DMX REFERENCE

# ACME VOLTKA (STROBE)

RentalikaLX



| | |
|---|---|
| **Manufacturer** | RentalikaLX |
| **GDTF file** | RentalikaLX_ACME_VOLTKA_STROBE_103767.gdtf |
| **GDTF revision** | Rentalika Productions Indonesia, Uploaded to GDTF Share. · 2025-07-14 |
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# 1 About this manual

This document describes the ACME VOLTKA(STROBE) by RentalikaLX. It was compiled from the GDTF file RentalikaLX_ACME_VOLTKA_STROBE_103767.gdtf from the GDTF-Share library.

File revision: “Rentalika Productions Indonesia, Uploaded to GDTF Share.”.

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 RentalikaLX; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

# 2 Quick reference

| Parameter | Value |
|---|---|
| Weight | 4 kg |

### DMX modes

| Mode | Channels | Units in one universe | First start addresses |
|---|---|---|---|
| Mode 1 5 DMX | 5 | 102 | 1, 6, 11, 16, ... |
| Mode 2 12 DMX | 12 | 42 | 1, 13, 25, 37, ... |
| Mode 3 35 DMX(5*2) | 35 | 14 | 1, 36, 71, 106, ... |
| Mode 4 35 DMX(10*1) | 35 | 14 | 1, 36, 71, 106, ... |
| Mode 5 150 DMX | 150 | 3 | 1, 151, 301 |

### No light? Check these channels

- Mode 1 5 DMX: CH 4 Dimmer above 0
- Mode 2 12 DMX: CH 6 Dimmer above 0; CH 10 Strobe Effect at 0–5 “No Effect”
- Mode 3 35 DMX(5*2): CH 31 Dimmer above 0; CH 35 Strobe Effect at 0–5 “No Effect”
- Mode 4 35 DMX(10*1): CH 31 Dimmer above 0; CH 35 Strobe Effect at 0–5 “No Effect”


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

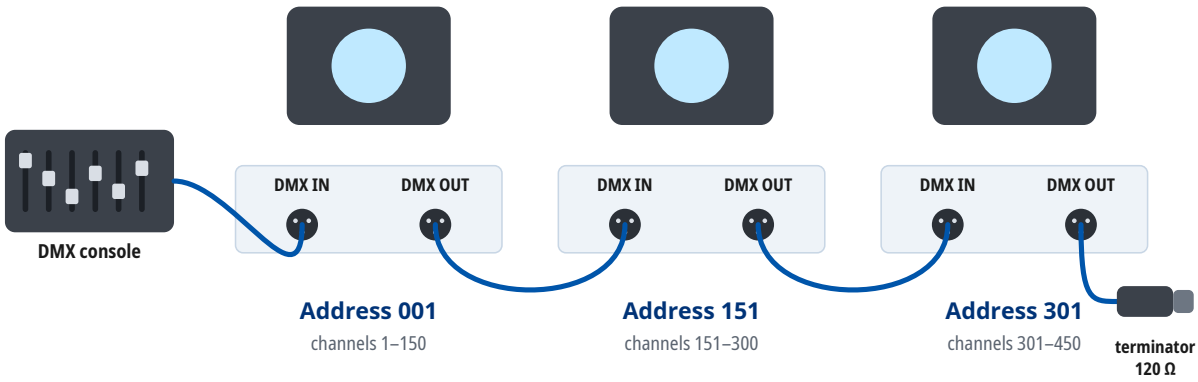
**⚠ WARNING**

- 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: 4 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 5 150 DMX: every unit occupies 150 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 “Mode 5 150 DMX”: 150.
- 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 “Mode 5 150 DMX”, you can use, for example, the start addresses 1, 151, 301.
- 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

