DMX REFERENCE

Eclipse MID Color 180

Eclipse MID Color 180 SS5141XAL

Silver Star



Manufacturer	Silver Star
GDTF file	Silver_Star_Eclipse_MID_Color_180_115954.gdtf
GDTF revision	Revision 6 · 2025-11-01
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1 About this manual

This document describes the Eclipse MID Color 180 SS5141XAL by Silver Star. It was compiled from the GDTF file Silver_Star_Eclipse_MID_Color_180_115954.gdtf from the GDTF-Share library.

File revision: “Revision 6”.

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 Silver Star; 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
Power consumption	150 W
Weight	5.8 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
HSIC	7	73	1, 8, 15, 22, ...
Basic	3	170	1, 4, 7, 10, ...
SSP	7	73	1, 8, 15, 22, ...
Tour	12	42	1, 13, 25, 37, ...
TR16	18	28	1, 19, 37, 55, ...
CMY	10	51	1, 11, 21, 31, ...

No light? Check these channels

- HSIC: CH 6 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”
- Basic: CH 1 Dimmer above 0
- SSP: CH 1 Dimmer above 0; CH 7 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”
- Tour: CH 1 Dimmer above 0; CH 11 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”
- TR16: CH 1 Dimmer above 0; CH 17 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”
- CMY: CH 1 Dimmer above 0; CH 9 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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 Product description

Description in the GDTF file

“The Eclipse MID Color 180 RGBAL is a fixture by Silver Star sold by Show Technology”

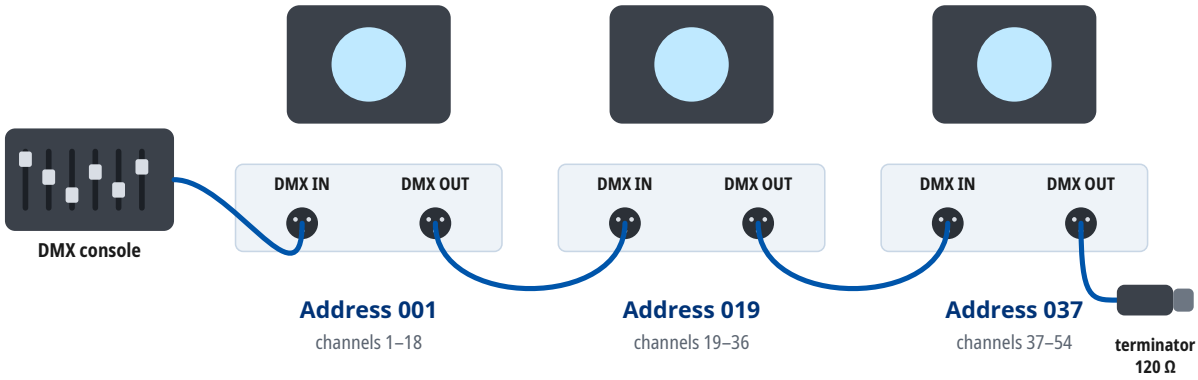
5 Installation

> ⚠ **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: 5.84 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.

6 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 TR16: every unit occupies 18 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.

7 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 “TR16”: 18.
- 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 “TR16”, you can use, for example, the start addresses 1, 19, 37, 55.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

