DMX REFERENCE

Dotz Par RGBL

ADJ



Manufacturer	ADJ
GDTF file	ADJ_Dotz_Par_RGBL_126831.gdtf
GDTF revision	Evergreen · 2026-01-30
Generated	2026-11-23

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1 About this manual

This document describes the Dotz Par RGBL by ADJ. It was compiled from the GDTF file ADJ_Dotz_Par_RGBL_126831.gdtf from the GDTF-Share library.

File revision: “Evergreen”.

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 ADJ; 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	7.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16Ch	16	32	1, 17, 33, 49, ...
13Ch	13	39	1, 14, 27, 40, ...
10Ch	10	51	1, 11, 21, 31, ...
8Ch	8	64	1, 9, 17, 25, ...
7Ch	7	73	1, 8, 15, 22, ...
4Ch	4	128	1, 5, 9, 13, ...

No light? Check these channels

- 16Ch: CH 8 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”
- 13Ch: CH 8 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”
- 10Ch: CH 8 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”
- 7Ch: CH 5 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”


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 Product description

Description in the GDTF file

“Drawing on the popularity of Chip On Board (C.O.B.) LED from the Dotz Par fixture, the ADJ Lighting Dotz Par RGBL uses the latest advancements in lighting technology with a RGBL (red, green, blue, lime) C.O.B. LED for a smooth, even field, high CRI output, advanced color mixing and tunable white color

temperature control from 2700K to 6500K.”

5 Installation

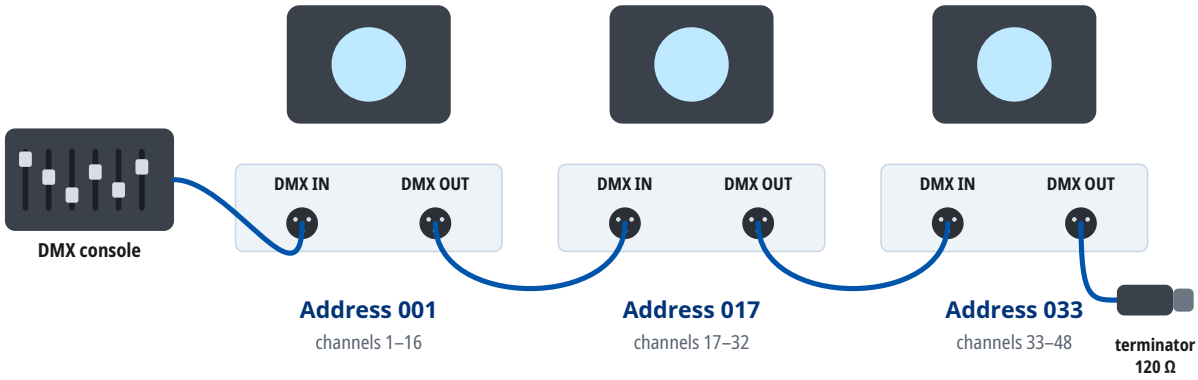
⚠ WARNING

- 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: 7.5 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 16Ch: every unit occupies 16 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