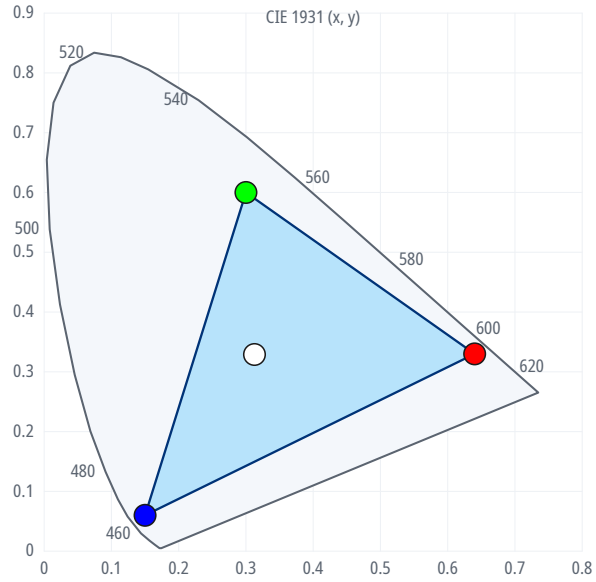
### Functions in each DMX mode

| | Mode 1 5 DMX<br>5 channels | Mode 2 12 DMX<br>12 channels | Mode 3 35 DMX(5*2)<br>35 channels | Mode 4 35 DMX(10*1)<br>35 channels | Mode 5 150 DMX<br>150 channels |
|---|---|---|---|---|---|
| Dimmer | 4 | 6 | 31 | 31 | ✓ |
| Shutter / strobe | | 8–10 | 33–35 | 33–35 | |
| Color mixing | 1–3 | 1–3 | 1–30 | 1–30 | 1–150 |
| Color temperature | | 5 | | | |
| Color wheel | | 4 | | | |
| Effects / macros | | 11 | | | |
| Pixel control | | | 10 cells | 10 cells | 50 cells |

## Color wheel


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

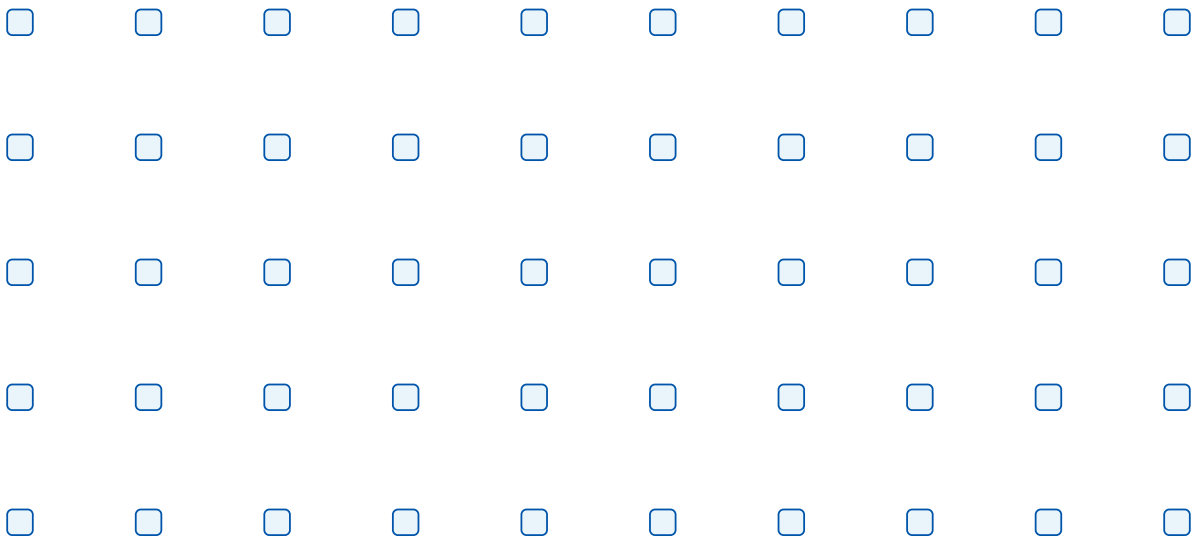
## LED colors and the colors they mix




| LED | x | y |
|---|---|---|
| Red | 0.640 | 0.330 |
| Green | 0.300 | 0.600 |
| Blue | 0.150 | 0.060 |
| White | 0.313 | 0.329 |