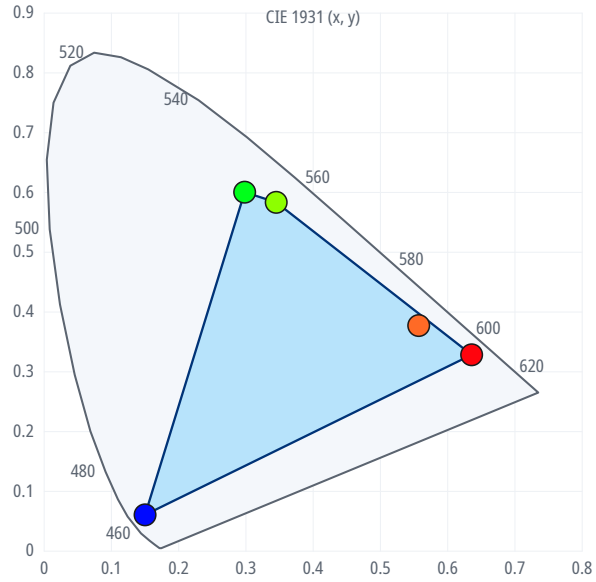
Functions in each DMX mode

	HSIC 7 channels	Basic 3 channels	SSP 7 channels	Tour 12 channels	TR16 18 channels	CMY 10 channels
Dimmer		1	1	1	1	1
Dimmer resolution		8 bit	8 bit	8 bit	16 bit	8 bit
Shutter / strobe	6		7	11	17	9
Color mixing			2–6	2–6	5× (3–11)	2–4
Color temperature	5	3		8	14	6
Effects / macros		2		7, 9, 10	13, 15, 16	5, 7, 8

Color wheel

1 Loving Amber DMX 11–15	2 Light Salmon DMX 16–20	3 Scarlet DMX 21–25	4 Flame Red DMX 26–30	5 Easy White DMX 31–35	6 Warm Peach DMX 36–40
7 Dark Salmon DMX 41–45	8 Sunset Red DMX 46–50	9 Medium Bastard Amber DMX 51–55	10 CID (to Tungsten) DMX 56–60	11 Soft Golden Amber DMX 61–65	12 Urban Sodium DMX 66–70
13 LCT Yellow (Y1) DMX 71–75	14 LEE Yellow DMX 76–80	15 Ice And A Slice DMX 81–85	16 Spring Yellow DMX 86–90	17 LEE Plus Green DMX 91–95	18 CalColor 30 Green DMX 96–100
19 Fern Green DMX 101–105	20 Dark Yellow Green DMX 106–110	21 LEE Fluroescent 3600K DMX 111–115	22 Turquoise DMX 116–120	23 Kelley Green DMX 121–125	24 Forest Green DMX 126–130
25 Cosmetic Aqua Blue DMX 131–135	26 Steel Green DMX 136–140	27 Steel Blue DMX 141–145	28 Special Steel Blue DMX 146–150	29 Paler Lavender DMX 151–155	30 New Colour Blue DMX 156–160
31 Dark Steel Blue DMX 161–165	32 Daylight Blue DMX 166–170	33 Pale Lavender DMX 171–175	34 Surprise Pink DMX 176–180	35 Pale Violet DMX 181–185	36 Perfect Lavender DMX 186–190
37 Light Pink DMX 191–195	38 Pretty'n Pink DMX 196–200	39 Follies Pink DMX 201–205	40 Magical Magenta DMX 206–210	41 Pale Rose DMX 211–215	42 Smokey Pink DMX 216–220
43 Flesh Pink DMX 221–225	44 Special Rose Pink DMX 226–230	45 Moroccan Pink DMX 231–235	46 Pink DMX 236–240	47 Cherry Rose DMX 241–245	48 Cool LED Bright Pink DMX 246–251

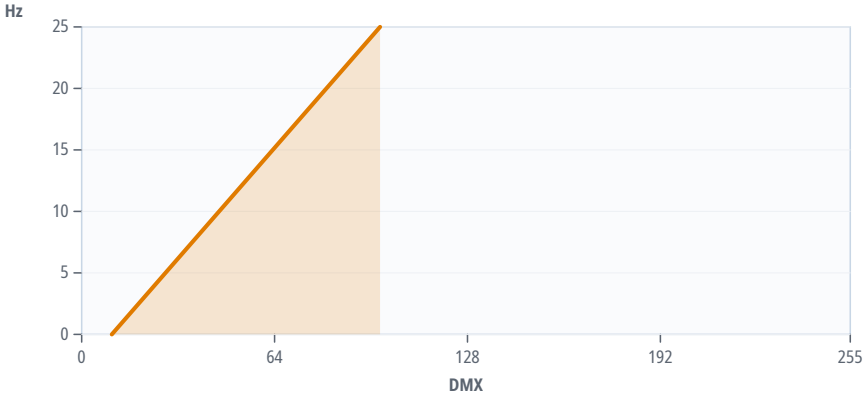
LED colors and the colors they mix



LED	x	y	nm
Red	0.636	0.329	638
Green	0.298	0.601	517
Blue	0.150	0.061	447
Amber	0.557	0.377	595
Lime	0.345	0.584	546

