DMX REFERENCE

EVO ELEMENT

Portman Lights



Manufacturer	Portman Lights
GDTF file	Portman_Lights_EVO_ELEMENT_97470.gdtf
GDTF revision	V102 · 2025-05-20
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1 About this manual

This document describes the EVO ELEMENT by Portman Lights. It was compiled from the GDTF file Portman_Lights_EVO_ELEMENT_97470.gdtf from the GDTF-Share library.

File revision: “V102”.

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 Portman 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

DMX modes

Mode	Channels	Units in one universe	First start addresses
Super Simple	9	56	1, 10, 19, 28, ...
Simple	15	34	1, 16, 31, 46, ...
Standard	23	22	1, 24, 47, 70, ...
Standard Fine	39	13	1, 40, 79, 118, ...
Pixel	22	23	1, 23, 45, 67, ...
Pixel Fine	37	13	1, 38, 75, 112, ...

No light? Check these channels

- Super Simple: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 8 Shutter 1 at 0–9 “Shutter Open”; CH 9 Shutter 2 at 0–9 or 246–255 “Shutter Open”
- Simple: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 9 Shutter 1 at 0–9, 122–129 or 246–255 “Shutter Open”; CH 10 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 12 Intensity Macro above 0
- Standard: CH 1 Dimmer 1 above 0; CH 2 Dimmer 2 above 0; CH 3 Dimmer 3 above 0; CH 4 Dimmer 4 above 0; CH 17 Shutter 1 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 18 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 20 Intensity Macro above 0
- Standard Fine: CH 1 Dimmer 1 above 0; CH 3 Dimmer 2 above 0; CH 5 Dimmer 3 above 0; CH 7 Dimmer 4 above 0; CH 33 Shutter 1 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 34 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 36 Intensity Macro above 0
- Pixel: CH 1 Dimmer 1 above 0; CH 6 Dimmer 2 above 0; CH 11 Dimmer 3 above 0; CH 16 Shutter 1 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 17 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 19 Intensity Macro above 0
- Pixel Fine: CH 1 Dimmer 1 above 0; CH 11 Dimmer 2 above 0; CH 21 Dimmer 3 above 0; CH 31 Shutter 1 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 32 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 34 Intensity Macro above 0


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

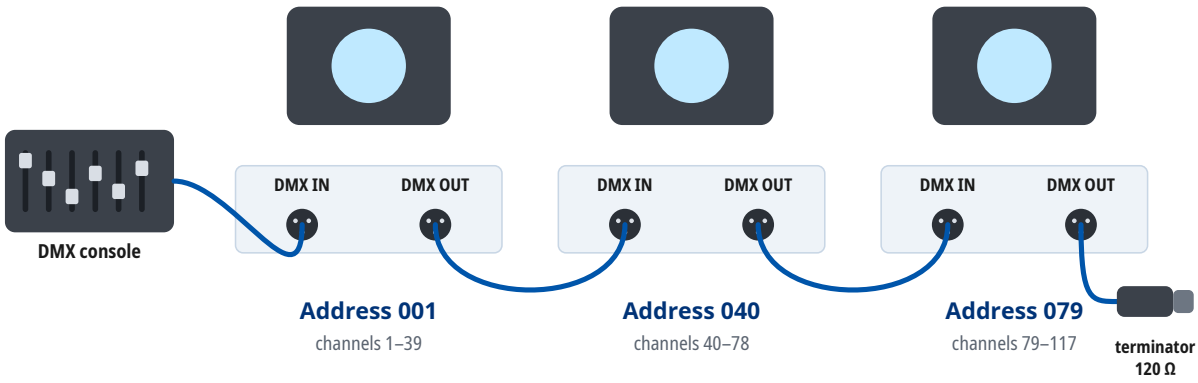
⚠ WARNING

- 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 Standard Fine: every unit occupies 39 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 “Standard Fine”: 39.
- 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 “Standard Fine”, you can use, for example, the start addresses 1, 40, 79, 118.
- 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