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

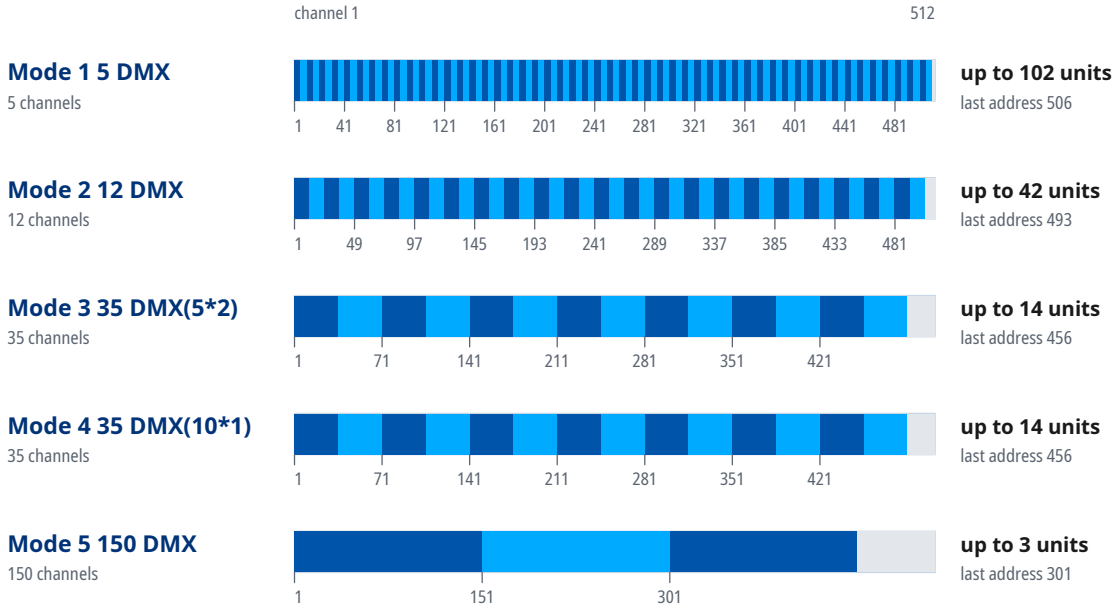
## Cells (pixels)



Cells where the GDTF file places them (seen from above), 50 in all in the mode “Mode 5 150 DMX”.

# 8 DMX channels

### Units in one DMX universe




### Start addresses of 20 units in the mode “Mode 5 150 DMX”

| Unit | Start address | Unit | Start address | Unit | Start address | Unit | Start address |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 6 | U2 · 301 | 11 | U4 · 151 | 16 | U6 · 1 |
| 2 | 151 | 7 | U3 · 1 | 12 | U4 · 301 | 17 | U6 · 151 |
| 3 | 301 | 8 | U3 · 151 | 13 | U5 · 1 | 18 | U6 · 301 |
| 4 | U2 · 1 | 9 | U3 · 301 | 14 | U5 · 151 | 19 | U7 · 1 |
| 5 | U2 · 151 | 10 | U4 · 1 | 15 | U5 · 301 | 20 | U7 · 151 |

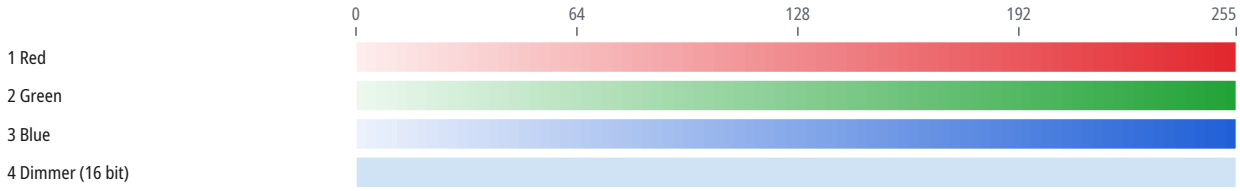
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

## Mode 1 5 DMX

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 4 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Dimmer 255.