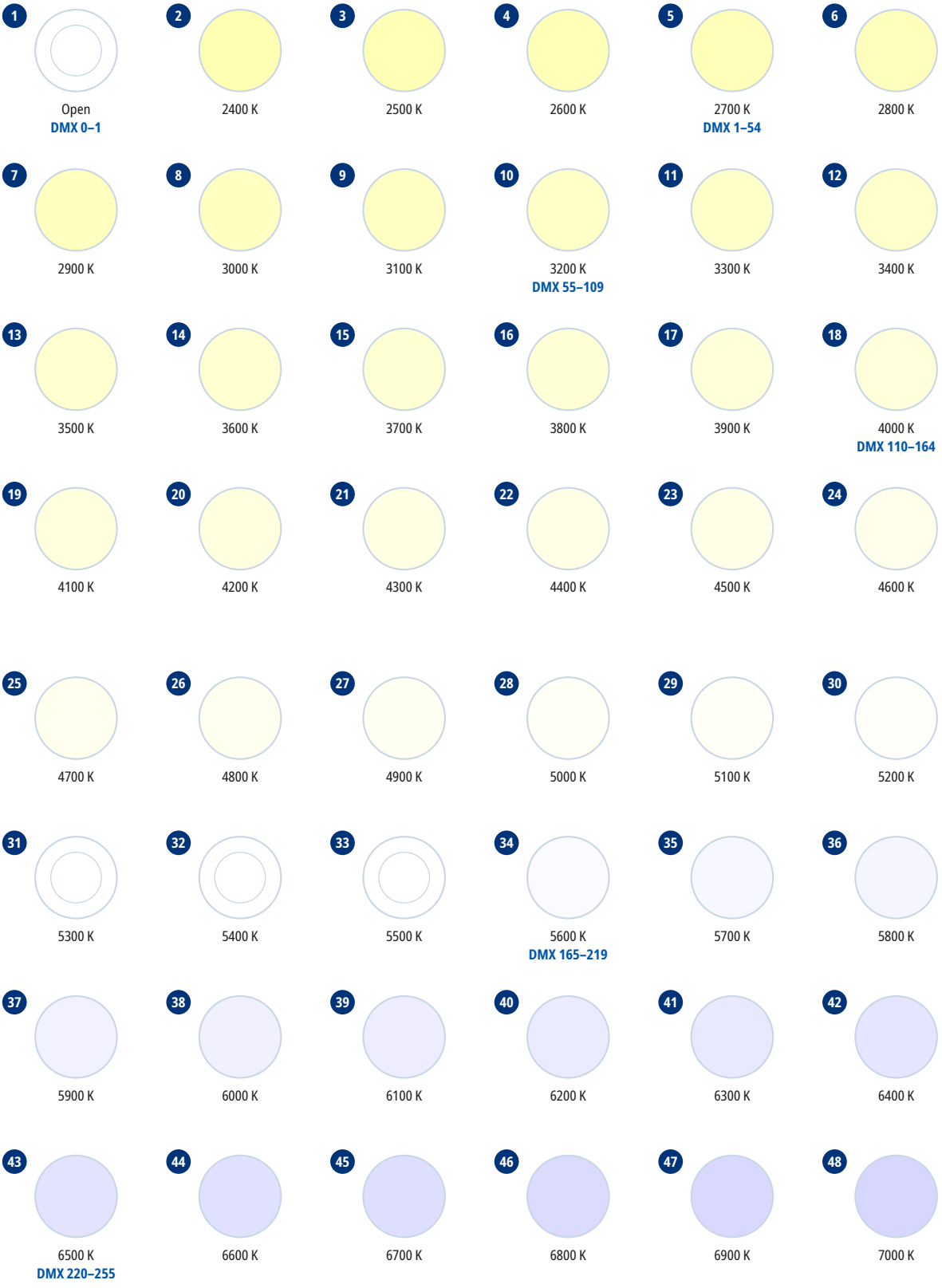
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “16Ch”: 16.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “16Ch”, you can use, for example, the start addresses 1, 17, 33, 49.
- 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

	16Ch 16 channels	13Ch 13 channels	10Ch 10 channels	8Ch 8 channels	7Ch 7 channels	4Ch 4 channels
Dimmer	9	9	9	✓	6	✓
Shutter / strobe	8	8	8		5	
Color mixing	1–4	1–4	1–4	4× (1–7)	1–4	1–4
Color temperature	6	6	6			
Color wheel	5, 7	5, 7	5, 7			
Effects / macros	11–13					

Color wheel 1



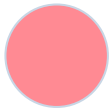
49 7100 K
50 7200 K
51 7300 K
52 7400 K
53 7500 K
54 7600 K
55 7700 K
56 7800 K
57 7900 K
58 8000 K
59 8100 K
60 8200 K
61 8300 K
62 8400 K
63 8500 K

Color wheel 2

1 Open **DMX 0**
2 Color Macro 1 **DMX 1–4**
3 Color Macro 2 **DMX 5–8**
4 Color Macro 3 **DMX 9–12**
5 Color Macro 4 **DMX 13–16**
6 Color Macro 5 **DMX 17–20**
7 Color Macro 6 **DMX 21–24**
8 Color Macro 7 **DMX 25–28**
9 Color Macro 8 **DMX 29–32**
10 Color Macro 9 **DMX 33–36**
11 Color Macro 10 **DMX 37–40**
12 Color Macro 11 **DMX 41–44**
13 Color Macro 12 **DMX 45–48**
14 Color Macro 13 **DMX 49–52**
15 Color Macro 14 **DMX 53–56**
16 Color Macro 15 **DMX 57–60**
17 Color Macro 16 **DMX 61–64**
18 Color Macro 17 **DMX 65–68**
19 Color Macro 18 **DMX 69–72**
20 Color Macro 19 **DMX 73–76**
21 Color Macro 20 **DMX 77–80**
22 Color Macro 21 **DMX 81–84**
23 Color Macro 22 **DMX 85–88**
24 Color Macro 23 **DMX 89–92**

