
		185–188	Color 44
		189–192	Color 45
		193–196	Color 46
		197–200	Color 47
		201–204	Color 48
		205–208	Color 49
		209–212	Color 50
		213–215	Color 51
		216–218	2700 K
		219–221	3200 K
		222–224	3500 K
		225–227	4000 K
		228–230	4500 K
		231–233	5000 K
		234–236	5600 K
		237–239	6000 K
		240–242	6500 K
		243–245	7000 K
		246–248	7500 K
		249–255	8000 K
3	CTO	0–7	No Function
		8–29	2700K
		30–51	3200K
		52–73	3500K
		74–95	4000K

CH	Function	DMX	Description
3	CTO (continued)	96–117	4500K
		118–139	5000K
		140–161	5600K
		162–183	6000K
		184–205	6500K
		206–227	7000K
		228–249	7500K
		250–255	8000K

Mode 4 CH

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 Lime 255.

Channel functions at a glance



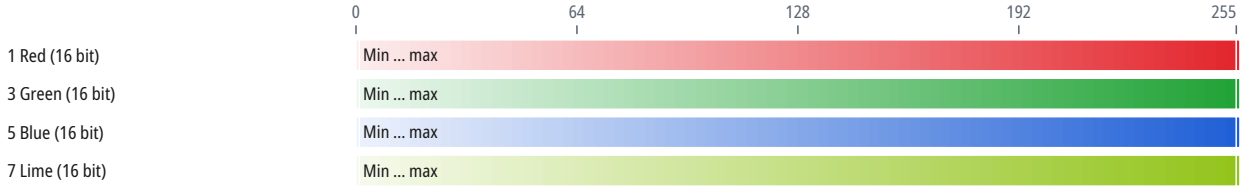
CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... max
		255	Max
2	Green	0	Min
		1–254	Min ... max
		255	Max
3	Blue	0	Min
		1–254	Min ... max
		255	Max
4	Lime	0	Min
		1–254	Min ... max
		255	Max

Mode 8 CH

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 Lime 255.

Channel functions at a glance



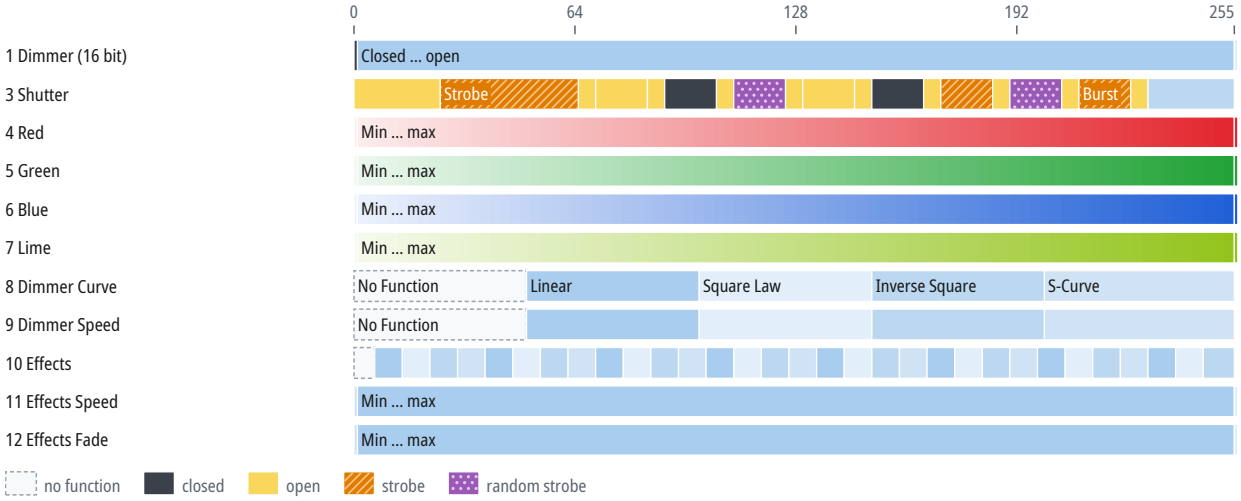
CH	Function	DMX	Description
1	Red	0–1	Min
		1–255	Min … max
		255	Max
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–1	Min
		1–255	Min … max
		255	Max
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–1	Min
		1–255	Min … max
		255	Max
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Lime	0–1	Min
		1–255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