### Channel functions at a glance



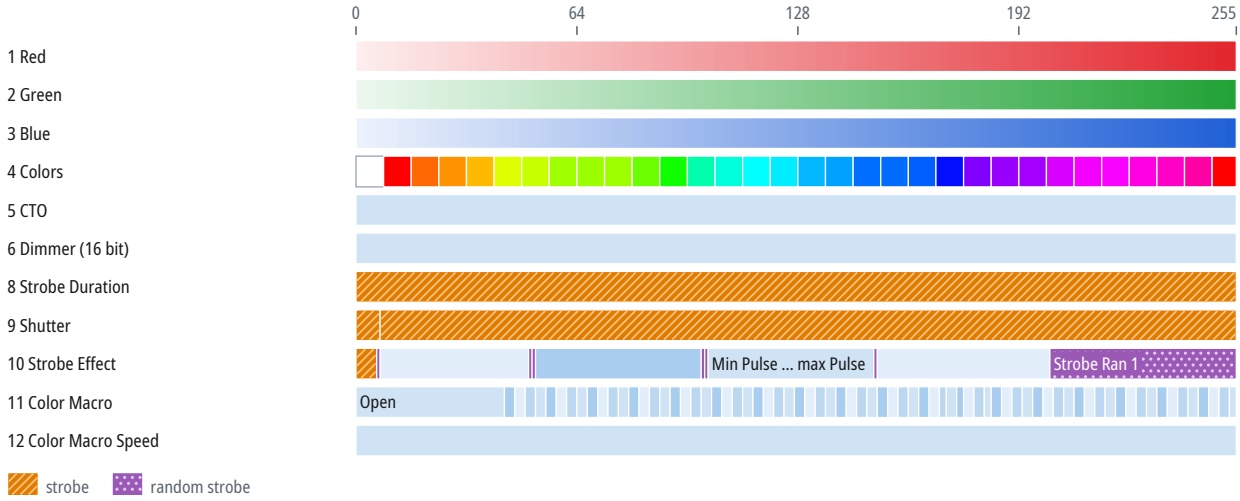
| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | 0–255 | |
| **2** | Green | 0–255 | |
| **3** | Blue | 0–255 | |
| **4** | Dimmer | 0–255 | |
| **5** | Dimmer Fine | 0–255 | Fine adjustment of CH 4 |

## Mode 2 12 DMX

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 10 Strobe Effect at 0–5 “No Effect”. 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 6 Dimmer 255, CH 8 Strobe Duration 255, CH 10 Strobe Effect 0.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | 0–255 | |
| **2** | Green | 0–255 | |
| **3** | Blue | 0–255 | |
| **4** | Colors | 0–7 | Open |
| | | 8–15 | Color 1 |
| | | 16–23 | Color 2 |
| | | 24–31 | Color 3 |
| | | 32–39 | Color 4 |
| | | 40–47 | Color 5 |
| | | 48–55 | Color 6 |
| | | 56–63 | Color 7 |
| | | 64–71 | Color 8 |
| | | 72–79 | Color 9 |
| | | 80–87 | Color 10 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **4** | Colors (continued) | 88–95 | Color 11 |
| | | 96–103 | Color 12 |
| | | 104–111 | Color 13 |
| | | 112–119 | Color 14 |
| | | 120–127 | Color 15 |
| | | 128–135 | Color 16 |
| | | 136–143 | Color 17 |
| | | 144–151 | Color 18 |
| | | 152–159 | Color 19 |
| | | 160–167 | Color 20 |
| | | 168–175 | Color 21 |
| | | 176–183 | Color 22 |
| | | 184–191 | Color 23 |
| | | 192–199 | Color 24 |
| | | 200–207 | Color 25 |
| | | 208–215 | Color 26 |
| | | 216–223 | Color 27 |
| | | 224–231 | Color 28 |
| | | 232–239 | Color 29 |
| | | 240–247 | Color 30 |
| | | 248–255 | Color 31 |
| **5** | CTO | 0–255 | 6000–2500 K |
| **6** | Dimmer | 0–255 | |
| **7** | Dimmer Fine | 0–255 | Fine adjustment of CH 6 |
| **8** | Strobe Duration | 0–255 | |
| **9** | Shutter | 0–6 | Shutter 1 Strobe 1 |
| | | 7–255 | Shutter 1 Strobe 2 (1–20 Hz) |
| **10** | Strobe Effect | 0–5 | No Effect |
| | | 6 | Min PulseOpen |
| | | 7–49 | Min PulseOpen ... max PulseOpen |
| | | 50 | Max PulseOpen |
| | | 51 | Min PulseClose |
| | | 52–99 | Min PulseClose ... max PulseClose |
| | | 100 | Max PulseClose |
| | | 101 | Min Pulse |
| | | 102–149 | Min Pulse ... max Pulse |
| | | 150 | Max Pulse |
| | | 151–200 | Lightning |
| | | 201–255 | Strobe Ran 1 (10–20 Hz) |
| **11** | Color Macro | 0–42 | Open |
| | | 43–45 | Macro 1 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **11** | Color Macro (continued) | 46–48 | Macro 2 |
| | | 49–51 | Macro 3 |
| | | 52–54 | Macro 4 |
| | | 55–57 | Macro 5 |
| | | 58–60 | Macro 6 |
| | | 61–63 | Macro 7 |
| | | 64–66 | Macro 8 |
| | | 67–69 | Macro 9 |
| | | 70–72 | Macro 10 |
| | | 73–75 | Macro 11 |
| | | 76–78 | Macro 12 |
| | | 79–81 | Macro 13 |
| | | 82–84 | Macro 14 |
| | | 85–87 | Macro 15 |
| | | 88–90 | Macro 16 |
| | | 91–93 | Macro 17 |
| | | 94–96 | Macro 18 |
| | | 97–99 | Macro 19 |
| | | 100–102 | Macro 20 |
| | | 103–105 | Macro 21 |
| | | 106–108 | Macro 22 |
| | | 109–111 | Macro 23 |
| | | 112–114 | Macro 24 |
| | | 115–117 | Macro 25 |
| | | 118–120 | Macro 26 |
| | | 121–123 | Macro 27 |
| | | 124–126 | Macro 28 |
| | | 127–129 | Macro 29 |
| | | 130–132 | Macro 30 |
| | | 133–135 | Macro 31 |
| | | 136–138 | Macro 32 |
| | | 139–141 | Macro 33 |
| | | 142–144 | Macro 34 |
| | | 145–147 | Macro 35 |
| | | 148–150 | Macro 36 |
| | | 151–153 | Macro 37 |
| | | 154–156 | Macro 38 |
| | | 157–159 | Macro 39 |
| | | 160–162 | Macro 40 |
| | | 163–165 | Macro 41 |
| | | 166–168 | Macro 42 |