25
Color Macro 24
DMX 93–96

26
Color Macro 25
DMX 97–100

27 
Color Macro 26
DMX 101–104

28
Color Macro 27
DMX 105–108

29
Color Macro 28
DMX 109–112

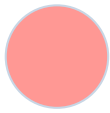
30
Color Macro 29
DMX 113–116

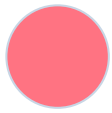
31 
Color Macro 30
DMX 117–120

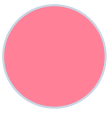
32
Color Macro 31
DMX 121–124

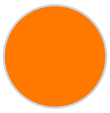
33
Color Macro 32
DMX 125–128

34
Color Macro 33
DMX 129–132

35 
Color Macro 34
DMX 133–136

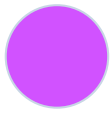
36 
Color Macro 35
DMX 137–140

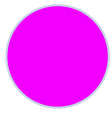
37 
Color Macro 36
DMX 141–144

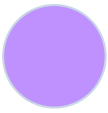
38 
Color Macro 37
DMX 145–148

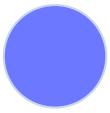
39 
Color Macro 38
DMX 149–152

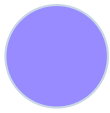
40 
Color Macro 39
DMX 153–156

41 
Color Macro 40
DMX 157–160

42 
Color Macro 41
DMX 161–164

43 
Color Macro 42
DMX 165–168

44 
Color Macro 43
DMX 169–172

45 
Color Macro 44
DMX 173–176

46 
Color Macro 45
DMX 177–180

47 
Color Macro 46
DMX 181–184

48 
Color Macro 47
DMX 185–188

49 
Color Macro 48
DMX 189–192

50 
Color Macro 49
DMX 193–196

51 
Color Macro 50
DMX 197–200

52 
Color Macro 51
DMX 201–204

53 
Color Macro 52
DMX 205–208

54 
Color Macro 53
DMX 209–212

55 
Color Macro 54
DMX 213–216

56 
Color Macro 55
DMX 217–220

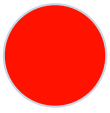
57 
Color Macro 56
DMX 221–224

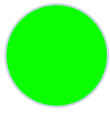
58
Color Macro 57
DMX 225–228

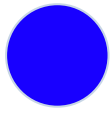
59
Color Macro 58
DMX 229–232

60 
Color Macro 59
DMX 233–236

61 
Color Macro 60
DMX 237–240

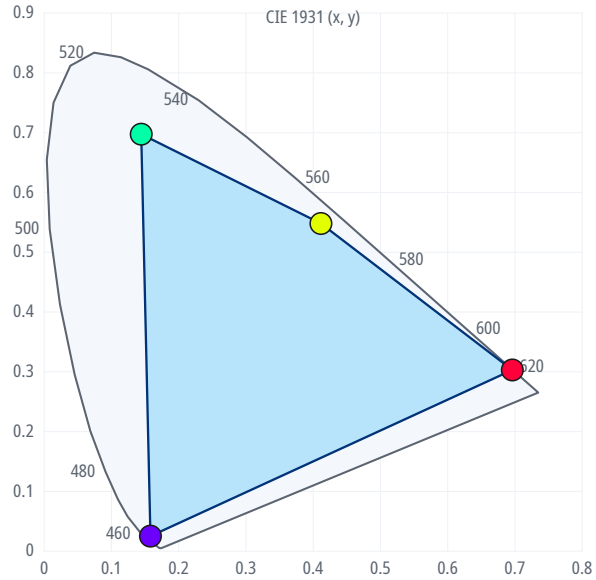
62 
Color Macro 61
DMX 241–244

63 
Color Macro 62
DMX 245–248

64 
Color Macro 63
DMX 249–252

65
Color Macro 64
DMX 253–255

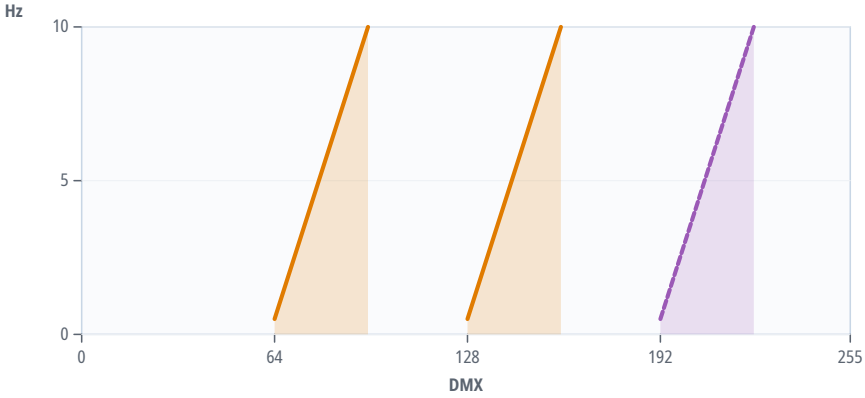
LED colors and the colors they mix



LED	x	y
Red-LED	0.696	0.303
Green-LED	0.144	0.698
Blue-LED	0.158	0.025
Lime-LED	0.411	0.548