Mode 12 CH

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 1; CH 3 Shutter at 0–24, 65–69 “open” or 85–89 or 105–109 or 125–129 or 145–149 or 165–169 or 185–189 or 205–209 or 225–229; CH 8 Dimmer Curve above 49. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–1	Closed
		1–255	Closed ... open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter	0–24	Shutter 1: open
		25–64	Strobe
		65–69	Shutter 1 Strobe: open
		70–84	Pulse Open
		85–89	Shutter 1 Strobe: open#2
		90–104	Pulse Close
		105–109	Shutter 1 Strobe: open#3
		110–124	Random
		125–129	Shutter 1 Strobe: open#4
		130–144	Randon Open
		145–149	Shutter 1 Strobe: open#5
		150–164	Random Close
		165–169	Shutter 1 Strobe: open#6
		170–184	Burst Pulse
		185–189	Shutter 1 Strobe: open#7
		190–204	Random Burst Pulse
		205–209	Shutter 1 Strobe: open#8

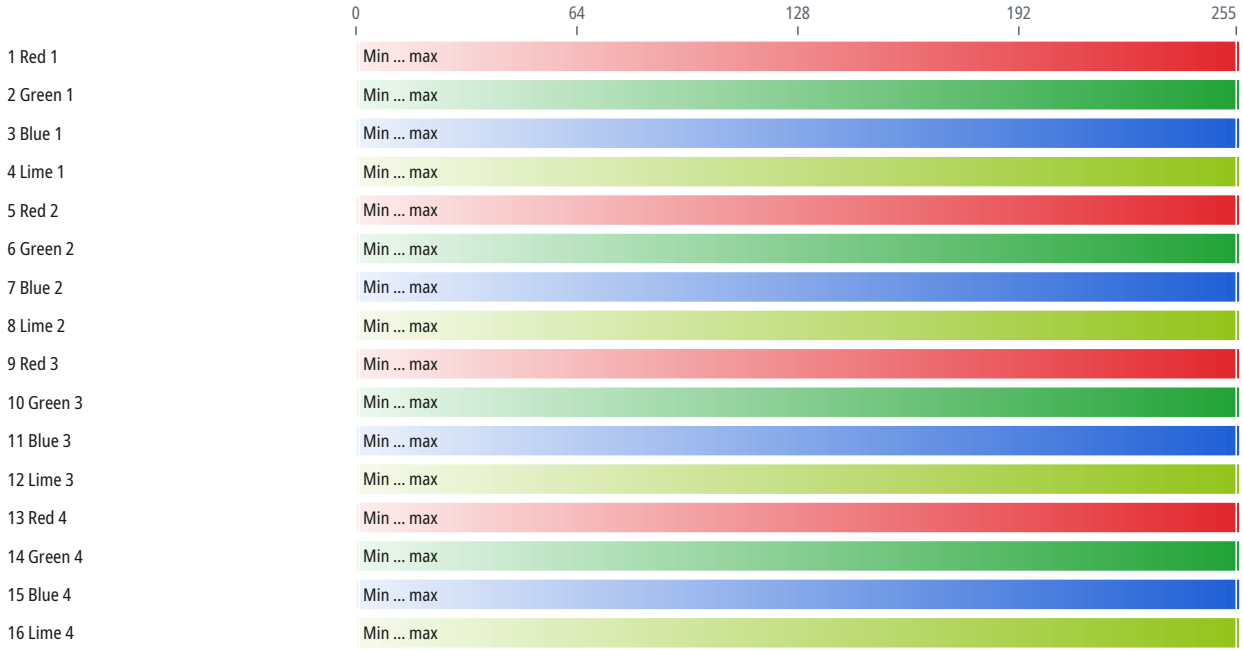
CH	Function	DMX	Description
3	Shutter (continued)	210–224	Burst
		225–229	Shutter 1 Strobe: open#9
		230–255	Shutter 1 Strobe 2
4	Red		Same as CH 1 in the mode “4 CH” (p. 10)
5	Green		Same as CH 2 in the mode “4 CH” (p. 10)
6	Blue		Same as CH 3 in the mode “4 CH” (p. 10)
7	Lime		Same as CH 4 in the mode “4 CH” (p. 10)
8	Dimmer Curve	0–49	No Function
		50–99	Linear
		100–149	Square Law
		150–199	Inverse Square
		200–255	S-Curve
9	Dimmer Speed	0–49	No Function
		50–99	Dimmer Speed 1
		100–149	Dimmer Speed 2
		150–199	Dimmer Speed 3
		200–255	Dimmer Speed 4
10	Effects	0–5	No Function
		6–13	Effect 1
		14–21	Effect 2
		22–29	Effect 3
		30–37	Effect 4
		38–45	Effect 5
		46–53	Effect 6
		54–61	Effect 7
		62–69	Effect 8
		70–77	Effect 9
		78–85	Effect 10
		86–93	Effect 11
		94–101	Effect 12
		102–109	Effect 13
		110–117	Effect 14
		118–125	Effect 15
		126–133	Effect 16
		134–141	Effect 17
		142–149	Effect 18
		150–157	Effect 19
		158–165	Effect 20
		166–173	Effect 21
		174–181	Effect 22
		182–189	Effect 23
		190–197	Effect 24