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

Strobe rate

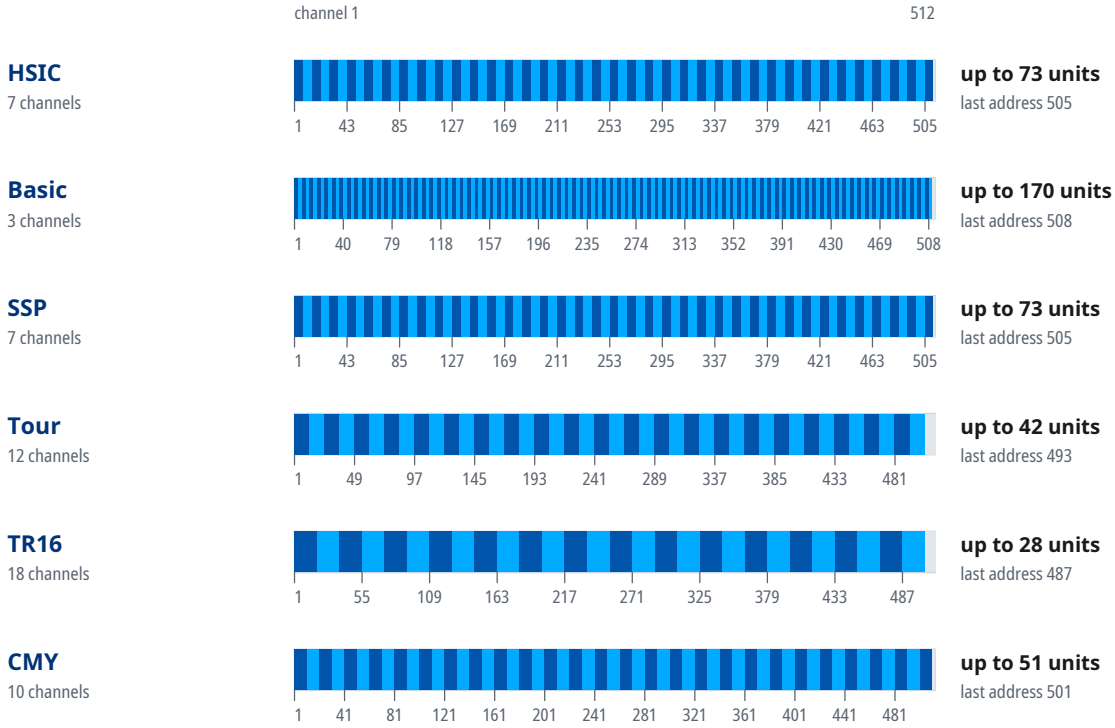


CH 11 · Tour

10–99: 0–25 Hz
StrobeFrequency 1

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “TR16”

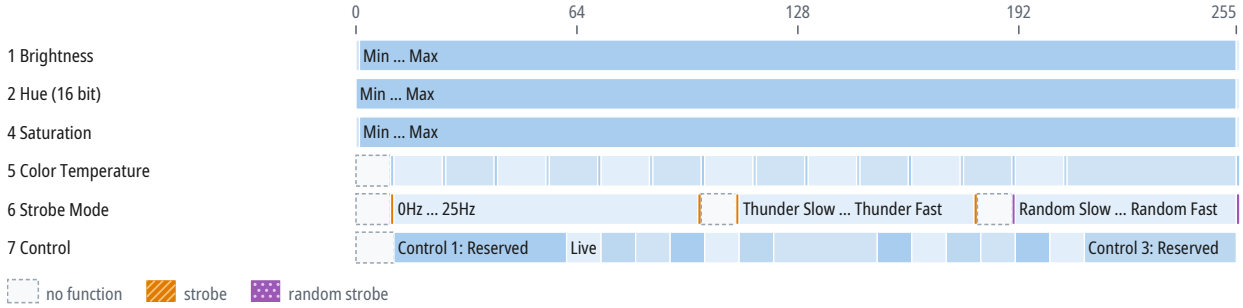
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	91	11	181	16	271
2	19	7	109	12	199	17	289
3	37	8	127	13	217	18	307
4	55	9	145	14	235	19	325
5	73	10	163	15	253	20	343

Mode HSIC

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 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”.

