DMX REFERENCE

LPAR7QZ

Terbly LPAR7QZ

Terbly



Manufacturer	Terbly
GDTF file	Terbly_LPAR7QZ_141115.gdtf
GDTF revision	LPAR7QZ · 2026-05-02
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Installation 5
5 Connections 5
6 Operation 6
7 Functions at a glance 6
8 DMX channels 11
Mode 5Channel 11
Mode 8Channel 12
Mode 16Channel 14
Mode 21Channel 17
9 Technical specifications 21
10 Maintenance and cleaning 21
11 Troubleshooting 22
12 Disposal 22

1 About this manual

This document describes the Terbly LPAR7QZ by Terbly. It was compiled from the GDTF file Terbly_LPAR7QZ_141115.gdtf from the GDTF-Share library.

File revision: “LPAR7QZ”.

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 Terbly; 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
5Channel	5	102	1, 6, 11, 16, ...
8Channel	8	64	1, 9, 17, 25, ...
16Channel	16	32	1, 17, 33, 49, ...
21Channel	21	24	1, 22, 43, 64, ...

No light? Check these channels

- 8Channel: CH 5 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 6 Dimmer above 0
- 16Channel: CH 13 Shutter at 0–31 “Open”; CH 14 Dimmer above 0
- 21Channel: CH 16 Shutter at 0–31 “Open”; CH 17 Dimmer 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

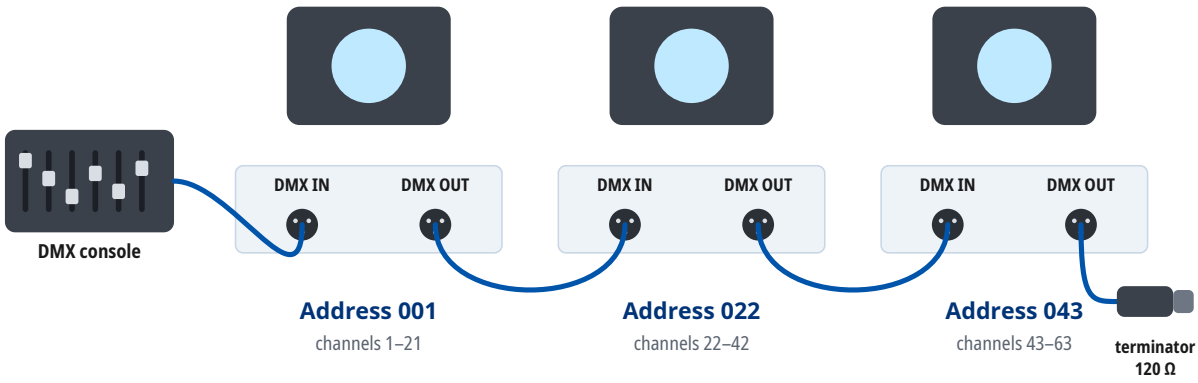
⚠ WARNING

- 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 21Channel: every unit occupies 21 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 “21Channel”: 21.
- 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 “21Channel”, you can use, for example, the start addresses 1, 22, 43, 64.
- 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.

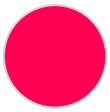
7 Functions at a glance

Functions in each DMX mode

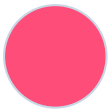
	5Channel 5 channels	8Channel 8 channels	16Channel 16 channels	21Channel 21 channels
Dimmer	✓	6	14	17
Shutter / strobe		5	13	16
Color mixing	1–4	1–4	1–8	1–8
Color wheel			10	10, 11, 14
Zoom	5	7	15	20
Effects / macros		8	9, 16	9, 21

