DMX REFERENCE

MagicPanel 602

Ayrton



Manufacturer	Ayrton
GDTF file	Ayrton_MagicPanel_602_69921.gdtf
GDTF revision	V2.5 Add_Mode · 2024-08-05
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1 About this manual

This document describes the MagicPanel 602 by Ayrton. It was compiled from the GDTF file Ayrton_MagicPanel_602_69921.gdtf from the GDTF-Share library.

File revision: “V2.5 Add_Mode”.

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 Ayrton; 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	20 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended	160	3	1, 161, 321
Standard	20	25	1, 21, 41, 61, ...
Basic	18	28	1, 19, 37, 55, ...

No light? Check these channels

- Extended: CH 8 Shutter at 32 or 33–63; CH 15 Color Preset Dimmer above 0
- Standard: CH 12 Shutter at 32 or 33–63; CH 19 Color Preset Dimmer above 0
- Basic: CH 10 Shutter at 32 or 33–63; CH 17 Color Preset 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.

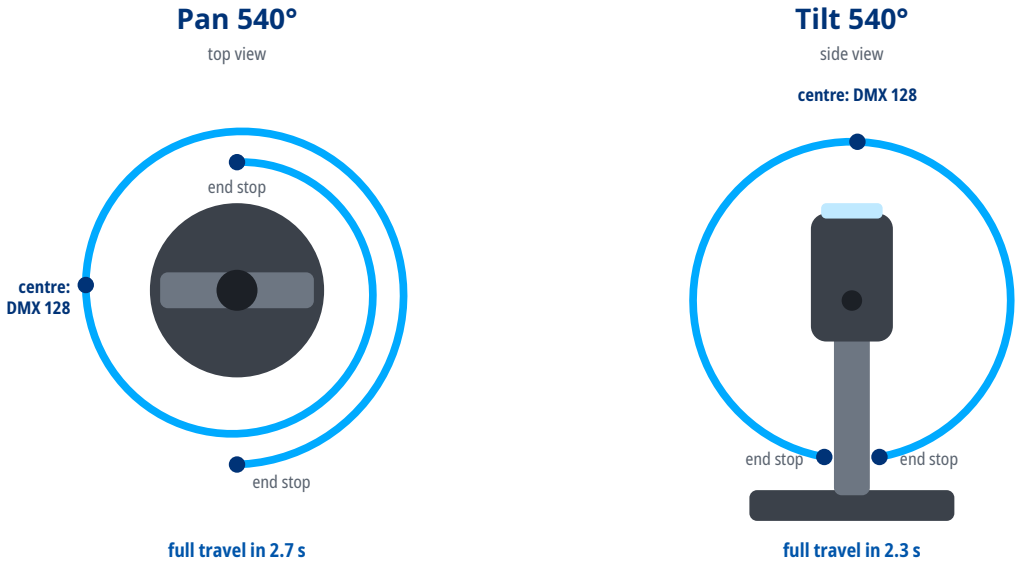
⚠ CAUTION

- 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



Full-travel times as stated in the GDTF file.