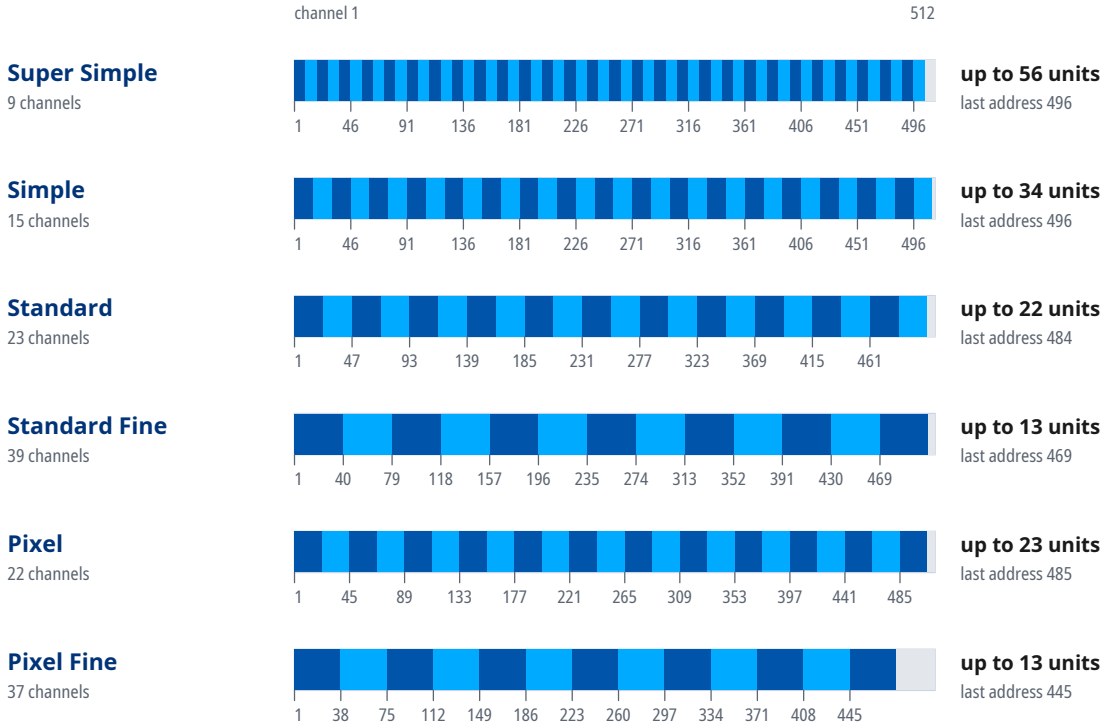
	Super Simple 9 channels	Simple 15 channels	Standard 23 channels	Standard Fine 39 channels	Pixel 22 channels	Pixel Fine 37 channels
Dimmer	1–3	1–4	1–4	4× (1–7)	1, 6, 11	1, 11, 21
Dimmer resolution	8 bit	8 bit	8 bit	16 bit	8 bit	16 bit
Shutter / strobe	8, 9	9, 10	17, 18	33, 34	16, 17	31, 32
Color mixing	4–7	5–8	5–16	12× (9–31)	2–5, 7–10, 12–15	12 channels (3–29)
Color wheel		11	19	35	18	33
Effects / macros		12, 13	20, 21	36, 37	19, 20	34, 35
Pixel control	✓	✓	✓	✓	✓	✓

Color wheel

1. Open — DMX 0–9
2. White — DMX 10–39
3. Red — DMX 40–41
4. Orange — DMX 55–56
5. Yellow — DMX 72–73
6. Spring Green — DMX 88–89
7. Green — DMX 104–105
8. Sea Green — DMX 122–123
9. Cyan — DMX 141–142
10. Azzure — DMX 157–158
11. Blue — DMX 173–174
12. Violet — DMX 189–190
13. Magenta — DMX 205–206
14. Pink — DMX 221–222
15. Red 1 — DMX 237
16. Color Spin — DMX 238–254
17. Open 1 — DMX 255

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard Fine”

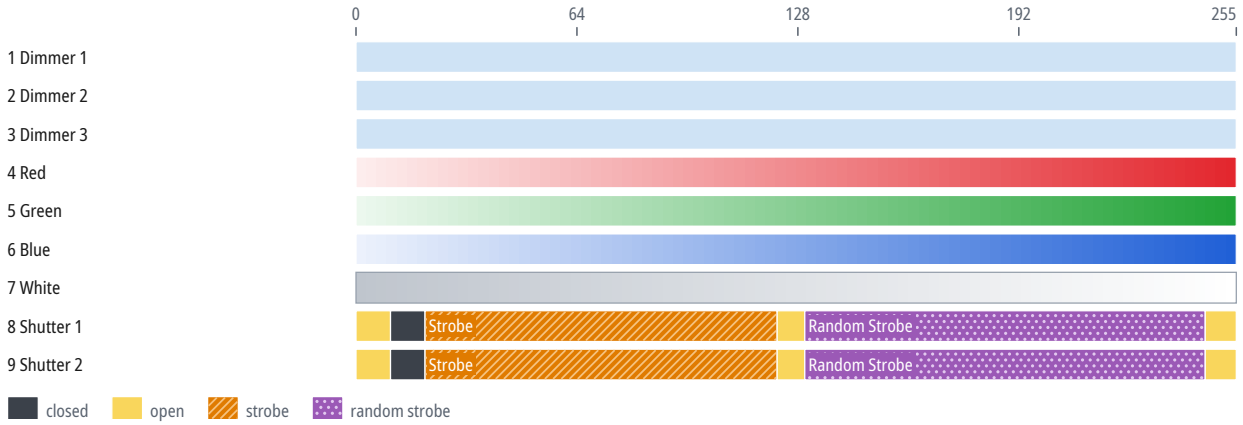
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

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 Super Simple

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 8 Shutter 1 at 0–9 “Shutter Open”; CH 9 Shutter 2 at 0–9 or 246–255 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 100, CH 2 Dimmer 2 100, CH 3 Dimmer 3 100, CH 7 White 100.