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

Strobe rate

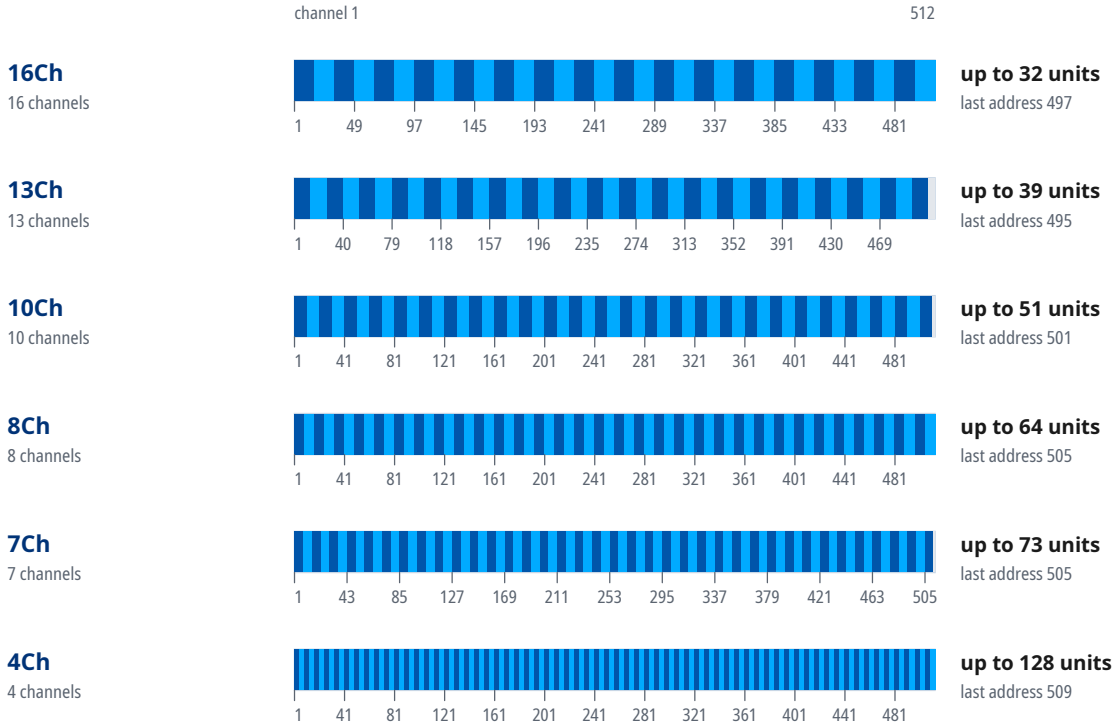


CH 8 · 16Ch

- 64–95: 0.5–10 Hz Strobe
- 128–159: 0.5–10 Hz Pulse
- 192–223: 0.5–10 Hz Random Strobe

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “16Ch”

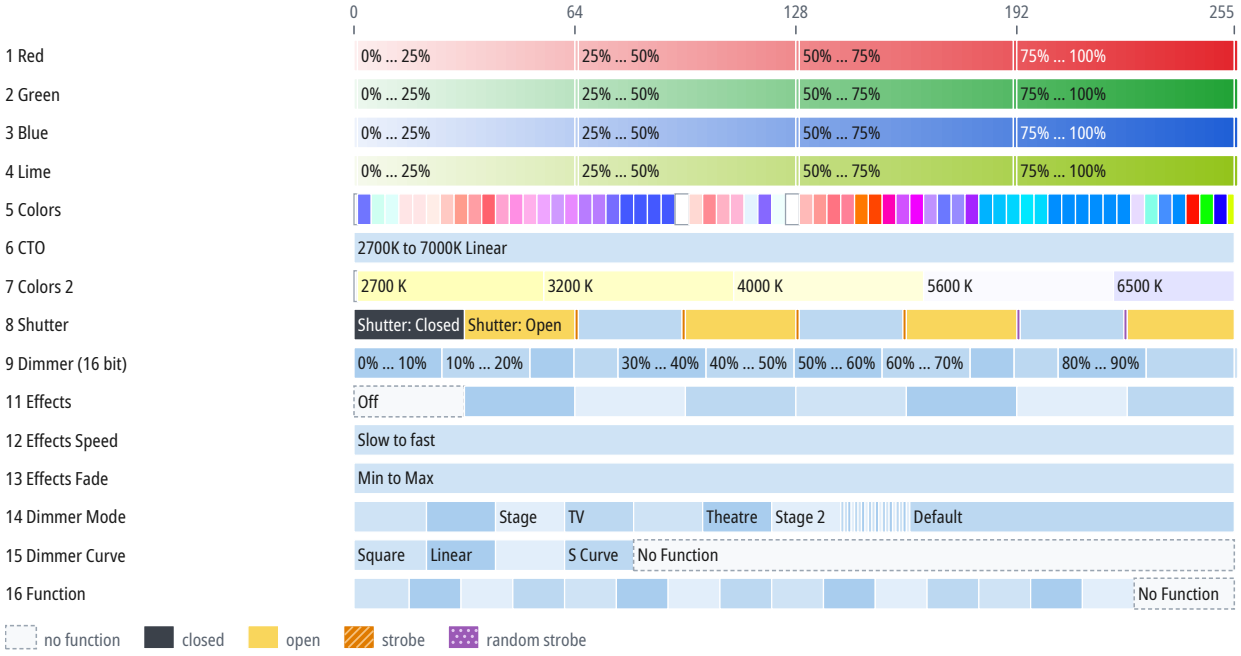
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	81	11	161	16	241
2	17	7	97	12	177	17	257
3	33	8	113	13	193	18	273
4	49	9	129	14	209	19	289
5	65	10	145	15	225	20	305