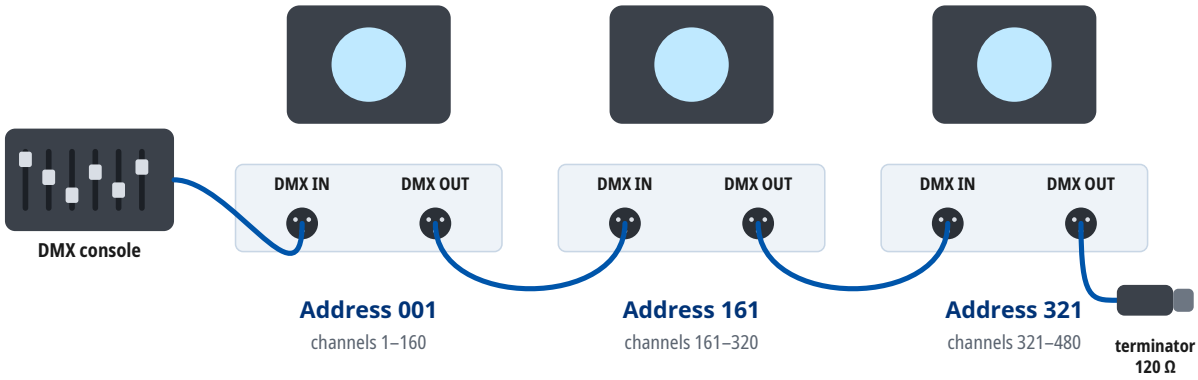
5 Installation

> ⚠ **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: 20 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 Extended: every unit occupies 160 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 “Extended”: 160.
- 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 “Extended”, you can use, for example, the start addresses 1, 161, 321.
- 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

	Extended 160 channels	Standard 20 channels	Basic 18 channels
Pan / Tilt	**1, 3, 6, 7**	**1, 3, 6, 7**	**1, 2, 5, 6**
Pan / Tilt resolution	16 bit	16 bit	8 bit
Dimmer	**9**	**13**	**11**
Shutter / strobe	**8**	**12**	**10**
Color mixing	**17–160**	**8–11**	**4, 7–9**
Color wheel	**11**	**15**	**13**
Effects / macros	**10**	**14**	**12**

Color wheel

1. Open — **DMX 0–4**
2. White2700k — **DMX 6–9**
3. White3200k — **DMX 13–14**
4. White4200k — **DMX 19**
5. White5600k — **DMX 24**
6. White6500k — **DMX 29**
7. White8000k — **DMX 34**
8. Yellow — **DMX 39**
9. Magenta — **DMX 44**
10. Cyan — **DMX 49**
11. Salmon — **DMX 54**
12. Turquoise — **DMX 59**
13. Light Green — **DMX 64**
14. Steel Blue — **DMX 69**
15. Orange — **DMX 74**
16. Straw — **DMX 79**
17. Pale Lavander — **DMX 84**
18. Pink — **DMX 89**
19. Red — **DMX 94**
20. Green — **DMX 99**
21. Blue — **DMX 104**
22. Rainbow1 — **DMX 109**
23. Rainbow 2 — **DMX 114**
24. Rainbow 3 — **DMX 119**