Channel functions at a glance

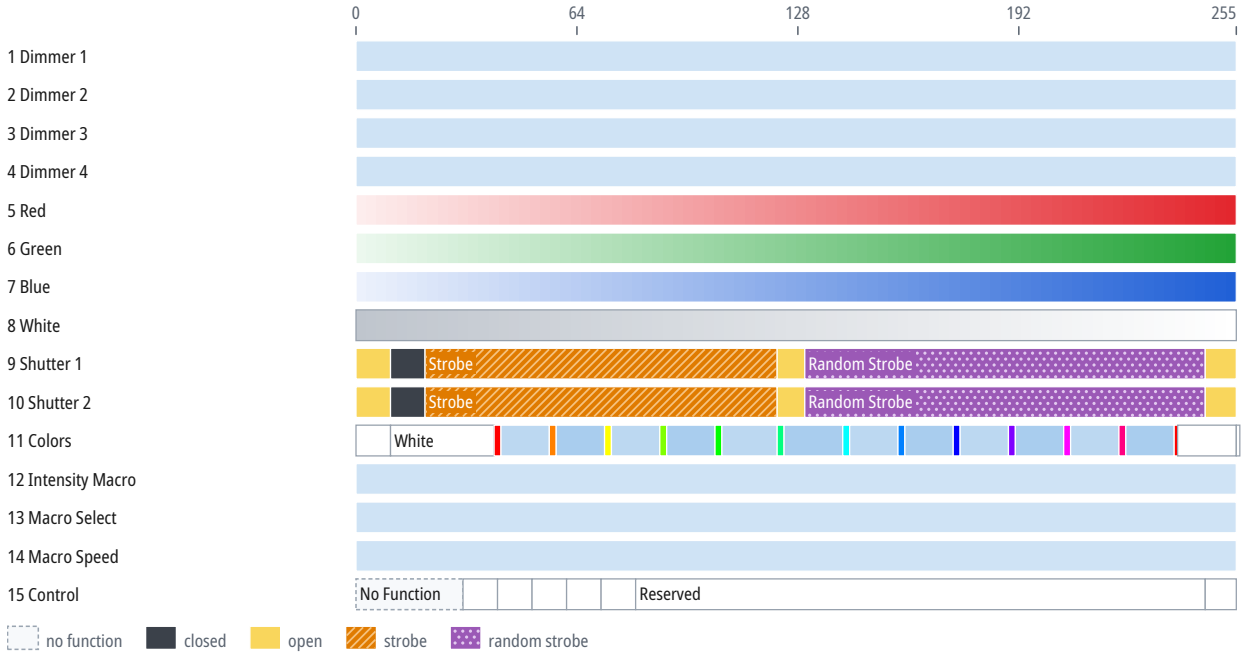


CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 2	0–255	
3	Dimmer 3	0–255	
4	Red	0–255	
5	Green	0–255	
6	Blue	0–255	
7	White	0–255	
8	Shutter 1		Halo LED Shutter
		0–9	Shutter Open
		10–19	Shutter Closed
		20–121	Strobe
		122–129	Strobe Open
		130–245	Random Strobe
		246–255	Strobe Open
9	Shutter 2		Glow Shutter
		0–9	Shutter Open
		10–19	Shutter Closed
		20–121	Strobe
		122–129	Shautter Open
		130–245	Random Strobe
		246–255	Shutter open

Mode Simple

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 Dimmer 4 above 0; CH 9 Shutter 1 at 0–9, 122–129 or 246–255 “Shutter Open”; CH 10 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 12 Intensity Macro above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 100, CH 2 Dimmer 2 100, CH 3 Dimmer 3 100, CH 4 Dimmer 4 100, CH 8 White 100.