Channel functions at a glance



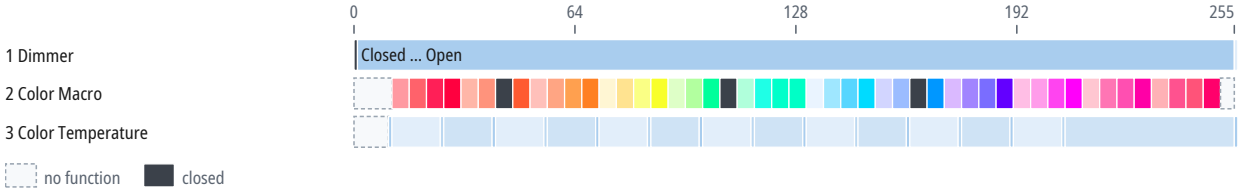
CH	Function	DMX	Description
1	Brightness	0	Min
		1–254	Min ... Max
		255	Max
2	Hue	0–255	Min ... Max
		255	Max
3	Hue Fine	0–255	Fine adjustment of CH 2
4	Saturation	0	Min
		1–254	Min ... Max
		255	Max
5	Color Temperature	0–9	No Function
		10	1800K
		11–24	1800K ... 2200K
		25	2200K
		26–39	2200K ... 2700K
		40	2700K
		41–54	2700K ... 3000K
		55	3000K
		56–69	3000K ... 3200K
		70	3200K
		71–84	3200K ... 4000K
		85	4000K
		86–99	4000K ... 4500K
		100	4500K
		101–114	4500K ... 5000K
		115	5000K
		116–129	5000K ... 5600K
		130	5600K
		131–144	5600K ... 6000K

CH	Function	DMX	Description
5	Color Temperature (continued)	145	6000K
		146–159	6000K … 6500K
		160	6500K
		161–174	6500K … 7000K
		175	7000K
		176–189	7000K … 8000K
		190	8000K
		191–204	8000K … 10000K
		205	10000K
		206–254	CTC 1
		255	10000K
6	Strobe Mode	0–9	No Feature: No Function
		10	0Hz
		11–98	0Hz … 25Hz
		99	25Hz
		100–109	No Feature: No Function
		110	Thunder Slow
		111–178	Thunder Slow … Thunder Fast
		179	Thunder Fast
		180–189	No Feature: No Function
		190	Random Slow
		191–254	Random Slow … Random Fast
		255	Random Fast
7	Control	0–10	No Function
		11–60	Control 1: Reserved
		61–70	Live
		71–80	Studio
		81–90	Power
		91–100	Control 2: Reserved
		101–110	Dimmer Off
		111–120	Dimmer (Set at Menu)
		121–150	Control 2: Reserved
		151–160	1200Hz
		161–170	2400Hz
		171–180	4000Hz
		181–190	6000Hz
		191–200	25000Hz
		201–210	All Reset
		211–255	Control 3: Reserved

Mode Basic

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, CH 3 Color Temperature 100.