25 Rainbow 4
DMX 124

26 Rainbow 5
DMX 129

27 Rainbow 6
DMX 134

28 Rainbow 7
DMX 139

29 Rainbow 8
DMX 144

30 Rainbow 9
DMX 149

31 Rainbow 10
DMX 154

32 Rainbow 11
DMX 159

33 Rainbow 12
DMX 164

34 Rainbow 13
DMX 169

35 Rainbow 14
DMX 174

36 Rainbow 15
DMX 179

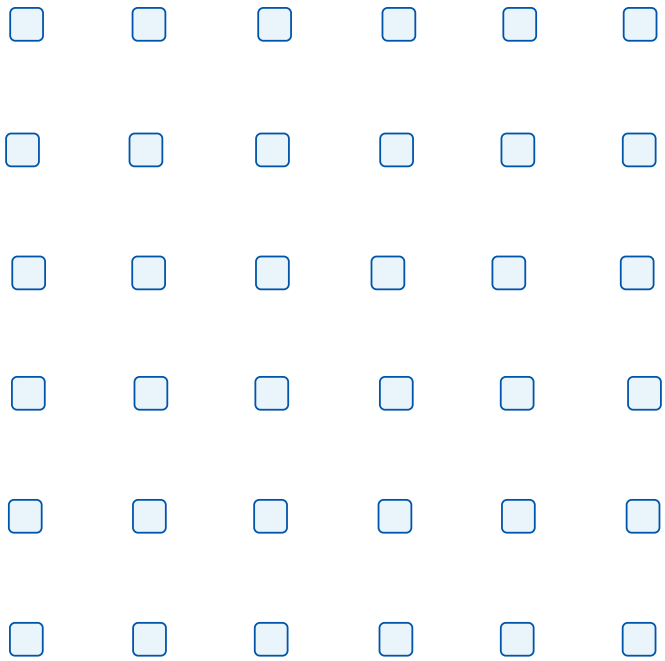
37 Rainbow 16
DMX 184

38 Rainbow 17
DMX 189

39 Rainbow 18
DMX 194

40 Rainbow 19
DMX 199

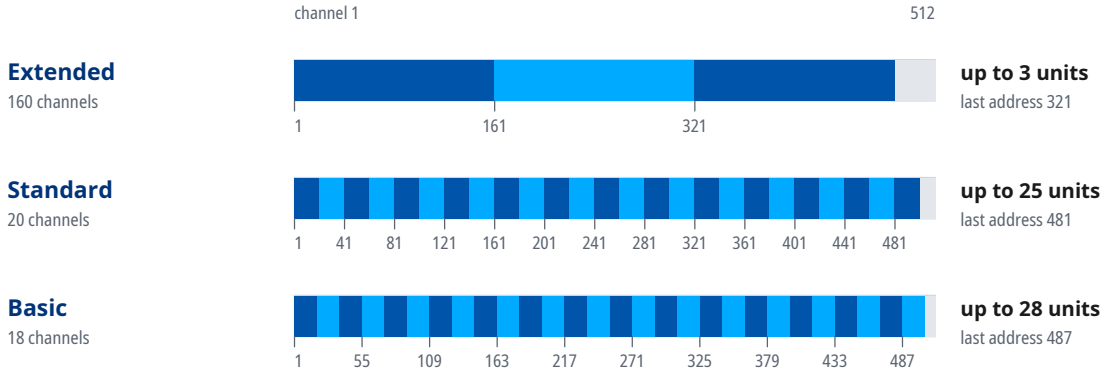
Cells (pixels)



Cells where the GDTF file places them (seen from above), 36 in all in the mode “Extended”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 321	11	U4 · 161	16	U6 · 1
2	161	7	U3 · 1	12	U4 · 321	17	U6 · 161
3	321	8	U3 · 161	13	U5 · 1	18	U6 · 321
4	U2 · 1	9	U3 · 321	14	U5 · 161	19	U7 · 1
5	U2 · 161	10	U4 · 1	15	U5 · 321	20	U7 · 161

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.

Mode Extended

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 or 33–63; CH 15 Color Preset Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Shutter 32, CH 17 Red 255 (the same in each of the 36 cells), CH 18 Green 255 (the same in each of the 36 cells), CH 19 Blue 255 (the same in each of the 36 cells), CH 20 White 255 (the same in each of the 36 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Home
		128–255	Home ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Home
		128–255	Home ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Pan Rotation	0–63	Stop by SpinOut
		64–127	Stop by ShortCut
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Pause
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max

CH	Function	DMX	Description
7	Tilt Rotation	0–63	Stop by SpinOut
		64–127	Stop by ShortCut
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Pause
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
8	Shutter	0–31	Led OFF
		32	LED ON
		33–63	Led ON
		64	MIN STROBE
		65–79	MIN STROBE ... MID STROBE
		80	MID STROBE
		81–94	MID STROBE ... MAX STROBE
		95	MAX STROBE
		96–127	Led ON 1
		128	MIN PULSE
		129–144	MIN PULSE ... MID PULSE
		145	MID PULSE
		146–158	MID PULSE ... MAX PULSE
		159	MAX PULSE
		160–191	Led ON 2
		192	MIN RANDOM
		193–204	MIN RANDOM ... MID RANDOM
		205	MID RANDOM
		206–222	MID RANDOM ... MAX RANDOM
		223	MAX RANDOM
		224–255	Led ON 3
9	Dimmer	0	Open
		1–254	Open ... Closed
		255	Closed
10	Color Macro	0–255	
11	Colors 2		Color Macro 2 1
		0–4	Open
		5	Open ... White2700k
		6–9	White2700k
		10–12	White2700k ... White3200k
		13–14	White3200k
		15–18	White3200k ... White4200k
		19	White4200k