Channel functions at a glance



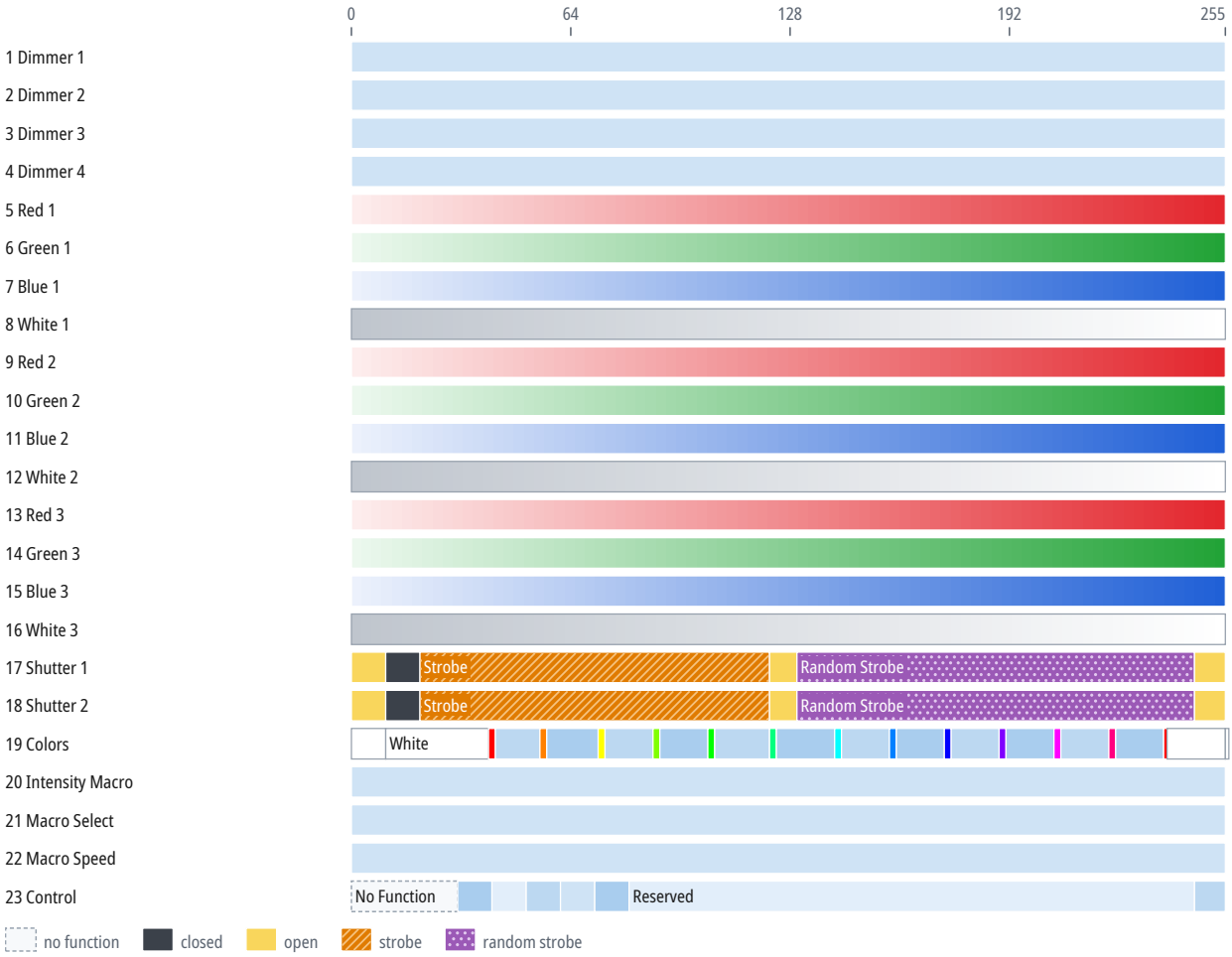
CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 2	0–255	
3	Dimmer 3	0–255	
4	Dimmer 4	0–255	
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	White	0–255	
9	Shutter 1	0–9	Shutter Open
		10–19	Shutter Closed
		20–121	Strobe
		122–129	Shutter Open
		130–245	Random Strobe
		246–255	Shutter Open
10	Shutter 2	0–9	Shutter Open
		10–19	Shutter Closed
		20–121	Strobe
		122–129	Shutter Open 1

CH	Function	DMX	Description
10	Shutter 2 (continued)	130–245	Random Strobe
		246–255	Shutter Open 2
11	Colors	0–9	Open
		10–39	White
		40–41	Red
		42–55	Red ... Orange
		56–57	Orange
		58–71	Orange ... Yellow
		72–73	Yellow
		74–87	Yellow ... Spring Green
		88–89	Spring Green
		90–103	Spring Green ... Green
		104–105	Green
		106–121	Green ... Sea Green
		122–123	Sea Green
		124–140	Sea Green ... Cyan
		141–142	Cyan
		143–156	Cyan ... Azzure
		157–158	Azzure
		159–172	Azzure ... Blue
		173–174	Blue
		175–188	Blue ... Violet
		189–190	Violet
		191–204	Violet ... Magenta
		205–206	Magenta
		207–220	Magenta ... Pink
		221–222	Pink
		223–236	Pink ... Red 1
		237	Red 1
		238–254	Color Spin
		255	Open 1
12	Intensity Macro	0–255	
13	Macro Select	0–255	
14	Macro Speed	0–255	
15	Control	0–30	No Function
		31–40	Flicker Mode 1
		41–50	Flicker Mode 2
		51–60	Flicker Mode 3
		61–70	Dimming Curve Linear
		71–80	Dimming Curve Logarithmic
		81–245	Reserved
		246–255	Default Values

Mode Standard

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 Dimmer 4 above 0; CH 17 Shutter 1 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 18 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 20 Intensity Macro above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 100, CH 2 Dimmer 2 100, CH 3 Dimmer 3 100, CH 4 Dimmer 4 100, CH 8 White 1 100, CH 12 White 2 100, CH 16 White 3 100.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 2	0–255	
3	Dimmer 3	0–255	
4	Dimmer 4	0–255	
5	Red 1	0–255	
6	Green 1	0–255	
7	Blue 1	0–255	
8	White 1	0–255	
9	Red 2	0–255	
10	Green 2	0–255	