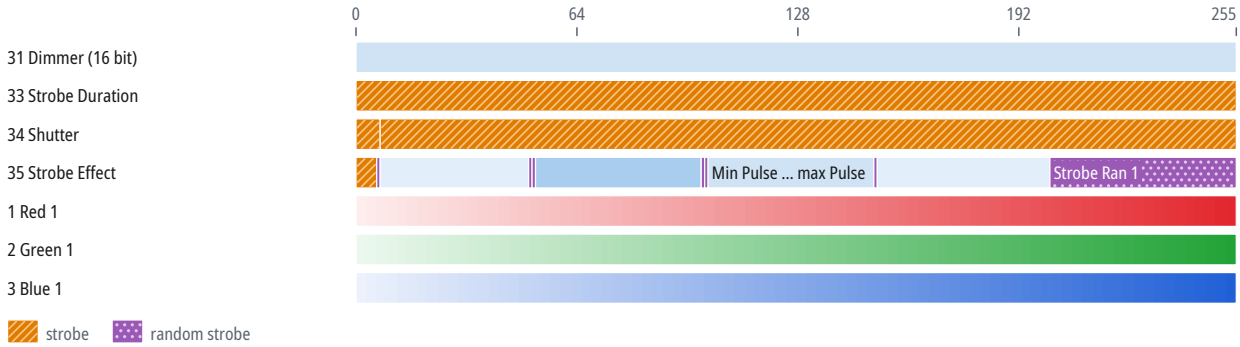
| CH | Function | DMX | Description |
|---|---|---|---|
| **11** | Color Macro (continued) | 169–170 | Macro 43 |
| | | 171–173 | Macro 44 |
| | | 174–175 | Macro 44 … Macro 45 |
| | | 176–178 | Macro 45 |
| | | 179–181 | Macro 46 |
| | | 182–183 | Macro 47 |
| | | 184–186 | Macro 48 |
| | | 187–189 | Macro 49 |
| | | 190–192 | Macro 50 |
| | | 193–195 | Macro 51 |
| | | 196–198 | Macro 52 |
| | | 199–201 | Macro 53 |
| | | 202–204 | Macro 54 |
| | | 205–207 | Macro 55 |
| | | 208–210 | Macro 56 |
| | | 211–213 | Macro 57 |
| | | 214–216 | Macro 58 |
| | | 217–219 | Macro 59 |
| | | 220–222 | Macro 60 |
| | | 223–225 | Macro 61 |
| | | 226–228 | Macro 62 |
| | | 229–231 | Macro 63 |
| | | 232–234 | Macro 64 |
| | | 235–237 | Macro 65 |
| | | 238–240 | Macro 66 |
| | | 241–243 | Macro 67 |
| | | 244–246 | Macro 68 |
| | | 247–249 | Macro 69 |
| | | 250–252 | Macro 70 |
| | | 253–255 | Macro 71 |
| **12** | Color Macro Speed | 0–255 | |