CH	Function	DMX	Description
10	Effects (continued)	198–205	Effect 25
		206–213	Effect 26
		214–221	Effect 27
		222–229	Effect 28
		230–237	Effect 29
		238–245	Effect 30
		246–255	Effect 31
11	Effects Speed	0	Min
		1–254	Min … max
		255	Max
12	Effects Fade	0	Min
		1–254	Min … max
		255	Max

Mode 16 CH

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 Lime 1 255, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 Lime 2 255, CH 9 Red 3 255, CH 10 Green 3 255, CH 11 Blue 3 255, CH 12 Lime 3 255, CH 13 Red 4 255, CH 14 Green 4 255, CH 15 Blue 4 255, CH 16 Lime 4 255.

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

CH	Function	DMX	Description
2	Green 1 (continued)	255	Max
3	Blue 1	0	Min
		1–254	Min … max
		255	Max
4	Lime 1	0	Min
		1–254	Min … max
		255	Max
5	Red 2	0	Min
		1–254	Min … max
		255	Max
6	Green 2	0	Min
		1–254	Min … max
		255	Max
7	Blue 2	0	Min
		1–254	Min … max
		255	Max
8	Lime 2	0	Min
		1–254	Min … max
		255	Max
9	Red 3	0	Min
		1–254	Min … max
		255	Max
10	Green 3	0	Min
		1–254	Min … max
		255	Max
11	Blue 3	0	Min
		1–254	Min … max
		255	Max
12	Lime 3	0	Min
		1–254	Min … max
		255	Max
13	Red 4	0	Min
		1–254	Min … max
		255	Max
14	Green 4	0	Min
		1–254	Min … max
		255	Max
15	Blue 4	0	Min
		1–254	Min … max
		255	Max

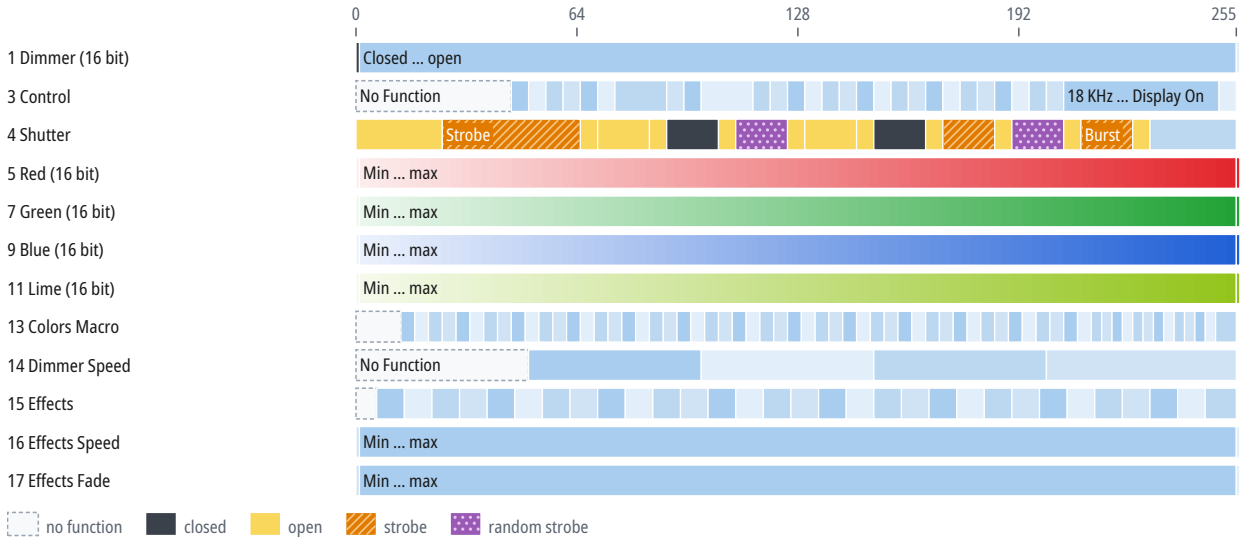
CH	Function	DMX	Description
16	Lime 4	0	Min
		1–254	Min … max
		255	Max