CH	Function	DMX	Description
11	Blue 2	0–255	
12	White 2	0–255	
13	Red 3	0–255	
14	Green 3	0–255	
15	Blue 3	0–255	
16	White 3	0–255	
17	Shutter 1	0–9	Shutter Open
		10–19	Shutter Closed
		20–121	Strobe
		122–129	Shutter Open 1
		130–245	Random Strobe
		246–255	Shutter Open 2
18	Shutter 2		Same as CH 10 in the mode “Simple” (p. 9)
19	Colors	0–9	Open
		10–39	White
		40–41	Red
		42–54	Red ... Orange
		55–56	Orange
		57–71	Orange ... Yellow
		72–73	Yellow
		74–87	Yellow ... Spring Green
		88–89	Spring Green
		90–103	Spring Green ... Green
		104–105	Green
		106–121	Green ... Sea Green
		122–123	Sea Green
		124–140	Sea Green ... Cyan
		141–142	Cyan
		143–156	Cyan ... Azzure
		157–158	Azzure
		159–172	Azzure ... Blue
		173–174	Blue
		175–188	Blue ... Violet
		189–190	Violet
		191–204	Violet ... Magenta
		205–206	Magenta
		207–220	Magenta ... Pink
		221–222	Pink
		223–236	Pink ... Red 1
		237	Red 1
		238–254	Color Spin
		255	Open 1

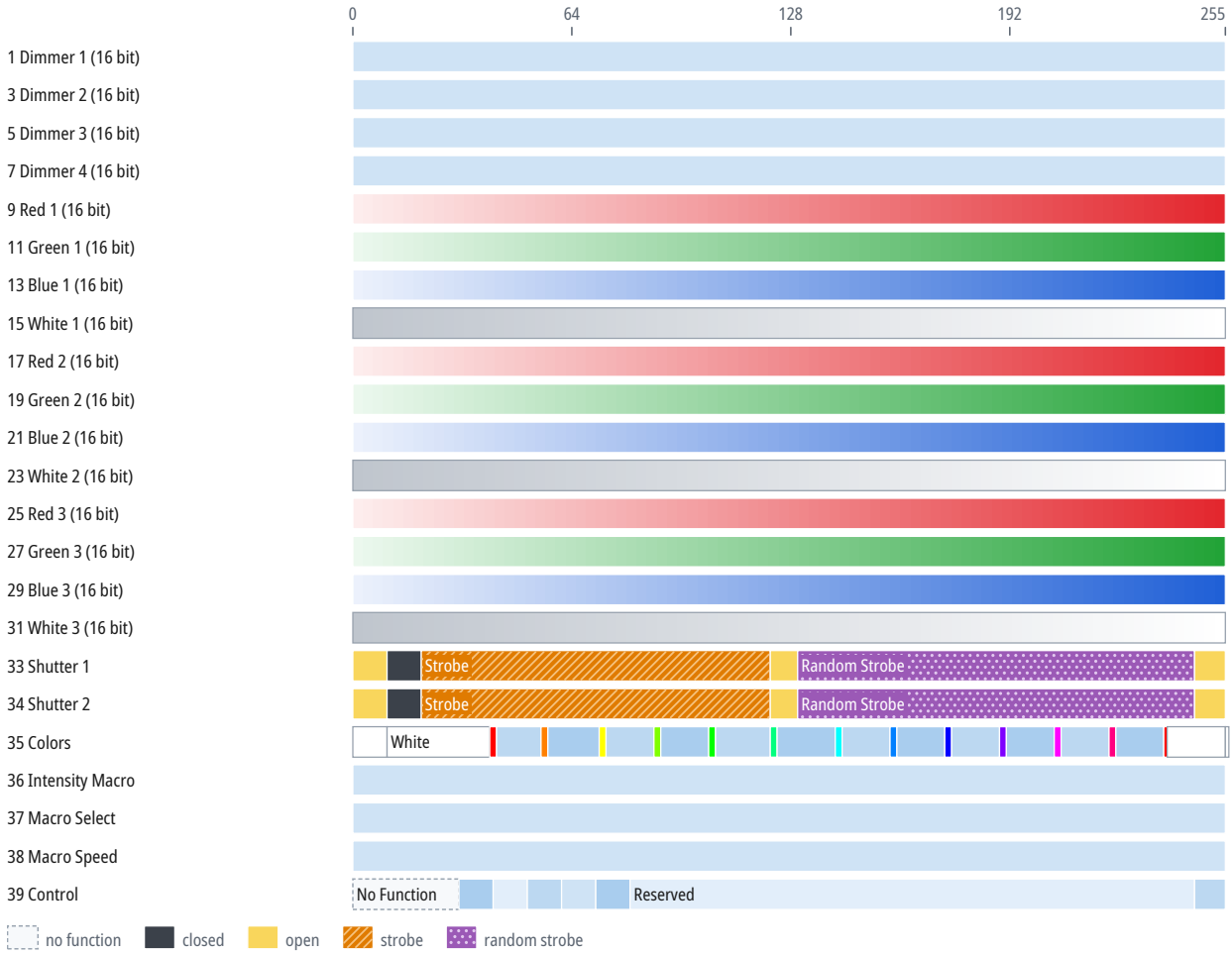
CH	Function	DMX	Description
20	Intensity Macro	0–255	
21	Macro Select	0–255	
22	Macro Speed	0–255	
23	Control		Same as CH 15 in the mode “Simple” (p. 10)

Mode Standard Fine

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 7 Dimmer 4 above 0; CH 33 Shutter 1 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 34 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 36 Intensity Macro above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 100, CH 3 Dimmer 2 100, CH 5 Dimmer 3 100, CH 7 Dimmer 4 100, CH 15 White 1 100, CH 23 White 2 100, CH 31 White 3 100.