Mode 16Ch

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 8 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. 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 Lime 255, CH 7 Colors 2 0, CH 8 Shutter 32, CH 9 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
2	Green	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%

CH	Function	DMX	Description
3	Blue	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
4	Lime	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–190	50% … 75%
		191	75%
		192–254	75% … 100%
		255	100%
5	Colors		Color Macros
		0	Open
		1–4	Color Macro 1
		5–8	Color Macro 2
		9–12	Color Macro 3
		13–16	Color Macro 4
		17–20	Color Macro 5
		21–24	Color Macro 6
		25–28	Color Macro 7
		29–32	Color Macro 8
		33–36	Color Macro 9
		37–40	Color Macro 10
		41–44	Color Macro 11
		45–48	Color Macro 12
		49–52	Color Macro 13
		53–56	Color Macro 14
		57–60	Color Macro 15
		61–64	Color Macro 16
		65–68	Color Macro 17
		69–72	Color Macro 18
		73–76	Color Macro 19
		77–80	Color Macro 20
		81–84	Color Macro 21
		85–88	Color Macro 22

CH	Function	DMX	Description
5	Colors (continued)	89–92	Color Macro 23
		93–96	Color Macro 24
		97–100	Color Macro 25
		101–104	Color Macro 26
		105–108	Color Macro 27
		109–112	Color Macro 28
		113–116	Color Macro 29
		117–120	Color Macro 30
		121–124	Color Macro 31
		125–128	Color Macro 32
		129–132	Color Macro 33
		133–136	Color Macro 34
		137–140	Color Macro 35
		141–144	Color Macro 36
		145–148	Color Macro 37
		149–152	Color Macro 38
		153–156	Color Macro 39
		157–160	Color Macro 40
		161–164	Color Macro 41
		165–168	Color Macro 42
		169–172	Color Macro 43
		173–176	Color Macro 44
		177–180	Color Macro 45
		181–184	Color Macro 46
		185–188	Color Macro 47
		189–192	Color Macro 48
		193–196	Color Macro 49
		197–200	Color Macro 50
		201–204	Color Macro 51
		205–208	Color Macro 52
		209–212	Color Macro 53
		213–216	Color Macro 54
		217–220	Color Macro 55
		221–224	Color Macro 56
		225–228	Color Macro 57
		229–232	Color Macro 58
		233–236	Color Macro 59
		237–240	Color Macro 60
		241–244	Color Macro 61
		245–248	Color Macro 62
		249–252	Color Macro 63
		253–255	Color Macro 64

CH	Function	DMX	Description
6	CTO	0–255	2700K to 7000K Linear (2700–7000 K)
7	Colors 2	0	CTO Open: Open
		1–54	2700 K
		55–109	3200 K
		110–164	4000 K
		165–219	5600 K
		220–255	6500 K
8	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Strobe Min
		65–94	Strobe Min ... Strobe Max
		95	Strobe Max
		96–127	Shutter Open: Open
		128	Strobe Pulse Min
		129–158	Strobe Pulse Min ... Strobe Pulse Max
		159	Strobe Pulse Max
		160–191	Shutter Open_: Open
		192	Random Strobe Min
		193–222	Random Strobe Min ... Random Strobe Max
		223	Random Strobe Max
		224–255	Shutter Open__: Open
9	Dimmer	0–25	0% ... 10%
		25–51	10% ... 20%
		51–63	20% ... 25%
		64–76	25% ... 30%
		76–102	30% ... 40%
		102–127	40% ... 50%
		128–153	50% ... 60%
		153–179	60% ... 70%
		179–191	70% ... 75%
		191	75%
		192–204	75% ... 80%
		204–230	80% ... 90%
		230–255	90% ... 100%
		255	100%
10	Dimmer Fine	0–255	Fine adjustment of CH 9
11	Effects		Auto Programs
		0–31	Off
		32–63	Auto Program 1
		64–95	Auto Program 2
		96–127	Auto Program 3
		128–159	Auto Program 4