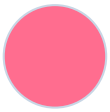
Color wheel 1

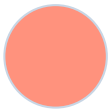
1
No function
DMX 0–27

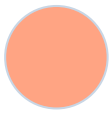
2 
Pink#12
DMX 28–31

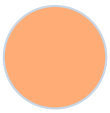
3 
Pink#140
DMX 32–35

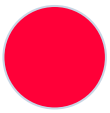
4 
Pink#15
DMX 36–39

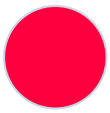
5 
Pink#16
DMX 40–43

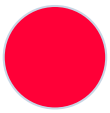
6 
Pink#17
DMX 44–47

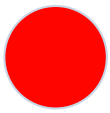
7 
Pink#170
DMX 48–51

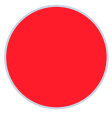
8 
Pink#18
DMX 52–55

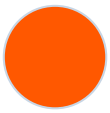
9 
Red#20
DMX 56–59

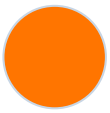
10 
Red#21
DMX 60–63

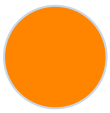
11 
Red#22
DMX 64–67

12 
Red#24
DMX 68–71

13 
Red#26
DMX 72–75

14 
Amb#31
DMX 76–79

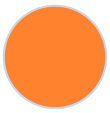
15 
Amb#33
DMX 80–83

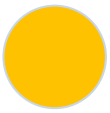
16 
Amb#34
DMX 84–87

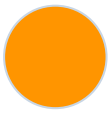
17 
Amb#35
DMX 88–91

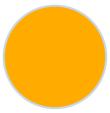
18 
Amb#36
DMX 92–95

19 
Amb#37
DMX 96–99

20 
Amb#38
DMX 100–103

21 
Yell#40
DMX 104–107

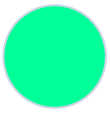
22 
Yell#41
DMX 108–111

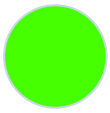
23 
Yell#43
DMX 112–115

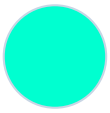
24
Yell#44
DMX 116–119

25 
Yell#45
DMX 120–123

26
Yell#46
DMX 124–127

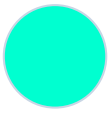
27 
Gree#52
DMX 128–131

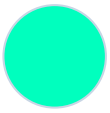
28 
Gree#53
DMX 132–135

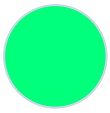
29 
Gree#54
DMX 136–139

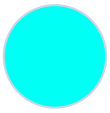
30
Gree#55
DMX 140–143

31
Gree#560
DMX 144–147

32 
Gree#57
DMX 148–151

33 