## Mode 3 35 DMX(5*2)

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 31 Dimmer above 0; CH 35 Strobe Effect at 0–5 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 10 cells), CH 2 Green 255 (the same in each of the 10 cells), CH 3 Blue 255 (the same in each of the 10 cells), CH 31 Dimmer 255, CH 33 Strobe Duration 255, CH 35 Strobe Effect 0.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | 0–255 | |
| **2** | Green 1 | 0–255 | |
| **3** | Blue 1 | 0–255 | |
| **31** | Dimmer | 0–255 | |
| **32** | Dimmer Fine | 0–255 | Fine adjustment of CH 31 |
| **33** | Strobe Duration | 0–255 | |
| **34** | Shutter | | Same as CH 9 in the mode “Mode 2 12 DMX” (p. 11) |
| **35** | Strobe Effect | | Same as CH 10 in the mode “Mode 2 12 DMX” (p. 11) |

CH 1–30: 10 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

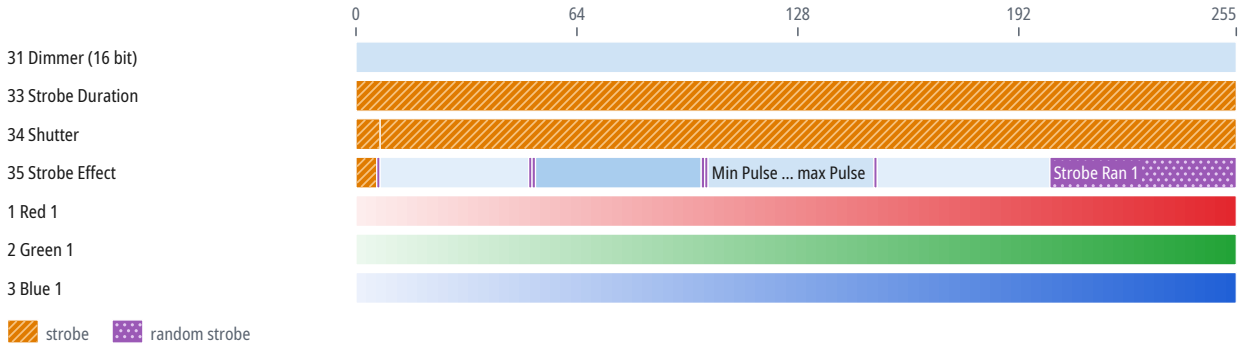
| Cell | Red | Green | Blue | Cell | Red | Green | Blue | Cell | Red | Green | Blue |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 2 | 3 | 2 | 4 | 5 | 6 | 3 | 7 | 8 | 9 |
| 4 | 10 | 11 | 12 | 5 | 13 | 14 | 15 | 6 | 16 | 17 | 18 |
| 7 | 19 | 20 | 21 | 8 | 22 | 23 | 24 | 9 | 25 | 26 | 27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