Channel functions at a glance



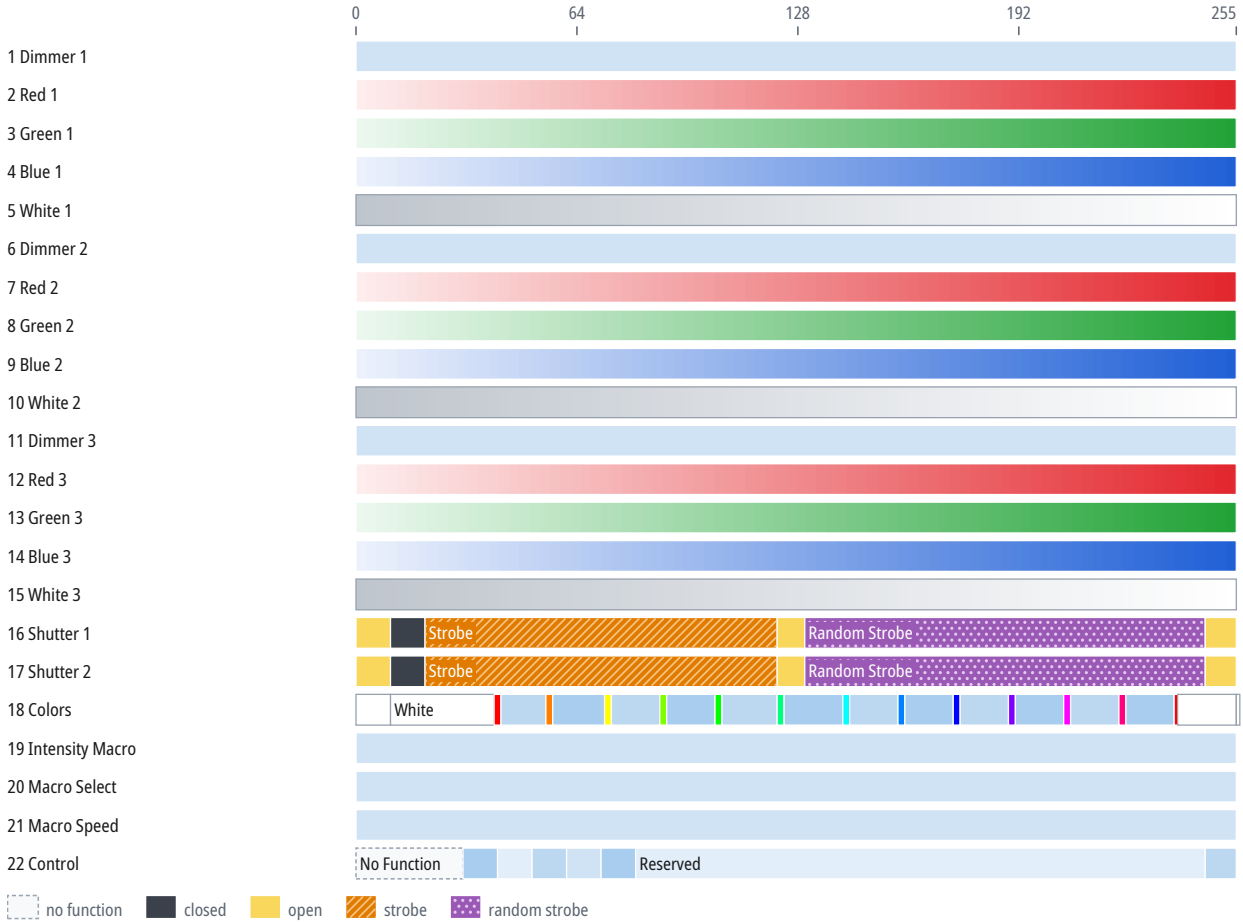
CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Dimmer 2	0–255	
4	Dimmer 2 Fine	0–255	Fine adjustment of CH 3

