DMX REFERENCE

LEO (XP 550 BSW II)

ACME



Manufacturer	ACME
GDTF file	ACME_LEO_XP_550_BSW_II_167435.gdtf
GDTF revision	V3.20 · 2026-11-03
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1 About this manual

This document describes the LEO (XP 550 BSW II) by ACME. It was compiled from the GDTF file ACME_LEO_XP_550_BSW_II_167435.gdtf from the GDTF-Share library.

File revision: “V3.20”.

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 ACME; 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
Mode 1 26 DMX	26	19	1, 27, 53, 79, ...
Mode 2 19 DMX	19	26	1, 20, 39, 58, ...
Mode 3 25 DMX	25	20	1, 26, 51, 76, ...
Mode 4 18 DMX	18	28	1, 19, 37, 55, ...

No light? Check these channels

- Mode 1 26 DMX: CH 6 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 7 Dimmer above 0
- Mode 2 19 DMX: CH 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0
- Mode 3 25 DMX: CH 6 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 7 Dimmer above 0
- Mode 4 18 DMX: CH 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 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

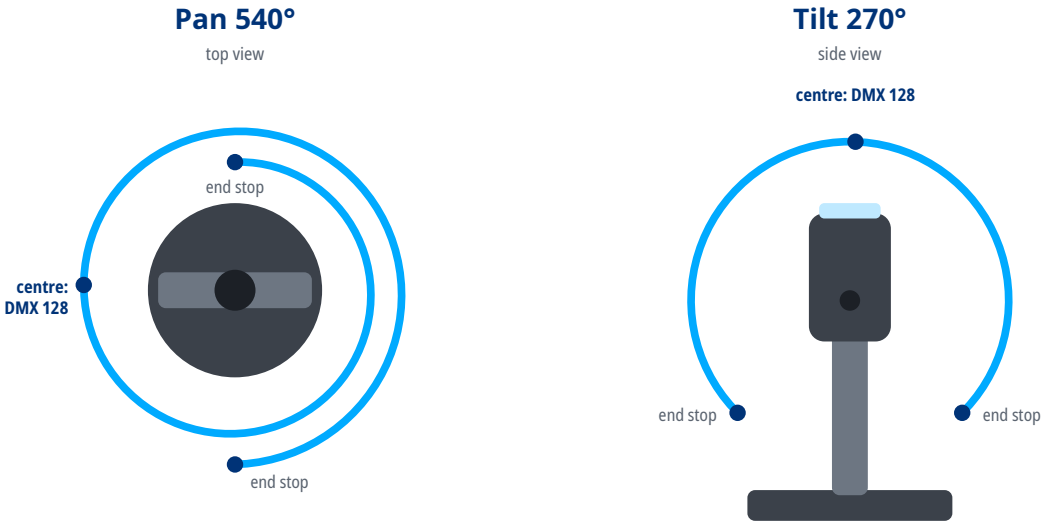
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

⚠ WARNING

- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
- Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



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.
- 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.

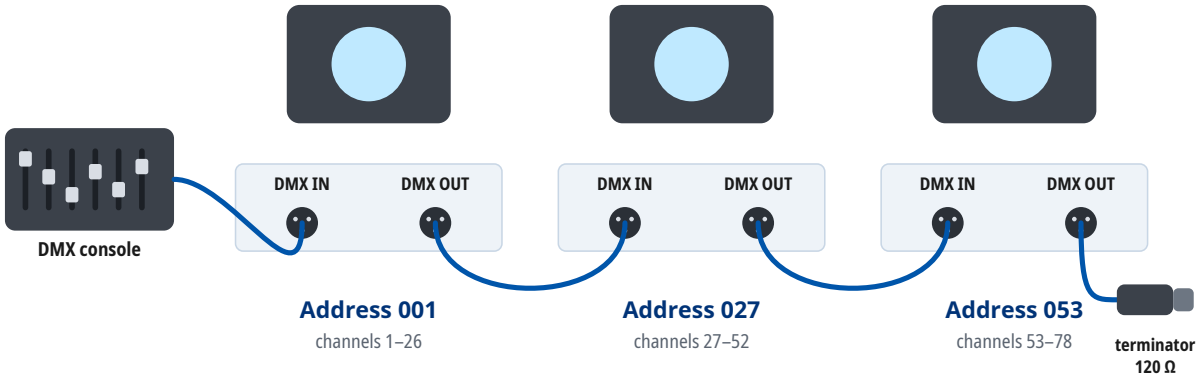
6 Connections

- 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 1 26 DMX: every unit occupies 26 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