CH	Function	DMX	Description
11	Colors 2 (continued)	20–23	White4200k ... White5600k
		24	White5600k
		25–28	White5600k ... White6500k
		29	White6500k
		30–33	White6500k ... White8000k
		34	White8000k
		35–38	White8000k ... Yellow
		39	Yellow
		40–43	Yellow ... Magenta
		44	Magenta
		45–48	Magenta ... Cyan
		49	Cyan
		50–53	Cyan ... Salmon
		54	Salmon
		55–58	Salmon ... Turquoise
		59	Turquoise
		60–63	Turquoise ... Light Green
		64	Light Green
		65–68	Light Green ... Steel Blue
		69	Steel Blue
		70–73	Steel Blue ... Orange
		74	Orange
		75–78	Orange ... Straw
		79	Straw
		80–83	Straw ... Pale Lavander
		84	Pale Lavander
		85–88	Pale Lavander ... Pink
		89	Pink
		90–93	Pink ... Red
		94	Red
		95–98	Red ... Green
		99	Green
		100–103	Green ... Blue
		104	Blue
		105–108	Blue ... Rainbow1
		109	Rainbow1
		110–113	Rainbow1 ... Rainbow 2
		114	Rainbow 2
		115–118	Rainbow 2 ... Rainbow 3
		119	Rainbow 3
		120–123	Rainbow 3 ... Rainbow 4
		124	Rainbow 4

CH	Function	DMX	Description
11	Colors 2 (continued)	125–128	Rainbow 4 ... Rainbow 5
		129	Rainbow 5
		130–133	Rainbow 5 ... Rainbow 6
		134	Rainbow 6
		135–138	Rainbow 6 ... Rainbow 7
		139	Rainbow 7
		140–143	Rainbow 7 ... Rainbow 8
		144	Rainbow 8
		145–148	Rainbow 8 ... Rainbow 9
		149	Rainbow 9
		150–153	Rainbow 9 ... Rainbow 10
		154	Rainbow 10
		155–158	Rainbow 10 ... Rainbow 11
		159	Rainbow 11
		160–163	Rainbow 11 ... Rainbow 12
		164	Rainbow 12
		165–168	Rainbow 12 ... Rainbow 13
		169	Rainbow 13
		170–173	Rainbow 13 ... Rainbow 14
		174	Rainbow 14
		175–178	Rainbow 14 ... Rainbow 15
		179	Rainbow 15
		180–183	Rainbow 15 ... Rainbow 16
		184	Rainbow 16
		185–188	Rainbow 16 ... Rainbow 17
		189	Rainbow 17
		190–193	Rainbow 17 ... Rainbow 18
		194	Rainbow 18
		195–198	Rainbow 18 ... Rainbow 19
		199	Rainbow 19
		200–255	Color Macro 2 1
12	Chase Patterns	0–9	Open
		10	Chase 1 (0)
		11–12	Chase 1 (0) ... Chase 2 (1)
		13	Chase 2 (1)
		14–15	Chase 2 (1) ... Chase 3 (2)
		16	Chase 3 (2)
		17–18	Chase 3 (2) ... Chase 4 (3)
		19	Chase 4 (3)
		20–21	Chase 4 (3) ... Chase 5 (4)
		22	Chase 5 (4)
		23–24	Chase 5 (4) ... Chase 6 (5)