Mode 17 CH

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 1; CH 4 Shutter at 0–24, 65–69 “open” or 85–89 or 105–109 or 125–129 or 145–149 or 165–169 or 185–189 or 205–209 or 225–229. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 5 Red 255, CH 7 Green 255, CH 9 Blue 255, CH 11 Lime 255.

Channel functions at a glance



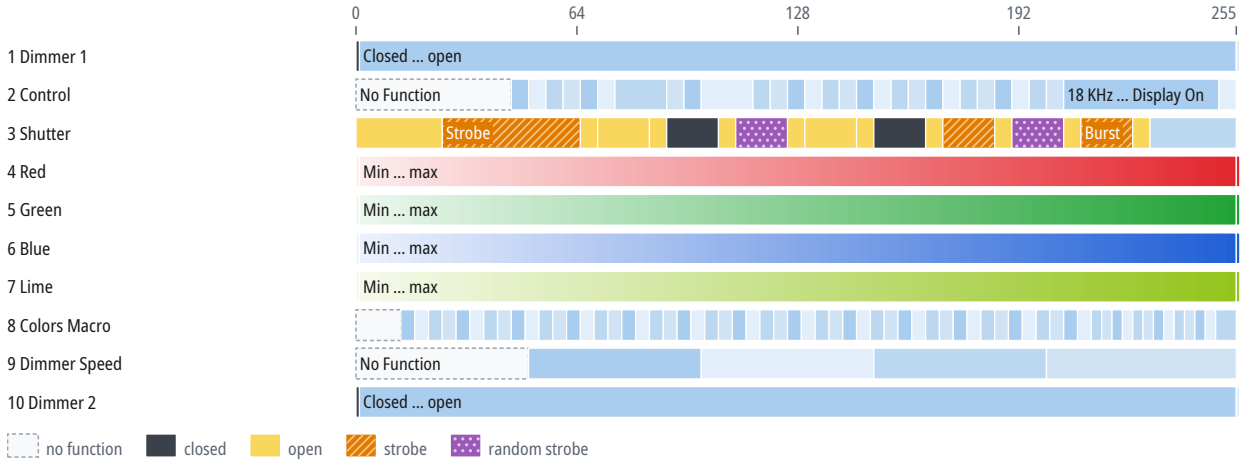
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “12 CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Control	0–44	No Function
		45–49	Pixel On
		50–54	Pixel Off
		55–59	Dimmer Linear
		60–64	Dimmer Sqr Law
		65–69	Dimmer Inv Sqr Law
		70–74	Dimmer S-Curve
		75–89	Dimmer S-Curve … Calibrated Color
		90–94	Calibrated Color
		95–99	RAW Color
		100–114	RAW Color … 1 KHz
		115–119	1 KHz
		120–124	2 KHz