Channel functions at a glance



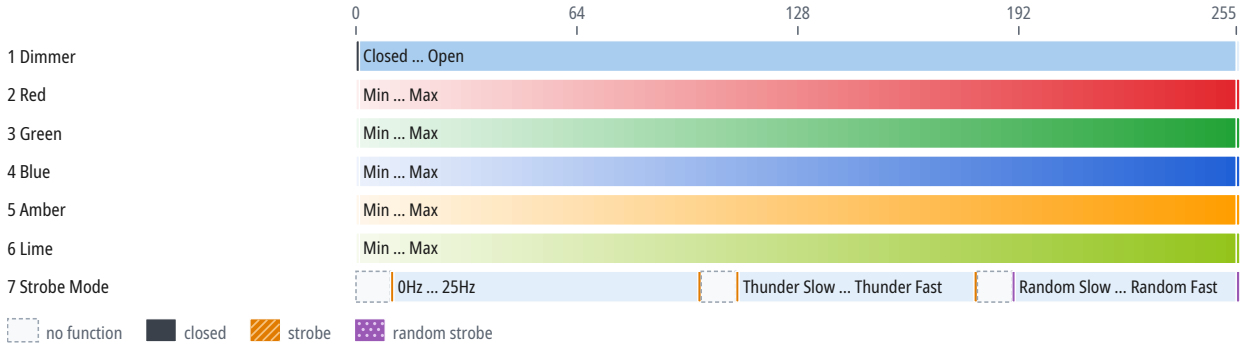
CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
2	Color Macro	0–10	No Feature: No Function
		11–15	Loving Amber
		16–20	Light Salmon
		21–25	Scarlet
		26–30	Flame Red
		31–35	Easy White
		36–40	Warm Peach
		41–45	Dark Salmon
		46–50	Sunset Red
		51–55	Medium Bastard Amber
		56–60	CID (to Tungsten)
		61–65	Soft Golden Amber
		66–70	Urban Sodium
		71–75	LCT Yellow (Y1)
		76–80	LEE Yellow
		81–85	Ice And A Slice
		86–90	Spring Yellow
		91–95	LEE Plus Green
		96–100	CalColor 30 Green
		101–105	Fern Green
		106–110	Dark Yellow Green
		111–115	LEE Fluroescent 3600K
		116–120	Turquoise
		121–125	Kelley Green
		126–130	Forest Green
		131–135	Cosmetic Aqua Blue
		136–140	Steel Green
		141–145	Steel Blue

CH	Function	DMX	Description
2	Color Macro (continued)	146–150	Special Steel Blue
		151–155	Paler Lavender
		156–160	New Colour Blue
		161–165	Dark Steel Blue
		166–170	Daylight Blue
		171–175	Pale Lavender
		176–180	Surprise Pink
		181–185	Pale Violet
		186–190	Perfect Lavender
		191–195	Light Pink
		196–200	Pretty'n Pink
		201–205	Follies Pink
		206–210	Magical Magenta
		211–215	Pale Rose
		216–220	Smokey Pink
		221–225	Flesh Pink
		226–230	Special Rose Pink
		231–235	Moroccan Pink
		236–240	Pink
		241–245	Cherry Rose
		246–250	Cool LED Bright Pink
		251–255	No Feature: No Function
3	Color Temperature		Same as CH 5 in the mode “HSIC” (p. 10)

Mode SSP

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 7 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255.

Channel functions at a glance



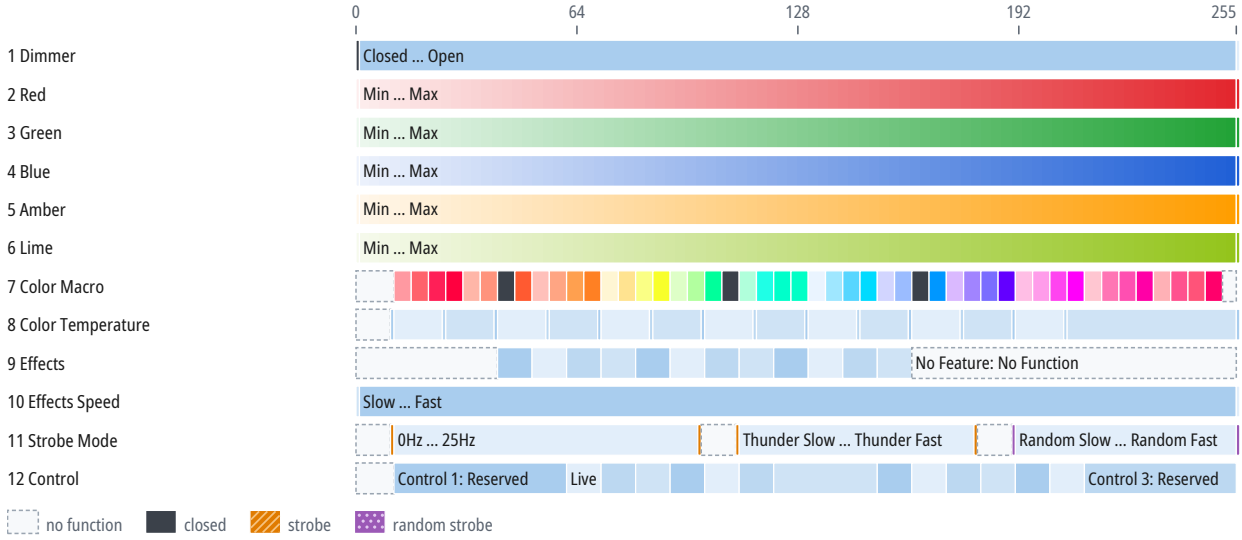
CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Basic” (p. 12)
2	Red	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
2	Red (continued)	255	Max
3	Green	0	Min
		1–254	Min ... Max
		255	Max
4	Blue	0	Min
		1–254	Min ... Max
		255	Max
5	Amber	0	Min
		1–254	Min ... Max
		255	Max
6	Lime	0	Min
		1–254	Min ... Max
		255	Max
7	Strobe Mode		Same as CH 6 in the mode “HSIC” (p. 11)