CH	Function	DMX	Description
5	Dimmer 3	0–255	
6	Dimmer 3 Fine	0–255	Fine adjustment of CH 5
7	Dimmer 4	0–255	
8	Dimmer 4 Fine	0–255	Fine adjustment of CH 7
9	Red 1	0–255	
10	Red 1 Fine	0–255	Fine adjustment of CH 9
11	Green 1	0–255	
12	Green 1 Fine	0–255	Fine adjustment of CH 11
13	Blue 1	0–255	
14	Blue 1 Fine	0–255	Fine adjustment of CH 13
15	White 1	0–255	
16	White 1 Fine	0–255	Fine adjustment of CH 15
17	Red 2	0–255	
18	Red 2 Fine	0–255	Fine adjustment of CH 17
19	Green 2	0–255	
20	Green 2 Fine	0–255	Fine adjustment of CH 19
21	Blue 2	0–255	
22	Blue 2 Fine	0–255	Fine adjustment of CH 21
23	White 2	0–255	
24	White 2 Fine	0–255	Fine adjustment of CH 23
25	Red 3	0–255	
26	Red 3 Fine	0–255	Fine adjustment of CH 25
27	Green 3	0–255	
28	Green 3 Fine	0–255	Fine adjustment of CH 27
29	Blue 3	0–255	
30	Blue 3 Fine	0–255	Fine adjustment of CH 29
31	White 3	0–255	
32	White 3 Fine	0–255	Fine adjustment of CH 31
33	Shutter 1		Same as CH 17 in the mode “Standard” (p. 12)
34	Shutter 2		Same as CH 10 in the mode “Simple” (p. 9)
35	Colors		Same as CH 19 in the mode “Standard” (p. 12)
36	Intensity Macro	0–255	
37	Macro Select	0–255	
38	Macro Speed	0–255	
39	Control		Same as CH 15 in the mode “Simple” (p. 10)

Mode Pixel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer 1 above 0; CH 6 Dimmer 2 above 0; CH 11 Dimmer 3 above 0; CH 16 Shutter 1 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 17 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 19 Intensity Macro above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 100, CH 5 White 1 100, CH 6 Dimmer 2 100, CH 10 White 2 100, CH 11 Dimmer 3 100, CH 15 White 3 100.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Red 1	0–255	
3	Green 1	0–255	
4	Blue 1	0–255	
5	White 1	0–255	
6	Dimmer 2	0–255	
7	Red 2	0–255	
8	Green 2	0–255	
9	Blue 2	0–255	
10	White 2	0–255	
11	Dimmer 3	0–255	
12	Red 3	0–255	

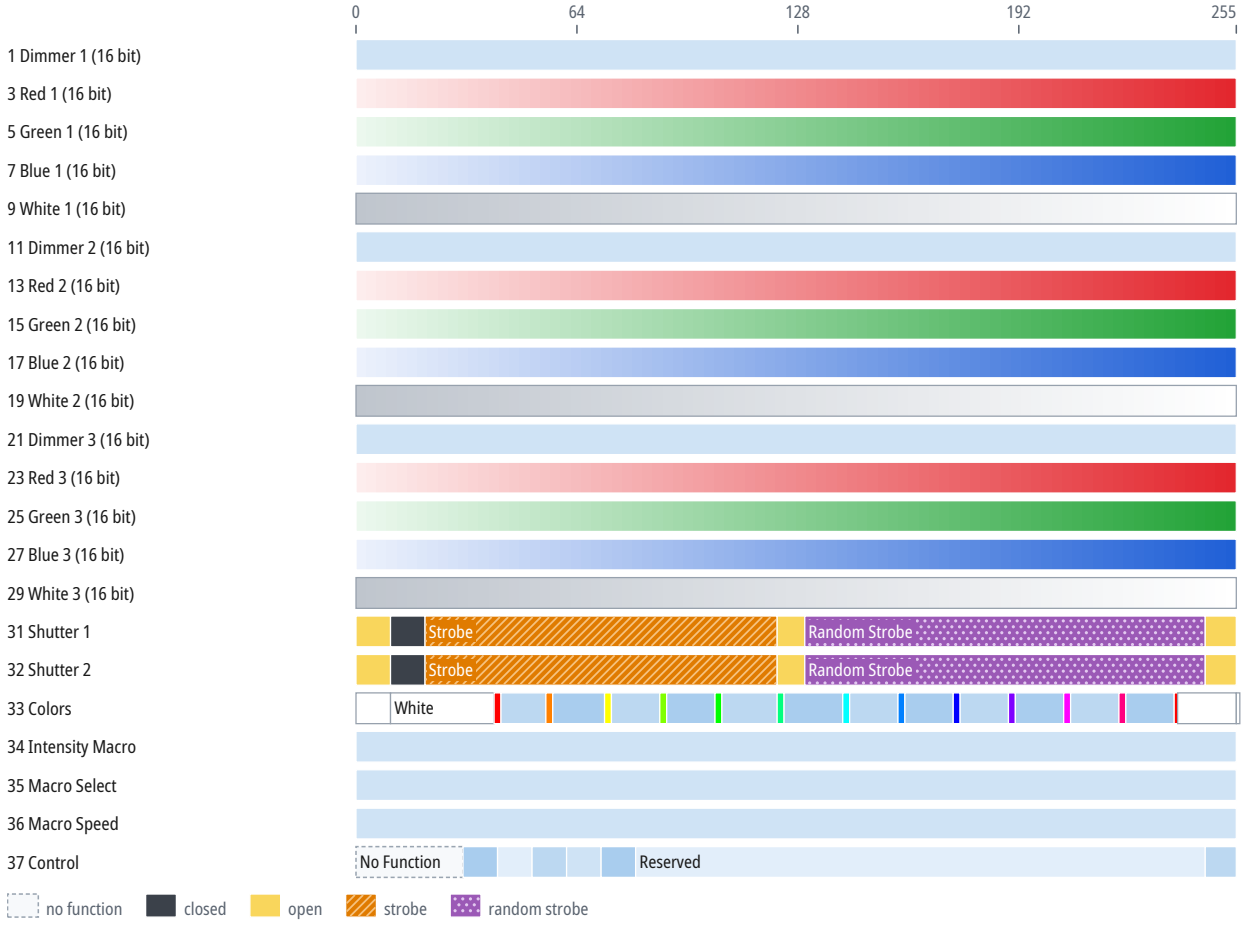
CH	Function	DMX	Description
13	Green 3	0–255	
14	Blue 3	0–255	
15	White 3	0–255	
16	Shutter 1		Same as CH 17 in the mode “Standard” (p. 12)
17	Shutter 2		Same as CH 10 in the mode “Simple” (p. 9)
18	Colors		Same as CH 19 in the mode “Standard” (p. 12)
19	Intensity Macro	0–255	
20	Macro Select	0–255	
21	Macro Speed	0–255	
22	Control		Same as CH 15 in the mode “Simple” (p. 10)