Gree#58
DMX 152–155

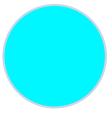
34 
Gree#59
DMX 156–159

35 
BlGr#63
DMX 160–163

36
BlGr#64
DMX 164–167

37 
BlGr#65
DMX 168–171

38 
BlGr#66
DMX 172–175

39 
BlGr#67
DMX 176–179

40 
Blue#700
DMX 180–183

41
Blue#71
DMX 184–187

42
Blue#72
DMX 188–191

43
Blue#73
DMX 192–195

44
Blue#74
DMX 196–199

45
Blue#76
DMX 200–203

46
Blue#77
DMX 204–207

47
Blue#78
DMX 208–211

48
Blue#780
DMX 212–215

49 Blue#783 **DMX 216–219**

50 Blue#79 **DMX 220–223**

51 Perp#81 **DMX 224–227**

52 Perp#830 **DMX 228–231**

53 Perp#84 **DMX 232–235**

54 Perp#85 **DMX 236–239**

55 Perp#86 **DMX 240–243**

56 Perp#87 **DMX 244–247**

57 Perp#878 **DMX 248–251**

58 Perp#88 **DMX 252–255**

Color wheel 2

1 No function **DMX 0–24**

2 Moroccan Pink **DMX 25–31**

3 Pink **DMX 32–38**

4 Special rose Pink **DMX 39–45**

5 Follies Pink **DMX 46–52**

6 Fushsia Pink **DMX 53–59**

7 Surprise Pink **DMX 60–66**

8 Congo Blue **DMX 67–73**

9 Tokyo Blue **DMX 74–80**

10 Deep Blue **DMX 81–87**

11 Just Blue **DMX 88–94**

12 Medium Blue **DMX 95–101**

13 Double CT Blue **DMX 102–108**

14 State Blue **DMX 109–115**

15 Full CT Blue **DMX 116–122**

16 Half CT Blue **DMX 123–129**

17 Steel Blue **DMX 130–136**

18 Lighter Blue **DMX 137–143**

19 Light Blue **DMX 144–150**

20 Medium Blue Green **DMX 151–157**

21 Dark Green **DMX 158–164**

22 Primary Green **DMX 165–171**

23 Moss Green **DMX 172–178**

24 Fern Green **DMX 179–185**

25 JAS Green **DMX 186–192**

26 Lime Green **DMX 193–199**

27 Spring Yellow **DMX 200–206**

28 Deep Amber **DMX 207–213**

29 Chrome Orange **DMX 214–220**

30 Orange **DMX 221–227**

31 Gold Amber **DMX 228–234**