CH	Function	DMX	Description
12	Chase Patterns (continued)	25	Chase 6 (5)
		26–27	Chase 6 (5) … Chase 7 (6)
		28	Chase 7 (6)
		29–30	Chase 7 (6) … Chase 8 (7)
		31	Chase 8 (7)
		32–33	Chase 8 (7) … Chase 9 (8)
		34	Chase 9 (8)
		35–36	Chase 9 (8) … Chase 10 (9)
		37	Chase 10 (9)
		38–39	Chase 10 (9) … Chase 11 (A)
		40	Chase 11 (A)
		41–42	Chase 11 (A) … Chase 12 (B)
		43	Chase 12 (B)
		44–45	Chase 12 (B) … Chase 13 (C)
		46	Chase 13 (C)
		47–48	Chase 13 (C) … Chase 14 (D)
		49	Chase 14 (D)
		50–51	Chase 14 (D) … Chase 15 (E)
		52	Chase 15 (E)
		53–54	Chase 15 (E) … Chase 16 (F)
		55	Chase 16 (F)
		56–57	Chase 16 (F) … Chase 17 (G)
		58	Chase 17 (G)
		59–60	Chase 17 (G) … Chase 18 (H)
		61	Chase 18 (H)
		62–63	Chase 18 (H) … Chase 19 (I)
		64	Chase 19 (I)
		65–66	Chase 19 (I) … Chase 20 (J)
		67	Chase 20 (J)
		68–69	Chase 20 (J) … Chase 21 (K)
		70	Chase 21 (K)
		71–72	Chase 21 (K) … Chase 22 (L)
		73	Chase 22 (L)
		74–75	Chase 22 (L) … Chase 23 (M)
		76	Chase 23 (M)
		77–78	Chase 23 (M) … Chase 24 (N)
		79	Chase 24 (N)
		80–81	Chase 24 (N) … Chase 25 (O)
		82	Chase 25 (O)
		83–84	Chase 25 (O) … Chase 26 (P)
		85	Chase 26 (P)
		86–87	Chase 26 (P) … Chase 27 (Q)

CH	Function	DMX	Description
12	Chase Patterns (continued)	88	Chase 27 (Q)
		89–90	Chase 27 (Q) ... Chase 28 (R)
		91	Chase 28 (R)
		92–93	Chase 28 (R) ... Chase 29 (S)
		94	Chase 29 (S)
		95–96	Chase 29 (S) ... Chase 30 (T)
		97	Chase 30 (T)
		98–99	Chase 30 (T) ... Chase 31 (U)
		100	Chase 31 (U)
		101–102	Chase 31 (U) ... Chase 32 (V)
		103	Chase 32 (V)
		104–105	Chase 32 (V) ... Chase 33 (W)
		106	Chase 33 (W)
		107–108	Chase 33 (W) ... Chase 34 (X)
		109	Chase 34 (X)
		110–111	Chase 34 (X) ... Chase 35 (Y)
		112	Chase 35 (Y)
		113–114	Chase 35 (Y) ... Chase 36 (Z)
		115	Chase 36 (Z)
		116–117	Chase 36 (Z) ... Chase 37
		118	Chase 37
		119–120	Chase 37 ... Chase 38
		121	Chase 38
		122–123	Chase 38 ... Chase 39
		124	Chase 39
		125–126	Chase 39 ... Chase 40
		127	Chase 40
		128–129	Chase 40 ... Chase 41
		130	Chase 41
		131–132	Chase 41 ... Chase 42
		133	Chase 42
		134–135	Chase 42 ... Chase 43
		136	Chase 43
		137–138	Chase 43 ... Chase 44
		139	Chase 44
		140–141	Chase 44 ... Chase 45
		142	Chase 45
		143–144	Chase 45 ... Chase 46
		145	Chase 46
		146–147	Chase 46 ... Chase 47
		148	Chase 47
		149–150	Chase 47 ... Chase 48

CH	Function	DMX	Description
12	Chase Patterns (continued)	151	Chase 48
		152–153	Chase 48 ... Chase 49
		154	Chase 49
		155–156	Chase 49 ... Chase 50
		157	Chase 50
		158–159	Chase 50 ... Chase 51
		160	Chase 51
		161–162	Chase 51 ... Chase 52
		163	Chase 52
		164–165	Chase 52 ... Chase 53
		166	Chase 53
		167–168	Chase 53 ... Chase 54
		169	Chase 54
		170–171	Chase 54 ... Chase 55
		172	Chase 55
		173–174	Chase 55 ... Chase 56
		175	Chase 56
		176–177	Chase 56 ... Chase 57
		178	Chase 57
		179–255	Chase Patterns 1
13	Chase Speed	0	<<<
		1–49	<<< ... <<
		50	<<
		51–119	<< ... <
		120	<
		121–127	< ... Stop(=0)
		128	Stop(=0)
		129–134	Stop(=0) ... >
		135	>
		136–204	> ... >>
		205	>>
		206–254	>> ... >>>
		255	>>>
14	Chase Fade	0–255	
15	Color Preset Dimmer	0–255	
16	Reset	0–255	
17	Red 1	0–255	
18	Green 1	0–255	
19	Blue 1	0–255	
20	White 1	0–255	