Mode Pixel Fine

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 11 Dimmer 2 above 0; CH 21 Dimmer 3 above 0; CH 31 Shutter 1 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 32 Shutter 2 at 0–9 “Shutter Open” or 122–129 or 246–255; CH 34 Intensity Macro above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 100, CH 9 White 1 100, CH 11 Dimmer 2 100, CH 19 White 2 100, CH 21 Dimmer 3 100, CH 29 White 3 100.

Channel functions at a glance

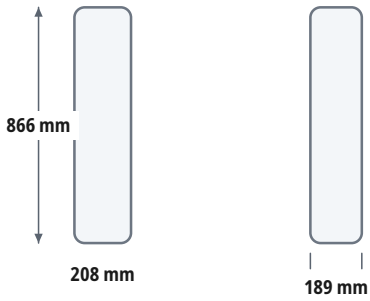


CH	Function	DMX	Description
1	Dimmer 1	0–255	
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Red 1	0–255	
4	Red 1 Fine	0–255	Fine adjustment of CH 3
5	Green 1	0–255	
6	Green 1 Fine	0–255	Fine adjustment of CH 5
7	Blue 1	0–255	
8	Blue 1 Fine	0–255	Fine adjustment of CH 7
9	White 1	0–255	
10	White 1 Fine	0–255	Fine adjustment of CH 9
11	Dimmer 2	0–255	
12	Dimmer 2 Fine	0–255	Fine adjustment of CH 11
13	Red 2	0–255	
14	Red 2 Fine	0–255	Fine adjustment of CH 13
15	Green 2	0–255	
16	Green 2 Fine	0–255	Fine adjustment of CH 15
17	Blue 2	0–255	
18	Blue 2 Fine	0–255	Fine adjustment of CH 17
19	White 2	0–255	
20	White 2 Fine	0–255	Fine adjustment of CH 19
21	Dimmer 3	0–255	
22	Dimmer 3 Fine	0–255	Fine adjustment of CH 21
23	Red 3	0–255	
24	Red 3 Fine	0–255	Fine adjustment of CH 23
25	Green 3	0–255	
26	Green 3 Fine	0–255	Fine adjustment of CH 25
27	Blue 3	0–255	
28	Blue 3 Fine	0–255	Fine adjustment of CH 27
29	White 3	0–255	
30	White 3 Fine	0–255	Fine adjustment of CH 29
31	Shutter 1		Same as CH 17 in the mode “Standard” (p. 12)
32	Shutter 2		Same as CH 10 in the mode “Simple” (p. 9)
33	Colors		Same as CH 19 in the mode “Standard” (p. 12)
34	Intensity Macro	0–255	
35	Macro Select	0–255	
36	Macro Speed	0–255	
37	Control		Same as CH 15 in the mode “Simple” (p. 10)

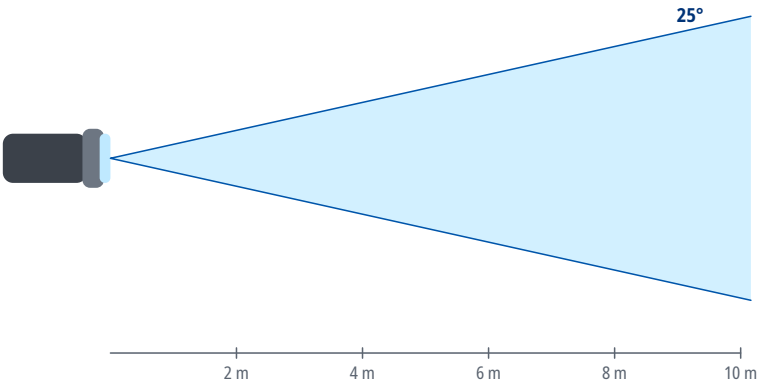
9 Technical specifications

Parameter	Value
Operating temperature	0 to 40 °C

Dimensions



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.