32 Millennium Gold **DMX 235–241**

33 Deep Golden Amber **DMX 242–248**

34 Flame Red **DMX 249–255**

Color wheel 3

1 No function
DMX 0–10

2 White2300k/A5
DMX 11–20

3 White2500k/A4
DMX 21–30

4 White2600k/A3
DMX 31–40

5 White2900k/A2
DMX 41–50

6 White3000k/A1
DMX 51–60

7 White3050k/TV White
DMX 61–70

8 White3200k/A0
DMX 71–80

9 White3400k/B1
DMX 81–90

10 White3600k/B2
DMX 91–100

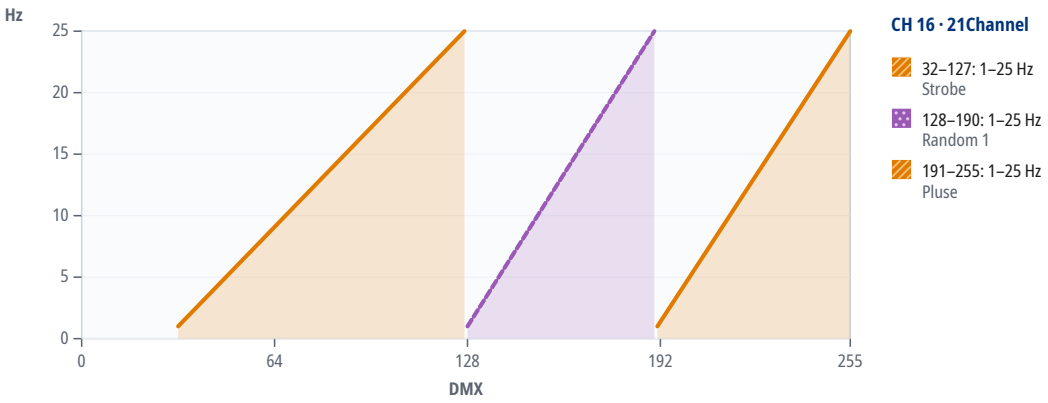
11 White4000k/B3
DMX 101–110

12 White5000k/B4
DMX 111–120

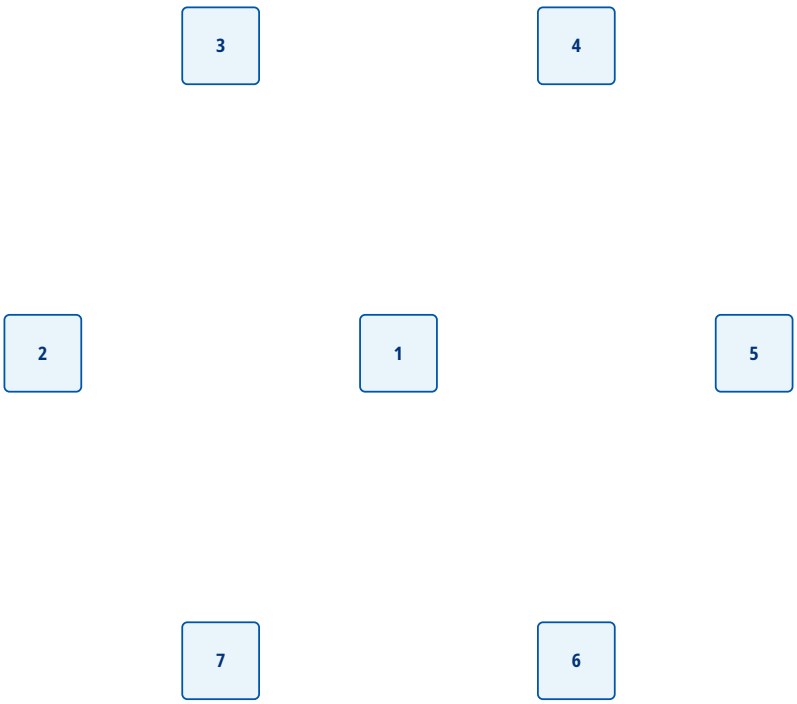
13 White6000k/B5
DMX 121–130

14 White7000k/B6
DMX 131–140

Strobe rate



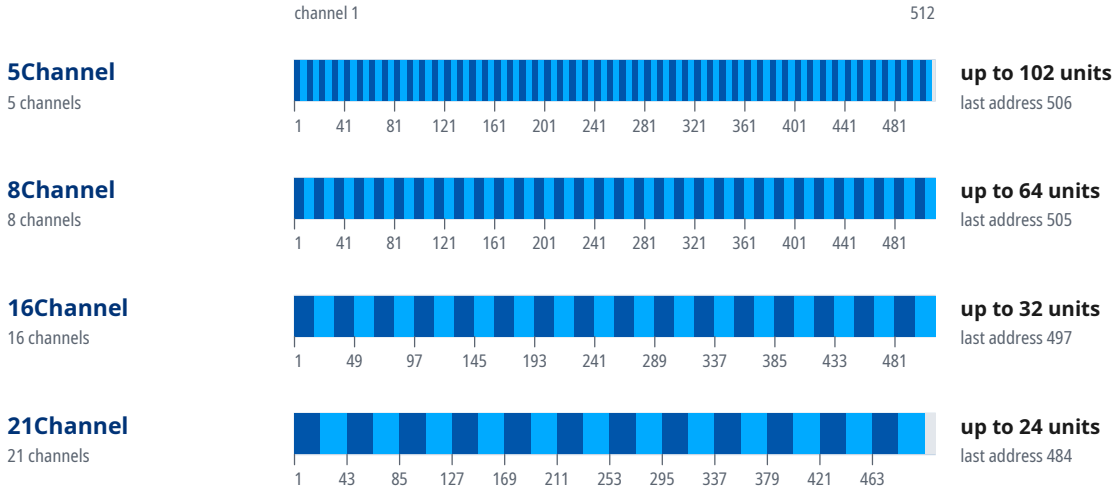
Cells (pixels)



7 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “21Channel” drives them together.

8 DMX channels

Units in one DMX universe



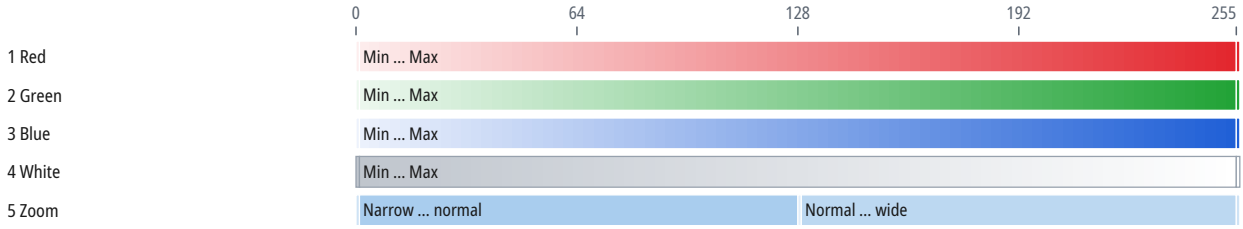
Start addresses of 20 units in the mode “21Channel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	106	11	211	16	316
2	22	7	127	12	232	17	337
3	43	8	148	13	253	18	358
4	64	9	169	14	274	19	379
5	85	10	190	15	295	20	400

Mode 5Channel

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

Channel functions at a glance



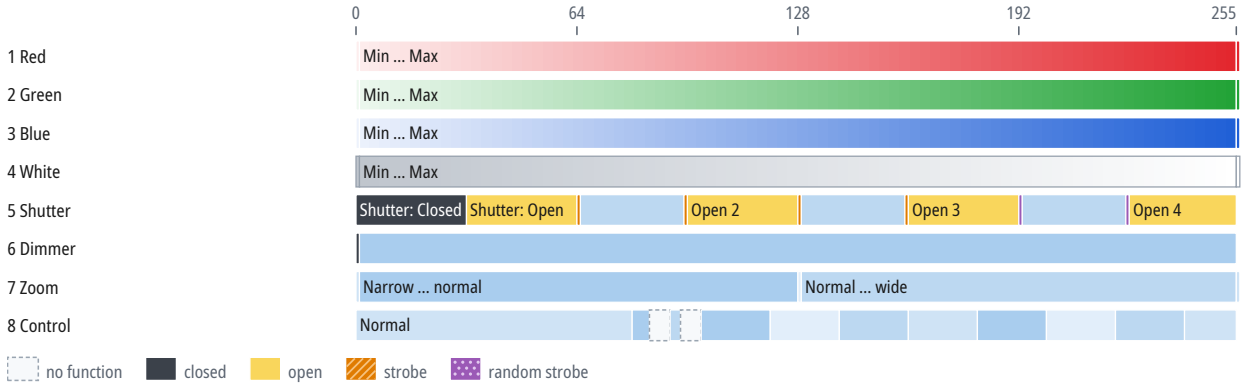
CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... Max
		255	Max
2	Green	0	Min
		1–254	Min ... Max
		255	Max
3	Blue	0	Min

CH	Function	DMX	Description
3	Blue (continued)	1–254	Min … Max
		255	Max
4	White	0	Min
		1–254	Min … Max
		255	Max
5	Zoom	0	Narrow
		1–127	Narrow … normal
		128	Normal
		129–254	Normal … wide
		255	Wide

Mode 8Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 6 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 White 0, CH 5 Shutter 63, CH 6 Dimmer 4294967295.