CH	Function	DMX	Description
11	Effects (continued)	160–191	Auto Program 5
		192–223	Auto Program 6
		224–255	Auto Program 7
12	Effects Speed	0–255	Slow to fast
13	Effects Fade	0–255	Min to Max
14	Dimmer Mode	0–20	Default to unit setting
		21–40	Standard
		41–60	Stage
		61–80	TV
		81–100	Architectural
		101–120	Theatre
		121–140	Stage 2
		141	0/1s Delay
		142	0/2s Delay
		143	0/3s Delay
		144	0/4s Delay
		145	0/5s Delay
		146	0/6s Delay
		147	0/7s Delay
		148	0/8s Delay
		149	0/9s Delay
		150	1s Delay
		151	1/5s Delay
		152–160	2...10s Delay
		161–255	Default
15	Dimmer Curve	0–20	Square
		21–40	Linear
		41–60	Inv Square
		61–80	S Curve
		81–255	No Function
16	Function		LED Freq
		0–15	Default to unit setting
		16–30	900 Hz
		31–45	1000 Hz
		46–60	1100 Hz
		61–75	1200 Hz
		76–90	1300 Hz
		91–105	1400 Hz
		106–120	1500 Hz
		121–135	2500 Hz
		136–150	4000 Hz
		151–165	5000 Hz

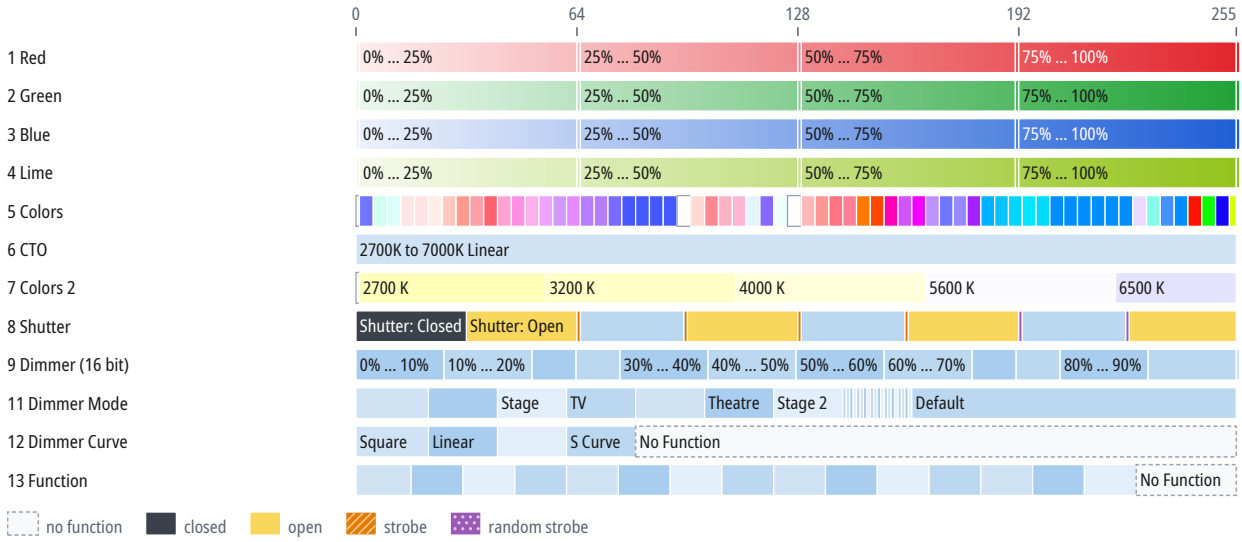
CH	Function	DMX	Description
16	Function (continued)	166–180	10000 Hz
		181–195	15000 Hz
		196–210	20000 Hz
		211–225	25000 Hz
		226–255	No Function

Mode 13Ch

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 8 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. 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 Lime 255, CH 7 Colors 2 0, CH 8 Shutter 32, CH 9 Dimmer 255.