Mode Tour

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 11 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Red 255, CH 3 Green 255, CH 4 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Basic” (p. 12)
2	Red		Same as CH 2 in the mode “SSP” (p. 13)
3	Green		Same as CH 3 in the mode “SSP” (p. 14)
4	Blue		Same as CH 4 in the mode “SSP” (p. 14)
5	Amber		Same as CH 5 in the mode “SSP” (p. 14)
6	Lime		Same as CH 6 in the mode “SSP” (p. 14)
7	Color Macro		Same as CH 2 in the mode “Basic” (p. 12)

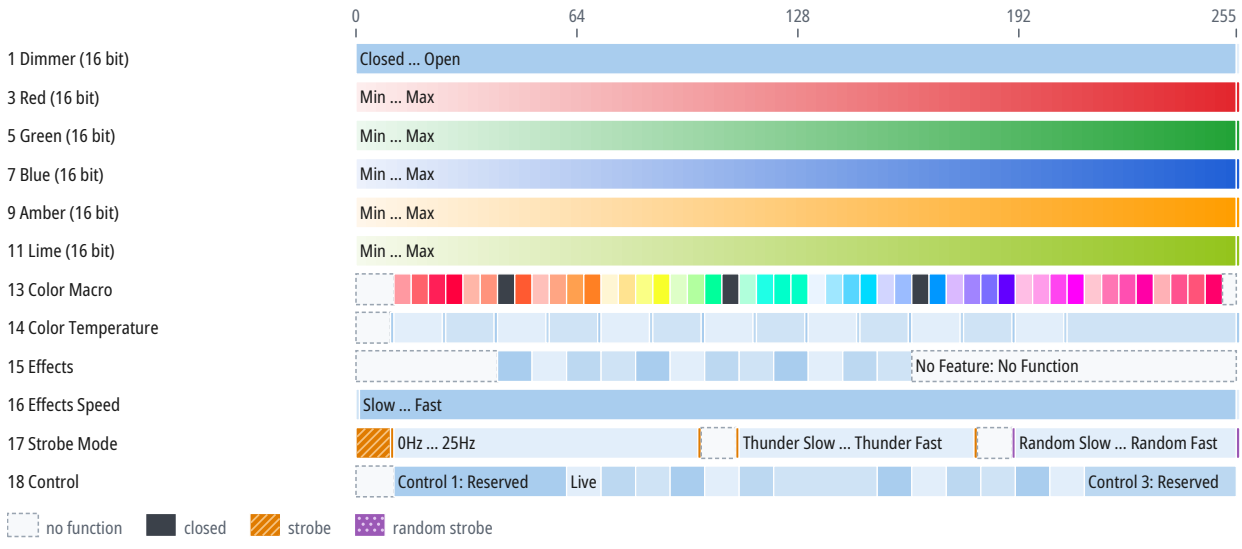
CH	Function	DMX	Description
8	Color Temperature		Same as CH 5 in the mode “HSIC” (p. 10)
9	Effects	0–40	Effects 1: No Function
		41–50	Auto 1
		51–60	Auto 2
		61–70	Auto 3
		71–80	Auto 4
		81–90	Auto 5
		91–100	Auto 6
		101–110	Auto 7
		111–120	Auto 8
		121–130	Auto 9
		131–140	Auto 10
		141–150	Program 1
		151–160	Program 2
		161–255	No Feature: No Function
10	Effects Speed	0	Slow
		1–254	Slow ... Fast
		255	Fast
11	Strobe Mode		Same as CH 6 in the mode “HSIC” (p. 11)
12	Control		Same as CH 7 in the mode “HSIC” (p. 11)