Channel functions at a glance



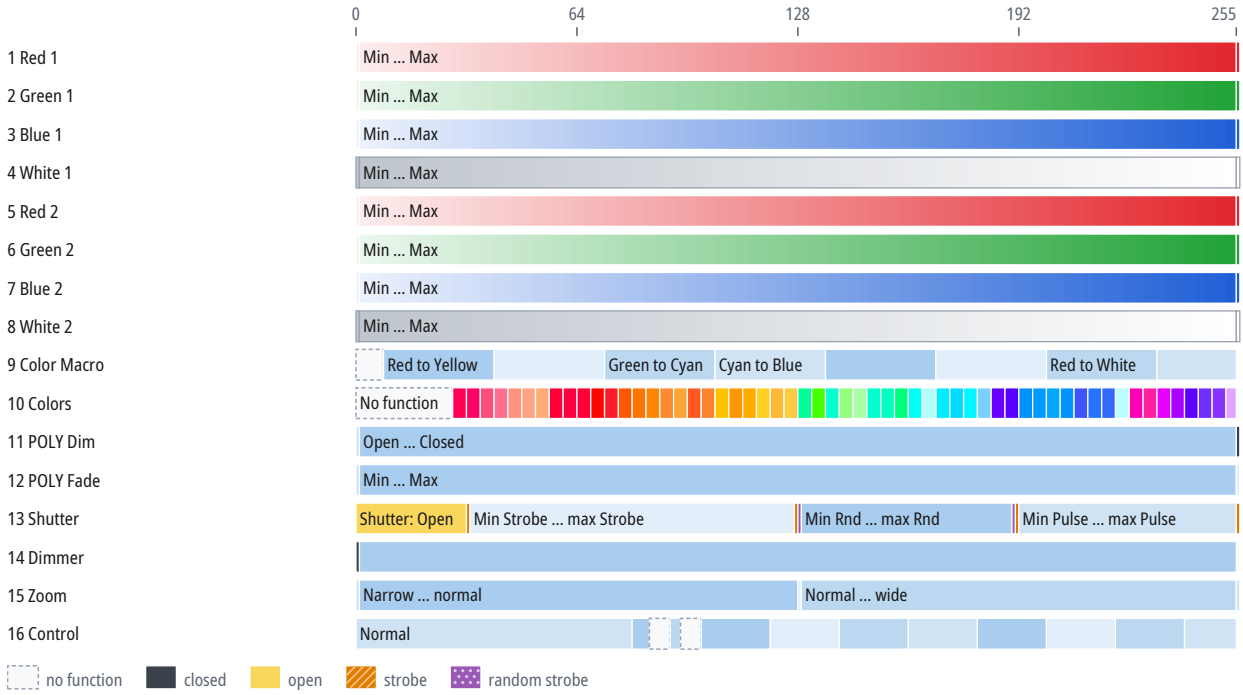
CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “5Channel” (p. 11)
2	Green		Same as CH 2 in the mode “5Channel” (p. 11)
3	Blue		Same as CH 3 in the mode “5Channel” (p. 11)
4	White		Same as CH 4 in the mode “5Channel” (p. 12)
5	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe … max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse … max Pulse
		159	Max Pulse
		160–191	Open 3

CH	Function	DMX	Description
5	Shutter (continued)	192	Min Rnd
		193–222	Min Rnd ... maxRnd
		223	maxRnd
		224–255	Open 4
6	Dimmer	0	Closed
		1–255	Dimmer 1
7	Zoom		Same as CH 5 in the mode “5Channel” (p. 12)
8	Control	0–79	Normal
		80–84	Reset all
		85–90	No function
		91–93	Srore white balance enabled
		94–99	No function
		100–119	Program 1
		120–139	Program 2
		140–159	Program 3
		160–179	Program 4
		180–199	Program 5
		200–219	Program 6
		220–239	Program 7
		240–255	Programs

Mode 16Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 13 Shutter at 0–31 “Open”; CH 14 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 0, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 0, CH 13 Shutter 31, CH 14 Dimmer 4294967295.