CH	Function	DMX	Description
3	Control (continued)	125–129	3 KHz
		130–134	4 KHz
		135–139	5 KHz
		140–144	6 KHz
		145–149	7 KHz
		150–154	8 KHz
		155–159	9 KHz
		160–164	10 KHz
		165–169	11 KHz
		170–174	12 KHz
		175–179	13 KHz
		180–184	14 KHz
		185–189	15 KHz
		190–194	16 KHz
		195–199	17 KHz
		200–204	18 KHz
		205–249	18 KHz ... Display On
		250–255	Display On
4	Shutter		Same as CH 3 in the mode “12 CH” (p. 12)
5	Red		Same as CH 1 in the mode “8 CH” (p. 11)
6	Red Fine	0–255	Fine adjustment of CH 5
7	Green		Same as CH 3 in the mode “8 CH” (p. 11)
8	Green Fine	0–255	Fine adjustment of CH 7
9	Blue		Same as CH 5 in the mode “8 CH” (p. 11)
10	Blue Fine	0–255	Fine adjustment of CH 9
11	Lime		Same as CH 7 in the mode “8 CH” (p. 11)
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Colors Macro		Same as CH 2 in the mode “3 CH” (p. 8)
14	Dimmer Speed		Same as CH 9 in the mode “12 CH” (p. 13)
15	Effects		Same as CH 10 in the mode “12 CH” (p. 13)
16	Effects Speed		Same as CH 11 in the mode “12 CH” (p. 14)
17	Effects Fade		Same as CH 12 in the mode “12 CH” (p. 14)

Mode 17D CH

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 3 Shutter at 0–24, 65–69 “open” or 85–89 or 105–109 or 125–129 or 145–149 or 165–169 or 185–189 or 205–209 or 225–229; CH 10 Dimmer above 0 (the same in each of the 8 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Lime 255, CH 10 Dimmer 255 (the same in each of the 8 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	Closed
		1–254	Closed ... open
		255	Open
2	Control		Same as CH 3 in the mode “17 CH” (p. 16)
3	Shutter		Same as CH 3 in the mode “12 CH” (p. 12)
4	Red		Same as CH 1 in the mode “4 CH” (p. 10)
5	Green		Same as CH 2 in the mode “4 CH” (p. 10)
6	Blue		Same as CH 3 in the mode “4 CH” (p. 10)
7	Lime		Same as CH 4 in the mode “4 CH” (p. 10)
8	Colors Macro		Same as CH 2 in the mode “3 CH” (p. 8)
9	Dimmer Speed		Same as CH 9 in the mode “12 CH” (p. 13)
10	Dimmer 2	0	Closed
		1–254	Closed ... open
		255	Open

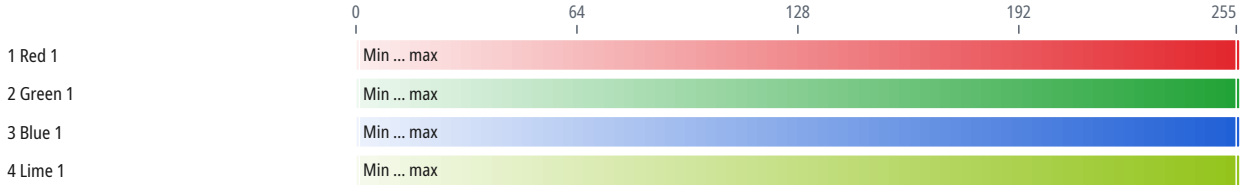
CH 10–17: 8 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 10); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	10	2	11	3	12	4	13	5	14	6	15
7	16	8	17								

Mode 32 CH

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 8 cells), CH 2 Green 255 (the same in each of the 8 cells), CH 3 Blue 255 (the same in each of the 8 cells), CH 4 Lime 255 (the same in each of the 8 cells).

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	Lime 1	0	Min
		1–254	Min ... max
		255	Max

CH 1–32: 8 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.

