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## GODOX DMR-16

# Godox DMR-16 Wireless Flash Trigger Receiver User Manual

Model: DMR-16

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## 1. INTRODUCTION

Thank you for purchasing the Godox DMR-16 Wireless Flash Trigger Receiver. This device is designed to provide reliable wireless triggering for studio flashes and rechargeable flashlights. It features 16 selectable channels, ensuring stable and interference-free operation over long distances. The advanced MCU control ensures quick response times, making it suitable for various camera shutter speeds.

This receiver is specifically designed for use with the Godox DM-16 flash trigger system.

## 2. SAFETY INFORMATION

To prevent damage to the product or injury to yourself or others, please read these safety instructions carefully before using this device. Keep this manual for future reference.

- Do not disassemble or modify the product. Unauthorized repairs may cause damage and void your warranty.
- Keep the product dry. Do not handle with wet hands or immerse in water.
- Do not use the product in the presence of flammable gases, chemicals, or other materials.
- Avoid exposing the product to sudden temperature changes, high humidity, strong magnetic fields, or direct sunlight.
- Use only the specified power source (AC current) for the receiver.
- Keep out of reach of children.

## 3. PRODUCT OVERVIEW

The Godox DMR-16 receiver consists of a main unit with integrated cables for power and flash synchronization. Familiarize yourself with the components below:



**Figure 3.1:** The Godox DMR-16 Wireless Flash Trigger Receiver, showing the main unit, integrated power cable, and sync cable with a 6.35mm jack plug.

### 3.1 Main Receiver Unit

This compact unit houses the wireless receiving circuitry and channel selection switches.



Figure 3.2: Top view of the receiver unit, highlighting the AC power input port and the 1-4 channel dip switches.

### 3.2 AC Power Input

The receiver is powered by alternating current (AC). The power input port is located on the side of the main unit.



Figure 3.3: Detailed view of the AC power input socket, designed for standard power cables.

### 3.3 Sync Cable (6.35mm Jack)

The integrated sync cable terminates in a 6.35mm (1/4 inch) jack plug, which connects to the sync port of your studio flash or strobe.



**Figure 3.4:** Close-up of the right-angle 6.35mm sync jack plug, used for connecting to flash units.

### 3.4 Channel Selection Switches

The receiver features four dip switches labeled 1, 2, 3, 4. These switches allow you to select one of 16 available channels. To set a channel, match the switch positions (ON/OFF) with your Godox DM-16 transmitter.

## 4. SETUP

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Follow these steps to set up your Godox DMR-16 receiver:

1. **Connect Power:** Plug a standard AC power cable into the AC power input port on the receiver (refer to Figure 3.3). Connect the other end of the power cable to a suitable AC power outlet.
2. **Connect to Flash Unit:** Insert the 6.35mm sync jack plug (refer to Figure 3.4) into the sync port of your studio flash

or strobe. Ensure a secure connection.

3. **Set Channels:** Locate the 1-4 dip switches on the receiver (refer to Figure 3.2). Set these switches to match the channel selected on your Godox DM-16 flash trigger transmitter. For example, if your transmitter is set to channel 1, ensure the receiver's switch 1 is ON and switches 2, 3, 4 are OFF. Consult your DM-16 transmitter manual for channel setting details.
4. **Power On:** Ensure your studio flash unit is powered on and ready to fire.

The receiver is now ready to receive trigger signals from a compatible Godox DM-16 transmitter.

## 5. OPERATING INSTRUCTIONS

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Once the receiver is set up and connected, operating it is straightforward:

1. **Verify Channel:** Double-check that the channel settings on your Godox DM-16 transmitter and the DMR-16 receiver are identical. This is crucial for successful wireless communication.
2. **Trigger Flash:** With your camera and transmitter ready, activate the transmitter (e.g., by pressing the shutter button on your camera if the transmitter is hot-shoe mounted). The receiver will detect the signal and trigger the connected studio flash or strobe.
3. **Multiple Flashes:** If using multiple studio flashes, each flash should have a DMR-16 receiver connected, and all receivers should be set to the same channel as the transmitter.

The advanced MCU control ensures a quick response, allowing for reliable synchronization with various camera shutter speeds.

## 6. MAINTENANCE

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Proper care and maintenance will ensure the longevity and reliable performance of your Godox DMR-16 receiver:

- **Cleaning:** Use a soft, dry cloth to clean the exterior of the receiver. Do not use abrasive cleaners or solvents.
- **Storage:** When not in use, store the receiver in a cool, dry place, away from direct sunlight and excessive humidity.
- **Cable Care:** Avoid bending or twisting the integrated cables excessively. Store them neatly to prevent damage.
- **Avoid Impact:** Protect the device from drops or strong impacts, which can damage internal components.

## 7. TROUBLESHOOTING

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If you encounter issues with your Godox DMR-16 receiver, please refer to the following common problems and solutions:

Problem	Possible Cause	Solution
Flash does not fire.	<ul style="list-style-type: none"><li>◦ Receiver not powered.</li><li>◦ Incorrect channel setting.</li><li>◦ Loose sync cable connection.</li><li>◦ Flash unit not powered or ready.</li><li>◦ Transmitter issue (e.g., battery, channel).</li></ul>	<ul style="list-style-type: none"><li>◦ Ensure AC power cable is securely connected and power outlet is active.</li><li>◦ Verify receiver dip switches match transmitter channel.</li><li>◦ Check that the 6.35mm sync jack is fully inserted into the flash unit.</li><li>◦ Confirm the flash unit is powered on and charged.</li><li>◦ Check your Godox DM-16 transmitter's power and channel settings. Replace transmitter batteries if applicable.</li></ul>

Problem	Possible Cause	Solution
Intermittent triggering.	<ul style="list-style-type: none"> <li>◦ Interference from other wireless devices.</li> <li>◦ Weak signal due to distance or obstructions.</li> </ul>	<ul style="list-style-type: none"> <li>◦ Change to a different channel on both transmitter and receiver.</li> <li>◦ Reduce the distance between the transmitter and receiver, or clear any major obstructions.</li> </ul>

If the problem persists after trying these solutions, please contact Godox customer support.

## 8. SPECIFICATIONS

<b>Model</b>	DMR-16
<b>Channels</b>	16
<b>Power Source</b>	AC Current
<b>Compatibility</b>	Godox DM-16 Flash Trigger
<b>Sync Connection</b>	6.35mm (1/4 inch) Jack
<b>Item Model Number</b>	4332280005
<b>Package Dimensions</b>	7.56 x 4.41 x 2.52 inches
<b>Item Weight</b>	6.3 ounces
<b>Manufacturer</b>	Godox
<b>Date First Available</b>	October 8, 2015

## 9. WARRANTY & SUPPORT

Godox products are designed for reliability and performance. For specific warranty information regarding your DMR-16 receiver, please refer to the warranty card included with your purchase or visit the official Godox website.

For technical support, troubleshooting assistance beyond this manual, or service inquiries, please contact Godox customer service through their official website or authorized distributors. Please have your product model number (DMR-16) and serial number (if applicable) ready when contacting support.