## Mode 4 35 DMX(10*1)

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 31 Dimmer above 0; CH 35 Strobe Effect at 0–5 “No Effect”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 10 cells), CH 2 Green 255 (the same in each of the 10 cells), CH 3 Blue 255 (the same in each of the 10 cells), CH 31 Dimmer 255, CH 33 Strobe Duration 255, CH 35 Strobe Effect 0.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | 0–255 | |
| **2** | Green 1 | 0–255 | |
| **3** | Blue 1 | 0–255 | |
| **31** | Dimmer | 0–255 | |
| **32** | Dimmer Fine | 0–255 | Fine adjustment of CH 31 |
| **33** | Strobe Duration | 0–255 | |
| **34** | Shutter | | Same as CH 9 in the mode “Mode 2 12 DMX” (p. 11) |
| **35** | Strobe Effect | | Same as CH 10 in the mode “Mode 2 12 DMX” (p. 11) |

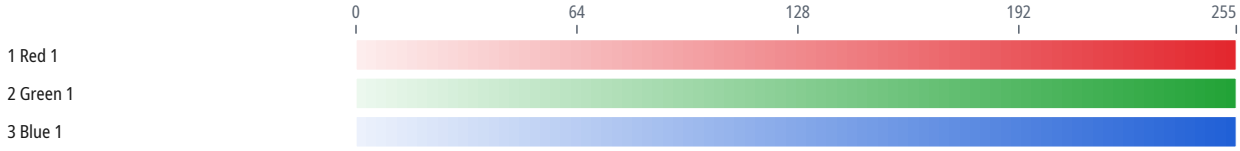
CH 1–30: 10 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

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

## Mode 5 150 DMX

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 50 cells), CH 2 Green 255 (the same in each of the 50 cells), CH 3 Blue 255 (the same in each of the 50 cells).

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | 0–255 | |
| **2** | Green 1 | 0–255 | |
| **3** | Blue 1 | 0–255 | |

CH 1–150: 50 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

| Cell | Red | Green | Blue | Cell | Red | Green | Blue | Cell | Red | Green | Blue |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 2 | 3 | 2 | 4 | 5 | 6 | 3 | 7 | 8 | 9 |
| 4 | 10 | 11 | 12 | 5 | 13 | 14 | 15 | 6 | 16 | 17 | 18 |
| 7 | 19 | 20 | 21 | 8 | 22 | 23 | 24 | 9 | 25 | 26 | 27 |
| 10 | 28 | 29 | 30 | 11 | 31 | 32 | 33 | 12 | 34 | 35 | 36 |
| 13 | 37 | 38 | 39 | 14 | 40 | 41 | 42 | 15 | 43 | 44 | 45 |
| 16 | 46 | 47 | 48 | 17 | 49 | 50 | 51 | 18 | 52 | 53 | 54 |
| 19 | 55 | 56 | 57 | 20 | 58 | 59 | 60 | 21 | 61 | 62 | 63 |
| 22 | 64 | 65 | 66 | 23 | 67 | 68 | 69 | 24 | 70 | 71 | 72 |
| 25 | 73 | 74 | 75 | 26 | 76 | 77 | 78 | 27 | 79 | 80 | 81 |
| 28 | 82 | 83 | 84 | 29 | 85 | 86 | 87 | 30 | 88 | 89 | 90 |
| 31 | 91 | 92 | 93 | 32 | 94 | 95 | 96 | 33 | 97 | 98 | 99 |
| 34 | 100 | 101 | 102 | 35 | 103 | 104 | 105 | 36 | 106 | 107 | 108 |
| 37 | 109 | 110 | 111 | 38 | 112 | 113 | 114 | 39 | 115 | 116 | 117 |
| 40 | 118 | 119 | 120 | 41 | 121 | 122 | 123 | 42 | 124 | 125 | 126 |
| 43 | 127 | 128 | 129 | 44 | 130 | 131 | 132 | 45 | 133 | 134 | 135 |
| 46 | 136 | 137 | 138 | 47 | 139 | 140 | 141 | 48 | 142 | 143 | 144 |
| 49 | 145 | 146 | 147 | 50 | 148 | 149 | 150 | | | | |

# 9 Technical specifications

| Parameter | Value |
|---|---|
| RDM | yes (manufacturer ID 0x3806, device model ID 0x8138) |
| Weight | 4 kg |
| Operating temperature | 0 to 40 °C |

### Speeds and ranges

| Parameter | Value |
|---|---|
| Color temperature range | 2500–6000 K |
| Strobe frequency | 1–20 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.