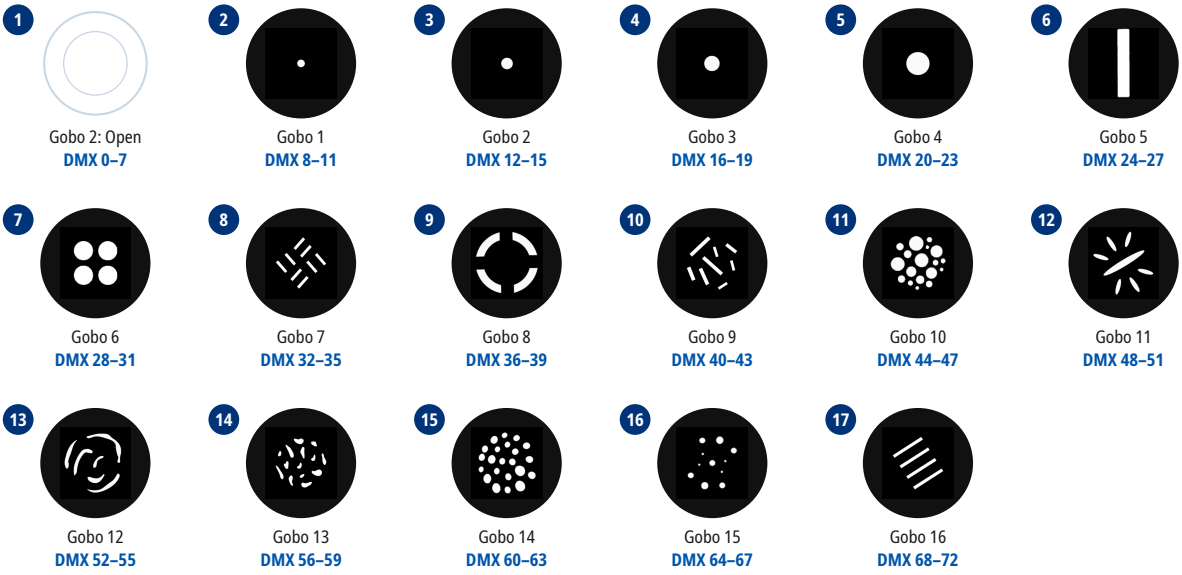
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 1 26 DMX”: 26.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 1 26 DMX”, you can use, for example, the start addresses 1, 27, 53, 79.
- 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.

8 Functions at a glance

Functions in each DMX mode

	Mode 1 26 DMX 26 channels	Mode 2 19 DMX 19 channels	Mode 3 25 DMX 25 channels	Mode 4 18 DMX 18 channels
Pan / Tilt	20, 22	1, 3	20, 22	1, 3
Dimmer	7	12	7	12
Shutter / strobe	6	11	6	11
Color mixing	1–3	6–8	1–3	6–8
Color temperature	4	9	4	9
Color wheel	5	10	5	10
Gobo wheel	9, 11		9, 11	
Gobo rotation	12		12	
Prism	14, 15		14, 15	
Frost	16	14	16	14
Zoom	17	15	17	15
Focus	18	16	18	16
Animation wheel	10		10	