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	White 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

CH	Function	DMX	Description
7	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
8	White 2	0	Min
		1–254	Min ... Max
		255	Max
9	Color Macro	0–7	No function
		8–39	Red to Yellow
		40–71	Yellow to Green
		72–103	Green to Cyan
		104–135	Cyan to Blue
		136–167	Blue to Magenta
		168–199	Magenta to Red
		200–231	Red to White
		232–255	Color Rainbow
10	Colors	0–27	No function
		28–31	Pink#12
		32–35	Pink#140
		36–39	Pink#15
		40–43	Pink#16
		44–47	Pink#17
		48–51	Pink#170
		52–55	Pink#18
		56–59	Red#20
		60–63	Red#21
		64–67	Red#22
		68–71	Red#24
		72–75	Red#26
		76–79	Amb#31
		80–83	Amb#33
		84–87	Amb#34
		88–91	Amb#35
		92–95	Amb#36
		96–99	Amb#37
		100–103	Amb#38
		104–107	Yell#40
		108–111	Yell#41
		112–115	Yell#43
		116–119	Yell#44
		120–123	Yell#45
		124–127	Yell#46
		128–131	Gree#52

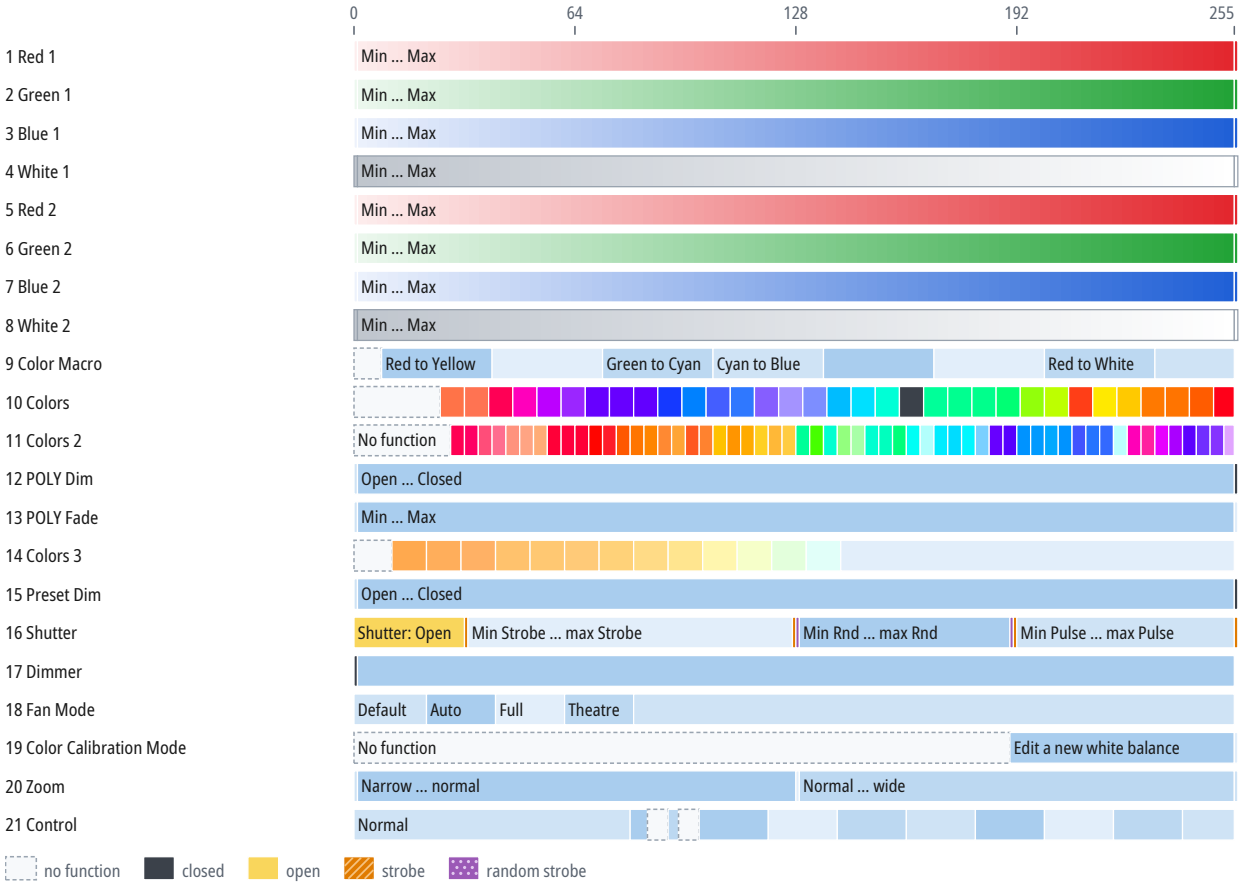
CH	Function	DMX	Description
10	Colors (continued)	132–135	Gree#53
		136–139	Gree#54
		140–143	Gree#55
		144–147	Gree#560
		148–151	Gree#57
		152–155	Gree#58
		156–159	Gree#59
		160–163	BlGr#63
		164–167	BlGr#64
		168–171	BlGr#65
		172–175	BlGr#66
		176–179	BlGr#67
		180–183	Blue#700
		184–187	Blue#71
		188–191	Blue#72
		192–195	Blue#73
		196–199	Blue#74
		200–203	Blue#76
		204–207	Blue#77
		208–211	Blue#78
		212–215	Blue#780
		216–219	Blue#783
		220–223	Blue#79
		224–227	Perp#81
		228–231	Perp#830
		232–235	Perp#84
		236–239	Perp#85
		240–243	Perp#86
		244–247	Perp#87
		248–251	Perp#878
		252–255	Perp#88
11	POLY Dim	0	Open
		1–254	Open ... Closed
		255	Closed
12	POLY Fade	0	Min
		1–254	Min ... Max
		255	Max
13	Shutter	0–31	Shutter: Open
		32	Min Strobe
		33–126	Min Strobe ... max Strobe
		127	Max Strobe
		128	Min Rnd