CH 17–160: 36 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 17–20); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	17	18	19	20	2	21	22	23	24
3	25	26	27	28	4	29	30	31	32
5	33	34	35	36	6	37	38	39	40
7	41	42	43	44	8	45	46	47	48
9	49	50	51	52	10	53	54	55	56
11	57	58	59	60	12	61	62	63	64
13	65	66	67	68	14	69	70	71	72
15	73	74	75	76	16	77	78	79	80
17	81	82	83	84	18	85	86	87	88
19	89	90	91	92	20	93	94	95	96
21	97	98	99	100	22	101	102	103	104
23	105	106	107	108	24	109	110	111	112
25	113	114	115	116	26	117	118	119	120
27	121	122	123	124	28	125	126	127	128
29	129	130	131	132	30	133	134	135	136
31	137	138	139	140	32	141	142	143	144
33	145	146	147	148	34	149	150	151	152
35	153	154	155	156	36	157	158	159	160

Mode Standard

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 12 Shutter at 32 or 33–63; CH 19 Color Preset Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Red 255, CH 9 Green 255, CH 10 Blue 255, CH 11 White 255, CH 12 Shutter 32.

Channel functions at a glance



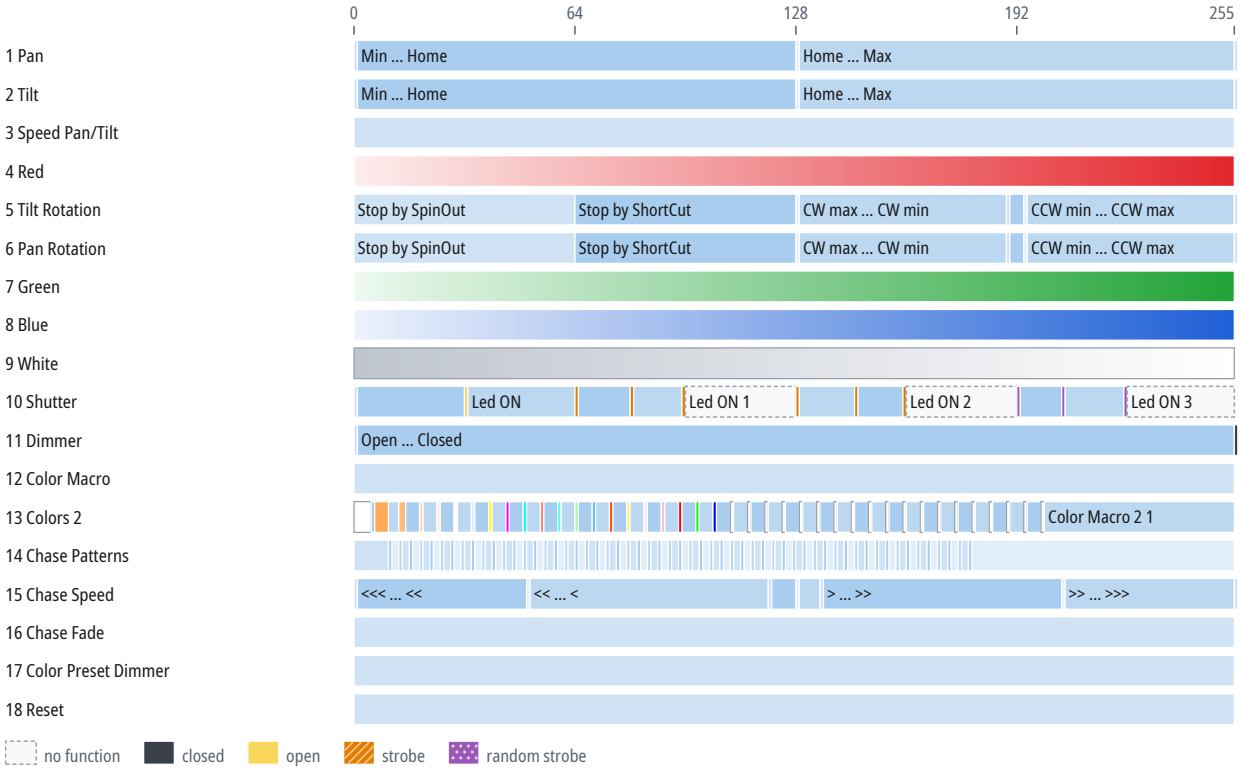
CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Pan Rotation		Same as CH 6 in the mode “Extended” (p. 10)
7	Tilt Rotation		Same as CH 7 in the mode “Extended” (p. 11)
8	Red	0–255	
9	Green	0–255	
10	Blue	0–255	
11	White	0–255	
12	Shutter		Same as CH 8 in the mode “Extended” (p. 11)
13	Dimmer		Same as CH 9 in the mode “Extended” (p. 11)
14	Color Macro	0–255	
15	Colors 2		Same as CH 11 in the mode “Extended” (p. 11)
16	Chase Patterns		Same as CH 12 in the mode “Extended” (p. 13)