Gobo wheel 1



1 Gobo 2: Open — DMX 0–7
2 Gobo 1 — DMX 8–11
3 Gobo 2 — DMX 12–15
4 Gobo 3 — DMX 16–19
5 Gobo 4 — DMX 20–23
6 Gobo 5 — DMX 24–27
7 Gobo 6 — DMX 28–31
8 Gobo 7 — DMX 32–35
9 Gobo 8 — DMX 36–39
10 Gobo 9 — DMX 40–43
11 Gobo 10 — DMX 44–47
12 Gobo 11 — DMX 48–51
13 Gobo 12 — DMX 52–55
14 Gobo 13 — DMX 56–59
15 Gobo 14 — DMX 60–63
16 Gobo 15 — DMX 64–67
17 Gobo 16 — DMX 68–72

Gobo wheel 2

1
Gobo 1: Open
DMX 0–7

2 
Gobo 1
DMX 8–15

3 
Gobo 2
DMX 16–23

4 
Gobo 3
DMX 24–31

5 
Gobo 4
DMX 32–39

6 
Gobo 5
DMX 40–47

7 
Gobo 6
DMX 48–55

8 
Gobo 7
DMX 56–64

Prism

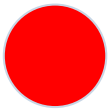
1
Open

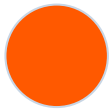
2 
6 facets
Prism1
DMX 11–133

3 
8 facets
Prism2
DMX 133–224

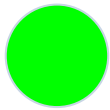
Color wheel

1
Color 1: Open
DMX 0–7

2 
Color 1
DMX 8–11

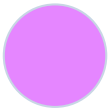
3 
Color 2
DMX 12–15