Channel functions at a glance



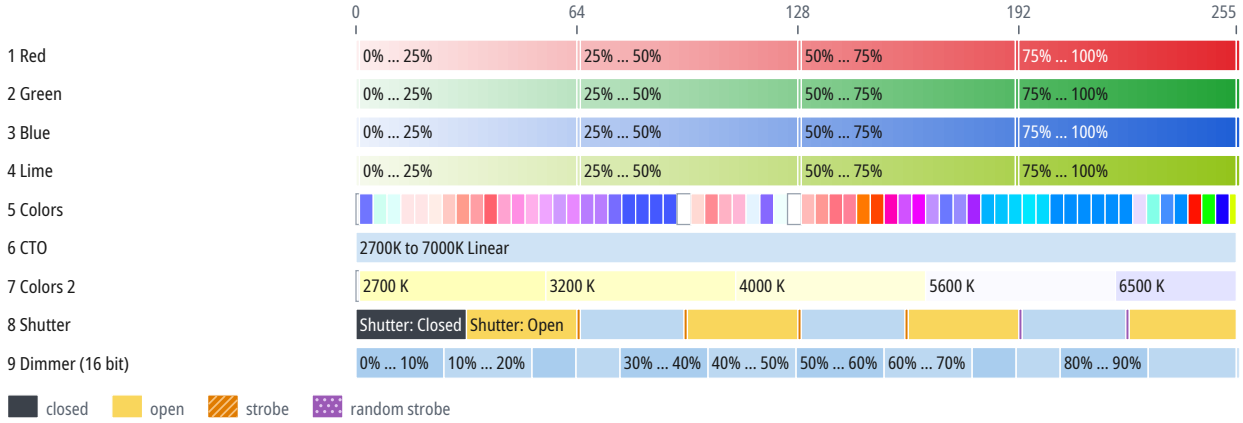
CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “16Ch” (p. 12)
2	Green		Same as CH 2 in the mode “16Ch” (p. 12)
3	Blue		Same as CH 3 in the mode “16Ch” (p. 13)
4	Lime		Same as CH 4 in the mode “16Ch” (p. 13)
5	Colors		Same as CH 5 in the mode “16Ch” (p. 13)
6	CTO	0–255	2700K to 7000K Linear (2700–7000 K)
7	Colors 2		Same as CH 7 in the mode “16Ch” (p. 15)
8	Shutter		Same as CH 8 in the mode “16Ch” (p. 15)
9	Dimmer		Same as CH 9 in the mode “16Ch” (p. 15)
10	Dimmer Fine	0–255	Fine adjustment of CH 9
11	Dimmer Mode		Same as CH 14 in the mode “16Ch” (p. 16)
12	Dimmer Curve		Same as CH 15 in the mode “16Ch” (p. 16)
13	Function		Same as CH 16 in the mode “16Ch” (p. 16)

Mode 10Ch

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 8 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. 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 Lime 255, CH 7 Colors 2 0, CH 8 Shutter 32, CH 9 Dimmer 255.

Channel functions at a glance



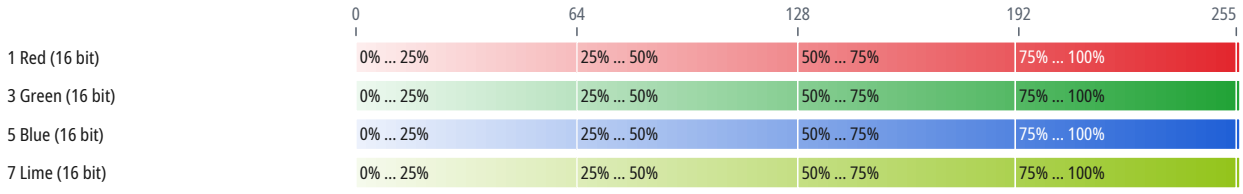
CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “16Ch” (p. 12)
2	Green		Same as CH 2 in the mode “16Ch” (p. 12)
3	Blue		Same as CH 3 in the mode “16Ch” (p. 13)
4	Lime		Same as CH 4 in the mode “16Ch” (p. 13)
5	Colors		Same as CH 5 in the mode “16Ch” (p. 13)
6	CTO	0–255	2700K to 7000K Linear (2700–7000 K)
7	Colors 2		Same as CH 7 in the mode “16Ch” (p. 15)
8	Shutter		Same as CH 8 in the mode “16Ch” (p. 15)
9	Dimmer		Same as CH 9 in the mode “16Ch” (p. 15)
10	Dimmer Fine	0–255	Fine adjustment of CH 9

Mode 8Ch

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

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 Lime 255.