CH	Function	DMX	Description
13	Shutter (continued)	129–189	Min Rnd ... max Rnd
		190	Max Rnd
		191	Min Pulse
		192–254	Min Pulse ... max Pulse
		255	Max Pulse
14	Dimmer		Same as CH 6 in the mode “8Channel” (p. 13)
15	Zoom		Same as CH 5 in the mode “5Channel” (p. 12)
16	Control		Same as CH 8 in the mode “8Channel” (p. 13)

Mode 21Channel

If the device receives DMX in this mode but gives no light, check these channels: CH 16 Shutter at 0–31 “Open”; CH 17 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 0, CH 5 Red 2 255, CH 6 Green 2 255, CH 7 Blue 2 255, CH 8 White 2 0, CH 16 Shutter 31, CH 17 Dimmer 4294967295.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1		Same as CH 1 in the mode “16Channel” (p. 14)
2	Green 1		Same as CH 2 in the mode “16Channel” (p. 14)
3	Blue 1		Same as CH 3 in the mode “16Channel” (p. 14)
4	White 1		Same as CH 4 in the mode “16Channel” (p. 14)
5	Red 2		Same as CH 5 in the mode “16Channel” (p. 14)

CH	Function	DMX	Description
6	Green 2		Same as CH 6 in the mode “16Channel” (p. 14)
7	Blue 2		Same as CH 7 in the mode “16Channel” (p. 15)
8	White 2		Same as CH 8 in the mode “16Channel” (p. 15)
9	Color Macro		Same as CH 9 in the mode “16Channel” (p. 15)
10	Colors	0–24	No function
		25–31	Moroccan Pink
		32–38	Pink
		39–45	Special rose Pink
		46–52	Follies Pink
		53–59	Fushsia Pink
		60–66	Surprise Pink
		67–73	Congo Blue
		74–80	Tokyo Blue
		81–87	Deep Blue
		88–94	Just Blue
		95–101	Medium Blue
		102–108	Double CT Blue
		109–115	State Blue
		116–122	Full CT Blue
		123–129	Half CT Blue
		130–136	Steel Blue
		137–143	Lighter Blue
		144–150	Light Blue
		151–157	Medium Blue Green
		158–164	Dark Green
		165–171	Primary Green
		172–178	Moss Green
		179–185	Fern Green
		186–192	JAS Green
		193–199	Lime Green
		200–206	Spring Yellow
		207–213	Deep Amber
		214–220	Chrome Orange
		221–227	Orange
		228–234	Gold Amber
		235–241	Millennium Gold
		242–248	Deep Golden Amber
		249–255	Flame Red
11	Colors 2	0–27	No function
		28–31	Pink#12
		32–35	Pink#140
		36–39	Pink#15