4 
Color 3
DMX 16–19

5 
Color 4
DMX 20–23

6
Color 5
DMX 24–27

7 
Color 6
DMX 28–31

8 
Color 7
DMX 32–35

9
Color 8
DMX 36–39

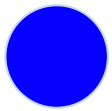
10 
Color 9
DMX 40–43

11 
Color 10
DMX 44–47

12
Color 11
DMX 48–51

13
Color 12
DMX 52–55

14
Color 13
DMX 56–59

15 
Color 14
DMX 60–64

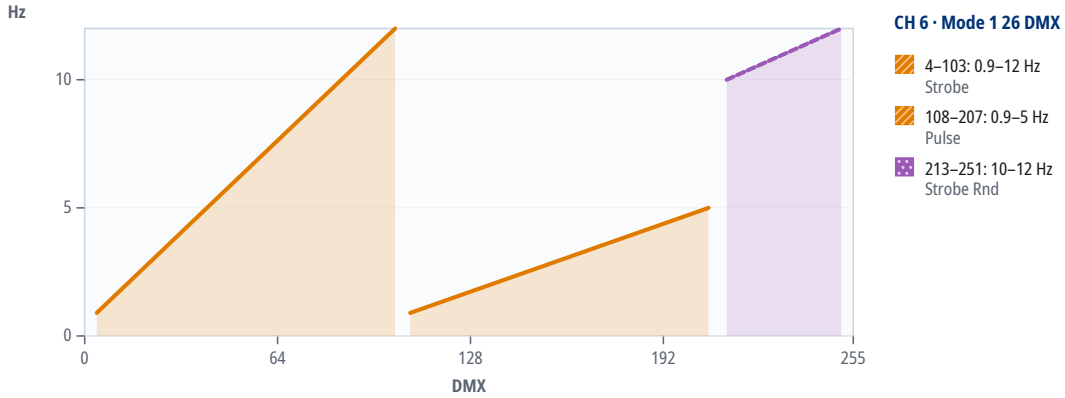
Animation wheel

1
Open

2
Frost

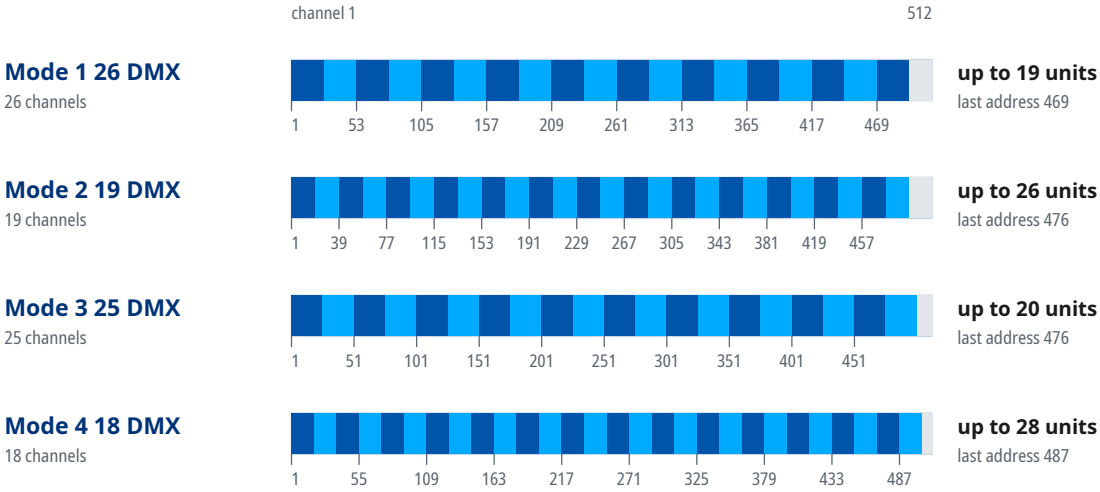
3 
Animation

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 1 26 DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	131	11	261	16	391
2	27	7	157	12	287	17	417
3	53	8	183	13	313	18	443
4	79	9	209	14	339	19	469
5	105	10	235	15	365	20	U2 · 1

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.

RDM personalities

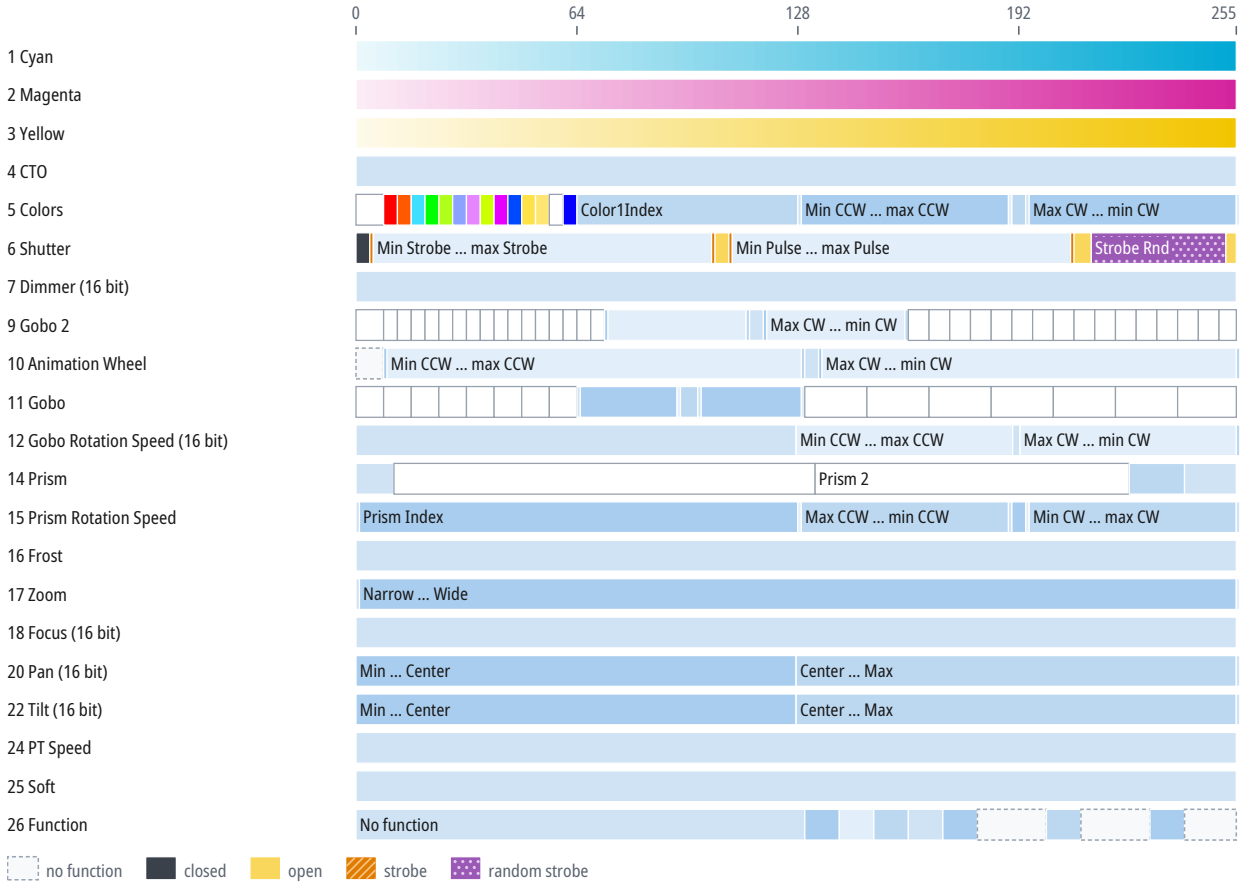
Mode	Channels	RDM personality
Mode 1 26 DMX	26	1
Mode 2 19 DMX	19	2
Mode 3 25 DMX	25	3
Mode 4 18 DMX	18	4