Channel functions at a glance



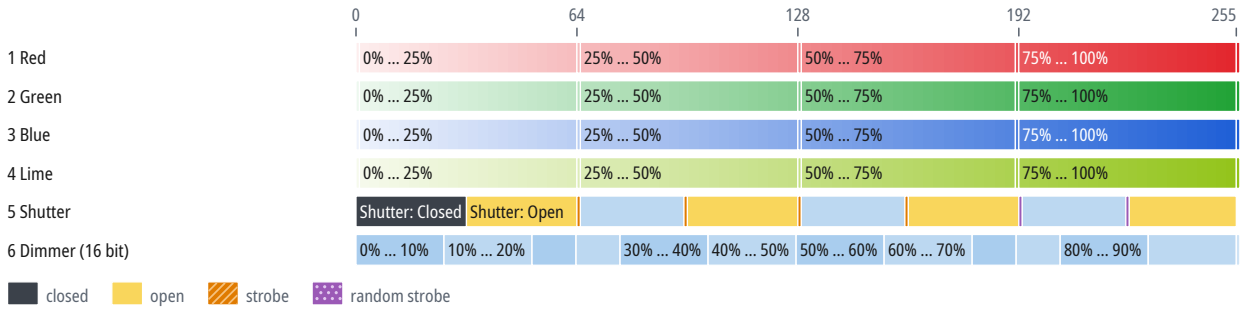
CH	Function	DMX	Description
1	Red	0–64	0% … 25%
		64–128	25% … 50%
		128–191	50% … 75%
		191–255	75% … 100%
		255	100%
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–64	0% … 25%
		64–128	25% … 50%
		128–191	50% … 75%
		191–255	75% … 100%
		255	100%
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–64	0% … 25%
		64–128	25% … 50%
		128–191	50% … 75%
		191–255	75% … 100%
		255	100%
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Lime	0–64	0% … 25%
		64–128	25% … 50%
		128–191	50% … 75%
		191–255	75% … 100%
		255	100%
8	Lime Fine	0–255	Fine adjustment of CH 7

Mode 7Ch

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 5 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. 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 Lime 255, CH 5 Shutter 32, CH 6 Dimmer 255.

Channel functions at a glance

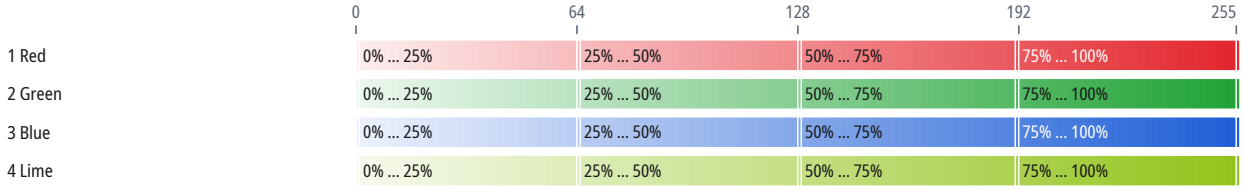


CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “16Ch” (p. 12)
2	Green		Same as CH 2 in the mode “16Ch” (p. 12)
3	Blue		Same as CH 3 in the mode “16Ch” (p. 13)
4	Lime		Same as CH 4 in the mode “16Ch” (p. 13)
5	Shutter		Same as CH 8 in the mode “16Ch” (p. 15)
6	Dimmer		Same as CH 9 in the mode “16Ch” (p. 15)
7	Dimmer Fine	0–255	Fine adjustment of CH 6

Mode 4Ch

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 Lime 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red		Same as CH 1 in the mode “16Ch” (p. 12)
2	Green		Same as CH 2 in the mode “16Ch” (p. 12)
3	Blue		Same as CH 3 in the mode “16Ch” (p. 13)
4	Lime		Same as CH 4 in the mode “16Ch” (p. 13)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	56 W
Luminous flux	1,317 lm
Color temperature	6,500 K
Color rendering index (CRI)	85
Optics	
Beam angle	20°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x1900, device model ID 0x0042)
Electrical	
Power connectors	powerCON TRUE1 IN, powerCONTRUE1TOP OUT
Dimensions and construction	
Weight	7.5 kg
Operating environment	
Operating temperature	-15 to 45 °C

Speeds and ranges

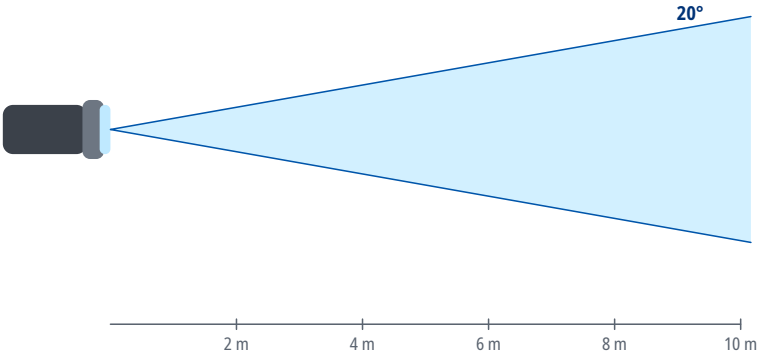
Parameter	Value
Color temperature range	2700–7000 K
Strobe frequency	0.5–10 Hz

Dimensions

weight 7.5 kg



Spot diameter



Distance	Ø 20°
2 m	0.71 m
4 m	1.4 m
6 m	2.1 m
8 m	2.8 m
10 m	3.5 m
15 m	5.3 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.