Mode TR16

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 17 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 0, CH 3 Red 0, CH 5 Green 0, CH 7 Blue 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	Closed … Open
		255	Open
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Red	0–255	Min … Max
		255	Max
4	Red Fine	0–255	Fine adjustment of CH 3
5	Green	0–255	Min … Max
		255	Max
6	Green Fine	0–255	Fine adjustment of CH 5
7	Blue	0–255	Min … Max
		255	Max
8	Blue Fine	0–255	Fine adjustment of CH 7
9	Amber	0–255	Min … Max
		255	Max
10	Amber Fine	0–255	Fine adjustment of CH 9
11	Lime	0–255	Min … Max
		255	Max
12	Lime Fine	0–255	Fine adjustment of CH 11
13	Color Macro	0–10	Color 1: No Function
		11–15	Loving Amber
		16–20	Light Salmon
		21–25	Scarlet
		26–30	Flame Red
		31–35	Easy White
		36–40	Warm Peach
		41–45	Dark Salmon
		46–50	Sunset Red
		51–55	Medium Bastard Amber
		56–60	CID (to Tungsten)
		61–65	Soft Golden Amber
		66–70	Urban Sodium
		71–75	LCT Yellow (Y1)
		76–80	LEE Yellow
		81–85	Ice And A Slice
		86–90	Spring Yellow
		91–95	LEE Plus Green
		96–100	CalColor 30 Green
		101–105	Fern Green
		106–110	Dark Yellow Green
		111–115	LEE Fluroescent 3600K
		116–120	Turquoise

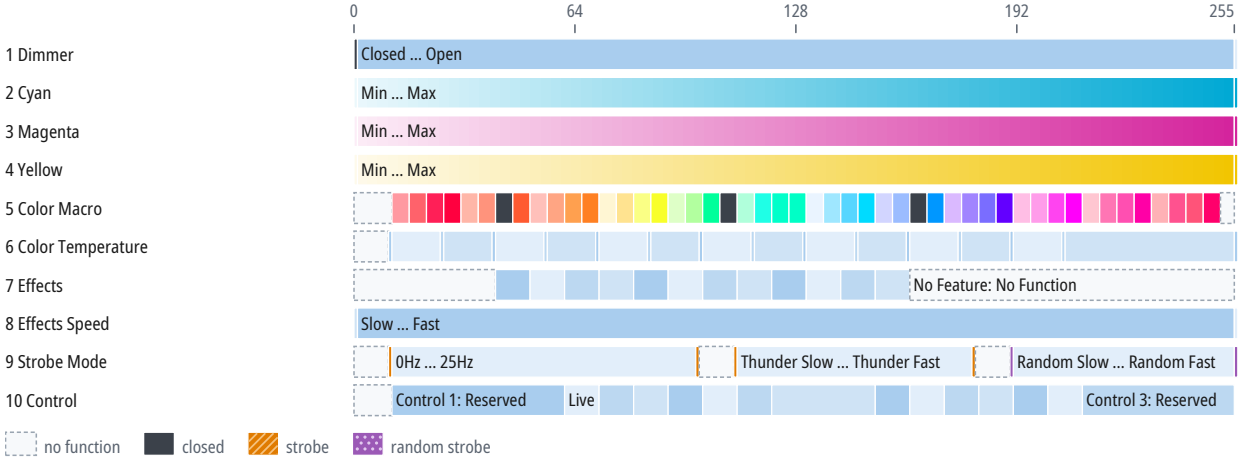
CH	Function	DMX	Description
13	Color Macro (continued)	121–125	Kelley Green
		126–130	Forest Green
		131–135	Cosmetic Aqua Blue
		136–140	Steel Green
		141–145	Steel Blue
		146–150	Special Steel Blue
		151–155	Paler Lavender
		156–160	New Colour Blue
		161–165	Dark Steel Blue
		166–170	Daylight Blue
		171–175	Pale Lavender
		176–180	Surprise Pink
		181–185	Pale Violet
		186–190	Perfect Lavender
		191–195	Light Pink
		196–200	Pretty'n Pink
		201–205	Follies Pink
		206–210	Magical Magenta
		211–215	Pale Rose
		216–220	Smokey Pink
		221–225	Flesh Pink
		226–230	Special Rose Pink
		231–235	Moroccan Pink
		236–240	Pink
		241–245	Cherry Rose
		246–250	Cool LED Bright Pink
		251–255	No Feature: No Function
14	Color Temperature		Same as CH 5 in the mode “HSIC” (p. 10)
15	Effects		Same as CH 9 in the mode “Tour” (p. 15)
16	Effects Speed		Same as CH 10 in the mode “Tour” (p. 15)
17	Strobe Mode	0–9	Strobe Frequency: No Function
		10	0Hz
		11–98	0Hz ... 25Hz
		99	25Hz
		100–109	No Feature: No Function
		110	Thunder Slow
		111–178	Thunder Slow ... Thunder Fast
		179	Thunder Fast
		180–189	No Feature: No Function
		190	Random Slow