Mode 1 26 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 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 6 Shutter 105, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0–255	
2	Magenta	0–255	
3	Yellow	0–255	
4	CTO	0–255	7800–2700 K
5	Colors	0–7	Color 1: Open
		8–11	Color 1
		12–15	Color 2
		16–19	Color 3
		20–23	Color 4
		24–27	Color 5
		28–31	Color 6
		32–35	Color 7
		36–39	Color 8

CH	Function	DMX	Description
5	Colors (continued)	40–43	Color 9
		44–47	Color 10
		48–51	Color 11
		52–55	Color 12
		56–59	Color 13
		60–63	Color 14
		64–127	Color1Index
		128	Min CCW
		129–188	Min CCW ... max CCW
		189	Max CCW
		190–193	Stop
		194	Max CW
		195–254	Max CW ... min CW
		255	Min CW
6	Shutter	0–3	Closed
		4	Min Strobe
		5–102	Min Strobe ... max Strobe
		103	Max Strobe
		104–107	Open
		108	Min Pulse
		109–206	Min Pulse ... max Pulse
		207	Max Pulse
		208–212	Open 2
		213–251	Strobe Rnd (10–12 Hz)
		252–255	Open 3
7	Dimmer	0–255	
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Gobo 2	0–7	Gobo 2: Open
		8–11	Gobo 1
		12–15	Gobo 2
		16–19	Gobo 3
		20–23	Gobo 4
		24–27	Gobo 5
		28–31	Gobo 6
		32–35	Gobo 7
		36–39	Gobo 8
		40–43	Gobo 9
		44–47	Gobo 10
		48–51	Gobo 11
		52–55	Gobo 12
		56–59	Gobo 13
		60–63	Gobo 14

CH	Function	DMX	Description
9	Gobo 2 (continued)	64–67	Gobo 15
		68–71	Gobo 16
		72	Min CCW
		73–112	Min CCW ... max CCW
		113	Max CCW
		114–117	Stop
		118	Max CW
		119–158	Max CW ... min CW
		159	Min CW
		160–165	Gobo1Shake
		166–171	Gobo 2 Shake
		172–177	Gobo3 Shake
		178–183	Gobo4 Shake
		184–189	Gobo5 Shake
		190–195	Gobo6 Shake
		196–201	Gobo7 Shake
		202–207	Gobo8 Shake
		208–213	Gobo9 Shake
		214–219	Gobo10 Shake
		220–225	Gobo11 Shake
		226–231	Gobo12 Shake
		232–237	Gobo13 Shake
		238–243	Gobo14 Shake
		244–249	Gobo15 Shake
		250–255	Gobo16 Shake
10	Animation Wheel	0–7	OFF
		8	Min CCW
		9–128	Min CCW ... max CCW
		129	Max CCW
		130–133	Stop1
		134	Max CW
		135–254	Max CW ... min CW
		255	Min CW
11	Gobo	0–7	Gobo 1: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–63	Gobo 7
		64	Min CCW