CH	Function	DMX	Description
17	Chase Speed		Same as CH 13 in the mode “Extended” (p. 16)
18	Chase Fade	0–255	
19	Color Preset Dimmer	0–255	
20	Reset	0–255	

Mode Basic

If the device receives DMX in this mode but gives no light, check these channels: CH 10 Shutter at 32 or 33–63; CH 17 Color Preset Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Red 255, CH 7 Green 255, CH 8 Blue 255, CH 9 White 255, CH 10 Shutter 32.

Channel functions at a glance



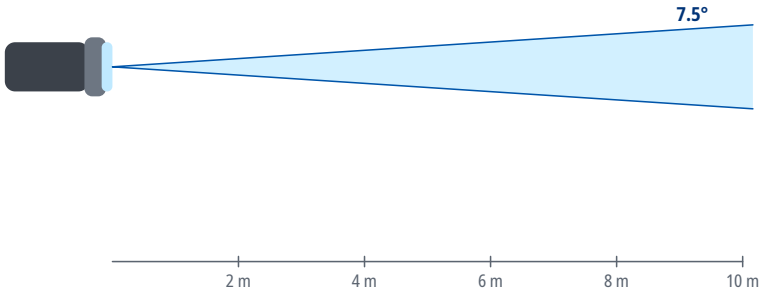
CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... Home
		128	Home
		129–254	Home ... Max
		255	Max
2	Tilt	0	Min
		1–127	Min ... Home
		128	Home
		129–254	Home ... Max
		255	Max
3	Speed Pan/Tilt	0–255	
4	Red	0–255	

CH	Function	DMX	Description
5	Tilt Rotation		Same as CH 7 in the mode “Extended” (p. 11)
6	Pan Rotation		Same as CH 6 in the mode “Extended” (p. 10)
7	Green	0–255	
8	Blue	0–255	
9	White	0–255	
10	Shutter		Same as CH 8 in the mode “Extended” (p. 11)
11	Dimmer		Same as CH 9 in the mode “Extended” (p. 11)
12	Color Macro	0–255	
13	Colors 2		Same as CH 11 in the mode “Extended” (p. 11)
14	Chase Patterns		Same as CH 12 in the mode “Extended” (p. 13)
15	Chase Speed		Same as CH 13 in the mode “Extended” (p. 16)
16	Chase Fade	0–255	
17	Color Preset Dimmer	0–255	
18	Reset	0–255	

10 Technical specifications

Parameter	Value
Light source	LED
Pan	540°
Tilt	540°
RDM	yes (manufacturer ID 0x4179, device model ID 0x0A62)
Weight	20 kg
Operating temperature	-10 to 45 °C

Spot diameter



Distance	Ø 7.5°
2 m	0.26 m
4 m	0.52 m
6 m	0.79 m
8 m	1 m
10 m	1.3 m
15 m	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.