CH	Function	DMX	Description
17	Strobe Mode (continued)	191–254	Random Slow ... Random Fast
		255	Random Fast
18	Control		Same as CH 7 in the mode “HSIC” (p. 11)

Mode CMY

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 9 Strobe Mode at 0–9, 100–109 or 180–189 “No Function”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 2 Cyan 0, CH 3 Magenta 0, CH 4 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “Basic” (p. 12)
2	Cyan	0	Min
		1–254	Min ... Max
		255	Max
3	Magenta	0	Min
		1–254	Min ... Max
		255	Max
4	Yellow	0	Min
		1–254	Min ... Max
		255	Max
5	Color Macro		Same as CH 2 in the mode “Basic” (p. 12)
6	Color Temperature		Same as CH 5 in the mode “HSIC” (p. 10)
7	Effects		Same as CH 9 in the mode “Tour” (p. 15)
8	Effects Speed		Same as CH 10 in the mode “Tour” (p. 15)
9	Strobe Mode		Same as CH 6 in the mode “HSIC” (p. 11)
10	Control		Same as CH 7 in the mode “HSIC” (p. 11)

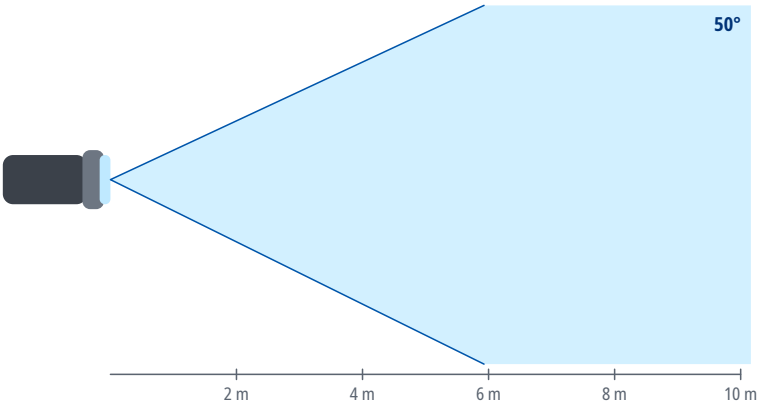
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	150 W
Color temperature	4,500 K
Color rendering index (CRI)	95
Optics	
Beam angle	50°
Control	
DMX connection	5-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	150 W
Power connectors	PowerConBlue IN, NAC3FCB OUT
Dimensions and construction	
Weight	5.8 kg
Operating environment	
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	1800–10000 K
Strobe frequency	0–25 Hz
LED frequency	1200–25000 Hz

Spot diameter



Distance	Ø 50°
2 m	1.9 m
4 m	3.7 m
6 m	5.6 m
8 m	7.5 m
10 m	9.3 m
15 m	14 m

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

11 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.

12 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.

13 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.