CH	Function	DMX	Description
11	Gobo (continued)	65–92	Min CCW ... max CCW
		93	Max CCW
		94–98	SPOT
		99	Max CW
		100–128	Max CW ... min CW
		129	Min CW
		130–147	Gobo 1 Shake
		148–165	Gobo2 Shake
		166–183	Gobo3 Shake
		184–201	Gobo4 Shake
		202–219	Gobo5 Shake
		220–237	Gobo6 Shake
		238–255	Gobo7 Shake
12	Gobo Rotation Speed	0–127	Gobo 1 Pos (360°)
		128–190	Min CCW ... max CCW
		190	Max CCW
		190–193	Stop
		193–255	Max CW ... min CW
		255	Min CW
13	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 12
14	Prism	0–10	Open
		11–132	Prism 1
		133–223	Prism 2
		224–239	Prism 1+2 R1
		240–255	Prism 1+2 R2
15	Prism Rotation Speed	0	Prism 1 Index: Open
		1–127	Prism Index
		128	Max CCW
		129–188	Max CCW ... min CCW
		189	Min CCW
		190–193	Stop
		194	Min CW
		195–254	Min CW ... max CW
		255	Max CW
16	Frost	0–255	
17	Zoom	0	Narrow
		1–254	Narrow ... Wide
		255	Wide
18	Focus	0–255	
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Pan	0–127	Min ... Center
		127	Center

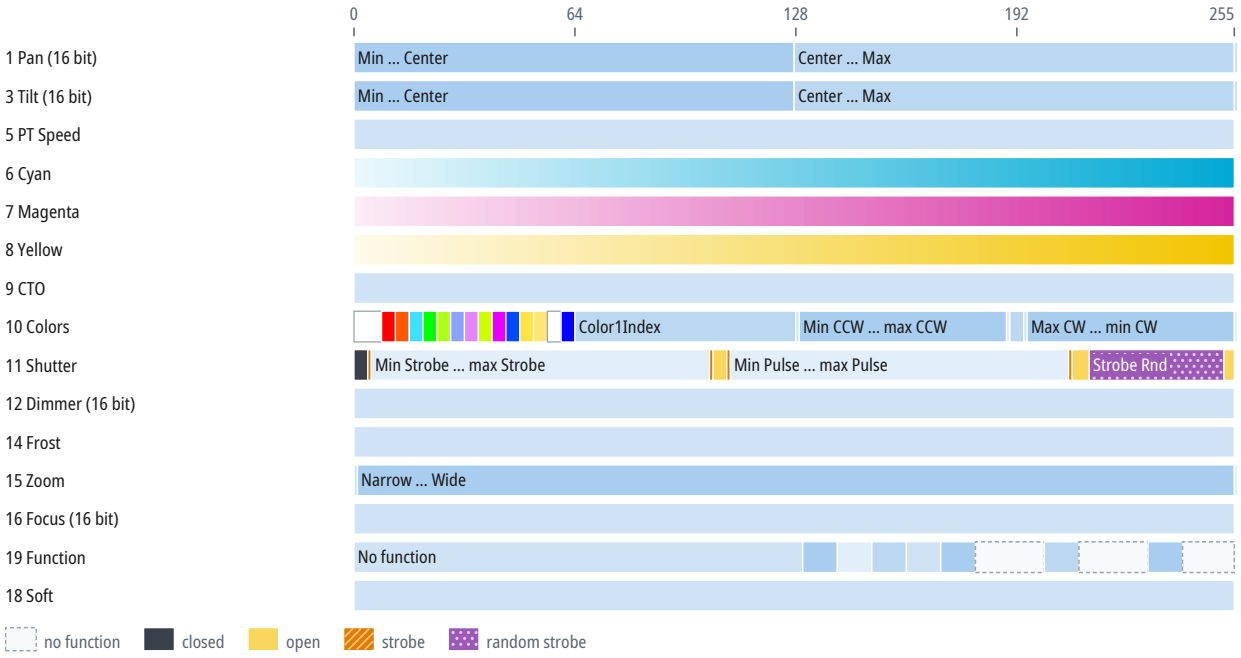
CH	Function	DMX	Description
20	Pan (continued)	128–255	Center … Max
		255	Max
21	Pan Fine	0–255	Fine adjustment of CH 20
22	Tilt	0–127	Min … Center
		128–255	Center … Max
		255	Max
23	Tilt Fine	0–255	Fine adjustment of CH 22
24	PT Speed	0–255	
25	Soft	0–255	
26	Function	0–129	No function
		130–139	Lamp On
		140–149	PT Reset
		150–159	Effect Reset
		160–169	Soft Disable
		170–179	Soft Enable
		180–199	No function
		200–209	All Reset
		210–229	No function
		230–239	Lamp Off
		240–255	No function