CH	Function	DMX	Description
11	Colors 2 (continued)	40–43	Pink#16
		44–47	Pink#17
		48–51	Pink#170
		52–55	Pink#18
		56–59	Red#20
		60–63	Red#21
		64–67	Red#22
		68–71	Red#24
		72–75	Red#26
		76–79	Amb#31
		80–83	Amb#33
		84–87	Amb#34
		88–91	Amb#35
		92–95	Amb#36
		96–99	Amb#37
		100–103	Amb#38
		104–107	Yell#40
		108–111	Yell#41
		112–115	Yell#43
		116–119	Yell#44
		120–123	Yell#45
		124–127	Yell#46
		128–131	Gree#52
		132–135	Gree#53
		136–139	Gree#54
		140–143	Gree#55
		144–147	Gree#560
		148–151	Gree#57
		152–155	Gree#58
		156–159	Gree#59
		160–163	BlGr#63
		164–167	BlGr#64
		168–171	BlGr#65
		172–175	BlGr#66
		176–179	BlGr#67
		180–183	Blue#700
		184–187	Blue#71
		188–191	Blue#72
		192–195	Blue#73
		196–199	Blue#74
		200–203	Blue#76
		204–207	Blue#77

CH	Function	DMX	Description
11	Colors 2 (continued)	208–211	Blue#78
		212–215	Blue#780
		216–219	Blue#783
		220–223	Blue#79
		224–227	Perp#81
		228–231	Perp#830
		232–235	Perp#84
		236–239	Perp#85
		240–243	Perp#86
		244–247	Perp#87
		248–251	Perp#878
		252–255	Perp#88
12	POLY Dim		Same as CH 11 in the mode “16Channel” (p. 16)
13	POLY Fade		Same as CH 12 in the mode “16Channel” (p. 16)
14	Colors 3	0–10	No function
		11–20	White2300k/A5
		21–30	White2500k/A4
		31–40	White2600k/A3
		41–50	White2900k/A2
		51–60	White3000k/A1
		61–70	White3050k/TV White
		71–80	White3200k/A0
		81–90	White3400k/B1
		91–100	White3600k/B2
		101–110	White4000k/B3
		111–120	White5000k/B4
		121–130	White6000k/B5
		131–140	White7000k/B6
		141–255	Color 3 1
15	Preset Dim	0	Open
		1–254	Open ... Closed
		255	Closed
16	Shutter		Same as CH 13 in the mode “16Channel” (p. 16)
17	Dimmer		Same as CH 6 in the mode “8Channel” (p. 13)
18	Fan Mode	0–20	Default
		21–40	Auto
		41–60	Full
		61–80	Theatre
		81–255	Fan Mode 1

CH	Function	DMX	Description
19	Color Calibration Mode	0–189	No function
		190–254	Edit a new white balance
		255	Store a new white balance
20	Zoom		Same as CH 5 in the mode “5Channel” (p. 12)
21	Control		Same as CH 8 in the mode “8Channel” (p. 13)

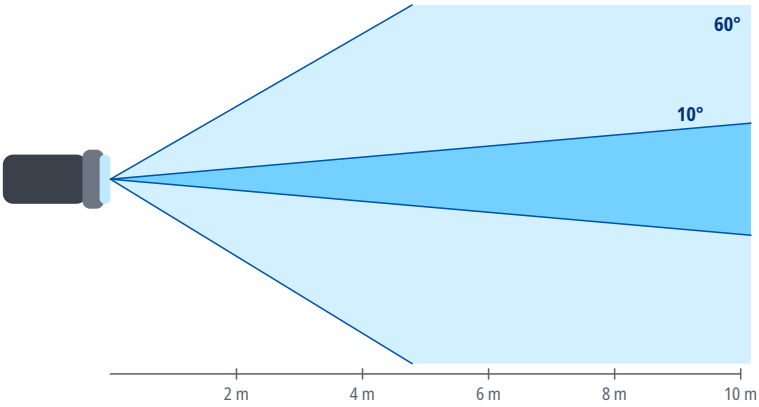
9 Technical specifications

Parameter	Value
Light source	LED
Zoom	10–60°
RDM	yes (manufacturer ID 0x4753, device model ID 0x0536)
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz

Spot diameter



Distance	Ø 10°	Ø 60°
2 m	0.35 m	2.3 m
4 m	0.7 m	4.6 m
6 m	1 m	6.9 m
8 m	1.4 m	9.2 m
10 m	1.7 m	11.5 m
15 m	2.6 m	17.3 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.