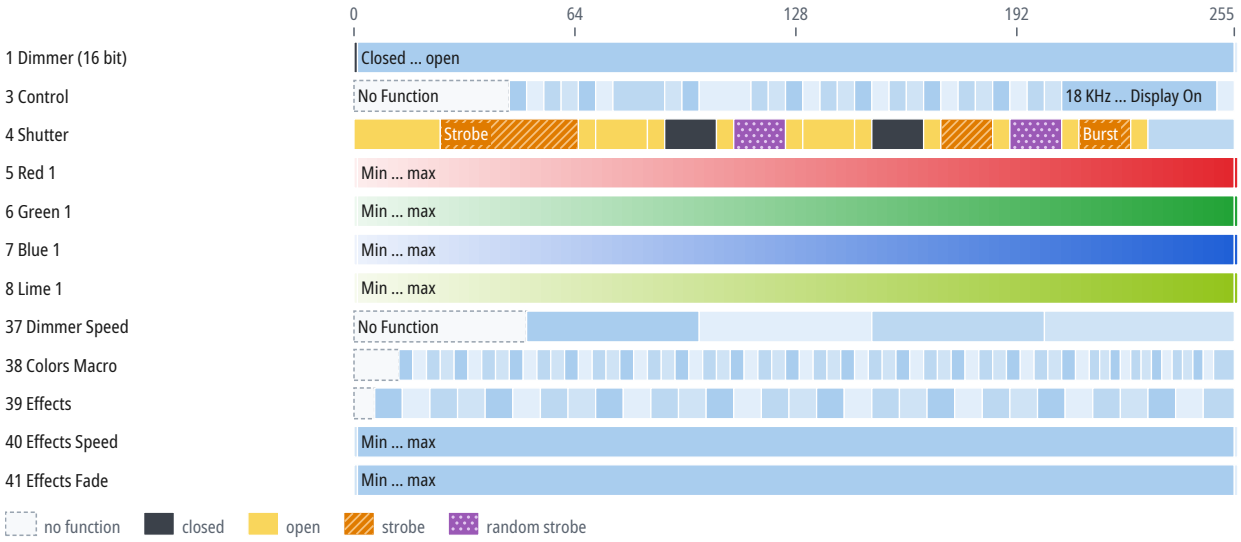
Cell	Red	Green	Blue	Lime	Cell	Red	Green	Blue	Lime
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32

Mode 41 CH

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 1; CH 4 Shutter at 0–24, 65–69 “open” or 85–89 or 105–109 or 125–129 or 145–149 or 165–169 or 185–189 or 205–209 or 225–229. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 5 Red 255 (the same in each of the 8 cells), CH 6 Green 255 (the same in each of the 8 cells), CH 7 Blue 255 (the same in each of the 8 cells), CH 8 Lime 255 (the same in each of the 8 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “12 CH” (p. 12)
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Control		Same as CH 3 in the mode “17 CH” (p. 16)
4	Shutter		Same as CH 3 in the mode “12 CH” (p. 12)
5	Red 1	0	Min
		1–254	Min ... max
		255	Max
6	Green 1	0	Min
		1–254	Min ... max
		255	Max
7	Blue 1	0	Min
		1–254	Min ... max
		255	Max
8	Lime 1	0	Min
		1–254	Min ... max
		255	Max
37	Dimmer Speed		Same as CH 9 in the mode “12 CH” (p. 13)
38	Colors Macro		Same as CH 2 in the mode “3 CH” (p. 8)

CH	Function	DMX	Description
39	Effects		Same as CH 10 in the mode “12 CH” (p. 13)
40	Effects Speed		Same as CH 11 in the mode “12 CH” (p. 14)
41	Effects Fade		Same as CH 12 in the mode “12 CH” (p. 14)

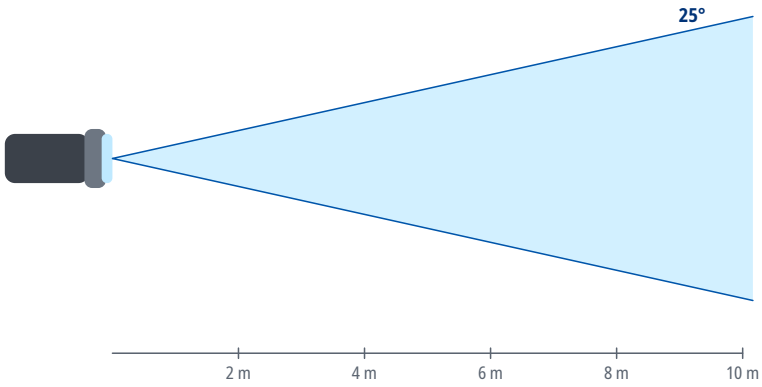
CH 5–36: 8 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 5–8); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Lime	Cell	Red	Green	Blue	Lime
1	5	6	7	8	2	9	10	11	12
3	13	14	15	16	4	17	18	19	20
5	21	22	23	24	6	25	26	27	28
7	29	30	31	32	8	33	34	35	36

9 Technical specifications

Parameter	Value
Light source	discharge lamp
RDM	yes (manufacturer ID 0x06CA, device model ID 0x2302)
Operating temperature	0 to 40 °C

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.

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.