Mode 2 19 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 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0, CH 10 Colors 0, CH 11 Shutter 105, CH 12 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 20 in the mode “Mode 1 26 DMX” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 22 in the mode “Mode 1 26 DMX” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	Cyan	0–255	
7	Magenta	0–255	
8	Yellow	0–255	
9	CTO	0–255	7800–2700 K
10	Colors		Same as CH 5 in the mode “Mode 1 26 DMX” (p. 10)
11	Shutter		Same as CH 6 in the mode “Mode 1 26 DMX” (p. 11)
12	Dimmer	0–255	
13	Dimmer Fine	0–255	Fine adjustment of CH 12
14	Frost	0–255	
15	Zoom		Same as CH 17 in the mode “Mode 1 26 DMX” (p. 13)
16	Focus	0–255	

CH	Function	DMX	Description
17	Focus Fine	0–255	Fine adjustment of CH 16
18	Soft	0–255	
19	Function		Same as CH 26 in the mode “Mode 1 26 DMX” (p. 14)

Mode 3 25 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 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 6 Shutter 105, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0–255	
2	Magenta	0–255	Color Add_M
3	Yellow	0–255	Color Add_Y
4	CTO	0–255	7800–2700 K
5	Colors		Same as CH 5 in the mode “Mode 1 26 DMX” (p. 10)
6	Shutter		Same as CH 6 in the mode “Mode 1 26 DMX” (p. 11)
7	Dimmer	0–255	
8	Dimmer Fine	0–255	Fine adjustment of CH 7

CH	Function	DMX	Description
9	Gobo 2	0–3	Gobo 2: Open
		4–7	Gobo 1
		8–11	Gobo 2
		12–15	Gobo 3
		16–18	Gobo 4
		19–22	Gobo 5
		23–26	Gobo 6
		27–30	Gobo 7
		31–34	Gobo 8
		35–37	Gobo 9
		38–41	Gobo 10
		42–45	Gobo 11
		46–49	Gobo 12
		50–53	Gobo 13
		54–56	Gobo 14
		57–60	Gobo 15
		61–71	Gobo 16
		72	Min CCW
		73–112	Min CCW ... max CCW
		113	Max CCW
		114–117	Stop
		118	Max CW
		119–158	Max CW ... min CW
		159	Min CW
		160–165	Gobo1Shake
		166–170	Gobo 2 Shake
		171–175	Gobo3 Shake
		176–181	Gobo4 Shake
		182–186	Gobo5 Shake
		187–191	Gobo6 Shake
		192–197	Gobo7 Shake
		198–202	Gobo8 Shake
		203–207	Gobo9 Shake
		208–214	Gobo10 Shake
		215–218	Gobo11 Shake
		219–223	Gobo12 Shake
		224–229	Gobo13 Shake
		230–234	Gobo14 Shake
		235–239	Gobo15 Shake
		240–255	Gobo16 Shake
10	Animation Wheel		Same as CH 10 in the mode “Mode 1 26 DMX” (p. 12)

CH	Function	DMX	Description
11	Gobo		Same as CH 11 in the mode “Mode 1 26 DMX” (p. 12)
12	Gobo Rotation Speed		Same as CH 12 in the mode “Mode 1 26 DMX” (p. 13)
13	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 12
14	Prism		Same as CH 14 in the mode “Mode 1 26 DMX” (p. 13)
15	Prism Rotation Speed		Same as CH 15 in the mode “Mode 1 26 DMX” (p. 13)
16	Frost	0–255	
17	Zoom		Same as CH 17 in the mode “Mode 1 26 DMX” (p. 13)
18	Focus	0–255	
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Pan		Same as CH 20 in the mode “Mode 1 26 DMX” (p. 13)
21	Pan Fine	0–255	Fine adjustment of CH 20
22	Tilt		Same as CH 22 in the mode “Mode 1 26 DMX” (p. 14)
23	Tilt Fine	0–255	Fine adjustment of CH 22
24	PT Speed	0–255	
25	Function		Same as CH 26 in the mode “Mode 1 26 DMX” (p. 14)

Mode 4 18 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 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0, CH 10 Colors 0, CH 11 Shutter 105, CH 12 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 20 in the mode “Mode 1 26 DMX” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 22 in the mode “Mode 1 26 DMX” (p. 14)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	Cyan	0–255	
7	Magenta	0–255	
8	Yellow	0–255	
9	CTO	0–255	7800–2700 K
10	Colors		Same as CH 5 in the mode “Mode 1 26 DMX” (p. 10)
11	Shutter		Same as CH 6 in the mode “Mode 1 26 DMX” (p. 11)
12	Dimmer	0–255	
13	Dimmer Fine	0–255	Fine adjustment of CH 12
14	Frost	0–255	
15	Zoom		Same as CH 17 in the mode “Mode 1 26 DMX” (p. 13)
16	Focus	0–255	
17	Focus Fine	0–255	Fine adjustment of CH 16
18	Function		Same as CH 26 in the mode “Mode 1 26 DMX” (p. 14)

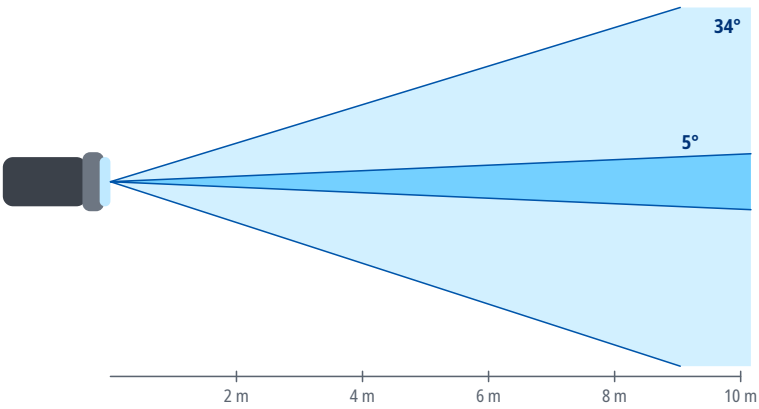
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	5,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	95
Optics	
Zoom	5–34°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x3806, device model ID 0x0500)
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7800 K
Strobe frequency	0.9–12 Hz
Color wheel rotation	up to 240 °/s (40 rpm)
Gobo wheel 1 rotation	up to 120 °/s (20 rpm)
Gobo wheel 2 rotation	up to 120 °/s (20 rpm)
Gobo 2 rotation	up to 380 °/s (63 rpm)
Prism rotation	up to 240 °/s (40 rpm)
Animation wheel rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 5°	Ø 34°
2 m	0.17 m	1.2 m
4 m	0.35 m	2.4 m
6 m	0.52 m	3.7 m
8 m	0.7 m	4.9 m
10 m	0.87 m	6.1 m
15 m	1.3 m	9.2 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.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

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.