DMX REFERENCE

MagicPanel FX

Ayrton



Manufacturer	Ayrton
GDTF file	Ayrton_MagicPanel_FX_149953.gdtf
GDTF revision	V2.7 Add_RDM_Personality · 2026-07-07
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1 About this manual

This document describes the MagicPanel FX by Ayrton. It was compiled from the GDTF file Ayrton_MagicPanel_FX_149953.gdtf from the GDTF-Share library.

File revision: “V2.7 Add_RDM_Personality”.

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
Power consumption	1,000 W
Weight	28.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended	118	4	1, 119, 237, 355
Standard	22	23	1, 23, 45, 67, ...
Basic	19	26	1, 20, 39, 58, ...

No light? Check these channels

- Extended: CH 8 Strobe at 32 or 33–63
- Standard: CH 12 Shutter at 32–63
- Basic: CH 10 Shutter at 32–63


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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.

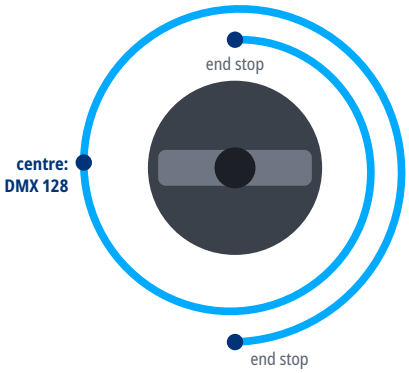
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

Pan 540°

top view

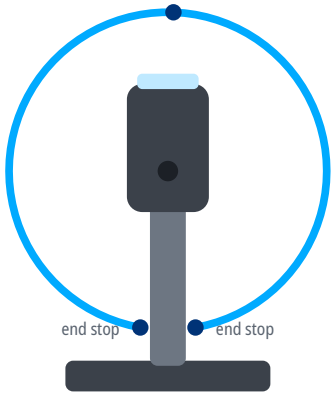


full travel in 3.6 s

Tilt 540°

side view

centre: DMX 128



full travel in 3.3 s

Full-travel times as stated in the GDTF file.

5 Installation

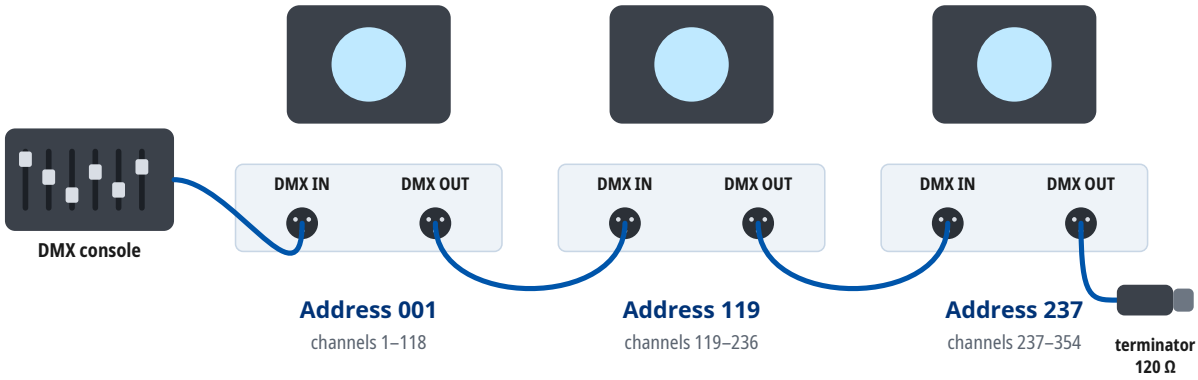
⚠ **WARNING**

- 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: 28.7 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 118 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”: 118.
- 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, 119, 237, 355.
- 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

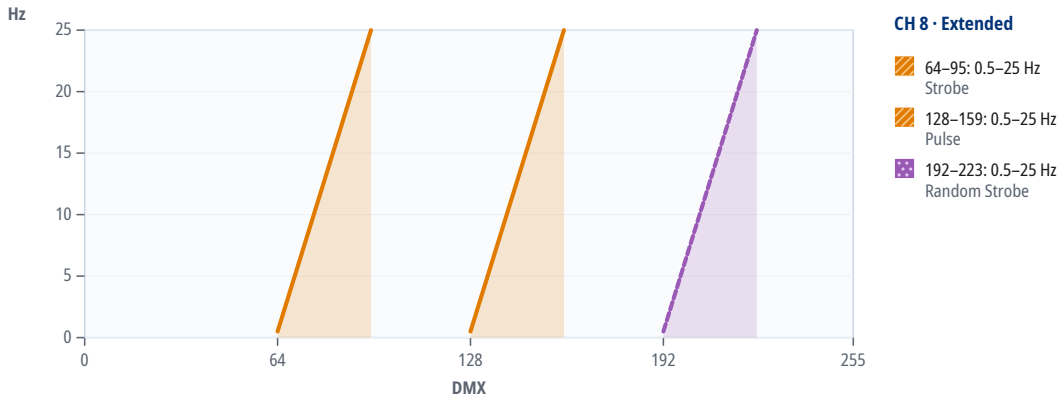
Functions in each DMX mode

	Extended 118 channels	Standard 22 channels	Basic 19 channels
Pan / Tilt	1, 3, 6, 7	1, 3, 6, 7	1, 2, 4, 5
Pan / Tilt resolution	16 bit	16 bit	8 bit
Dimmer	5, 8, 9	5, 12, 13, 16	3, 10, 11, 14
Shutter / strobe	8	12	10
Color mixing	19–118	8–11	6–9
Color wheel	11, 12	15	13
Zoom	16	20	18
Effects / macros	10	14	12

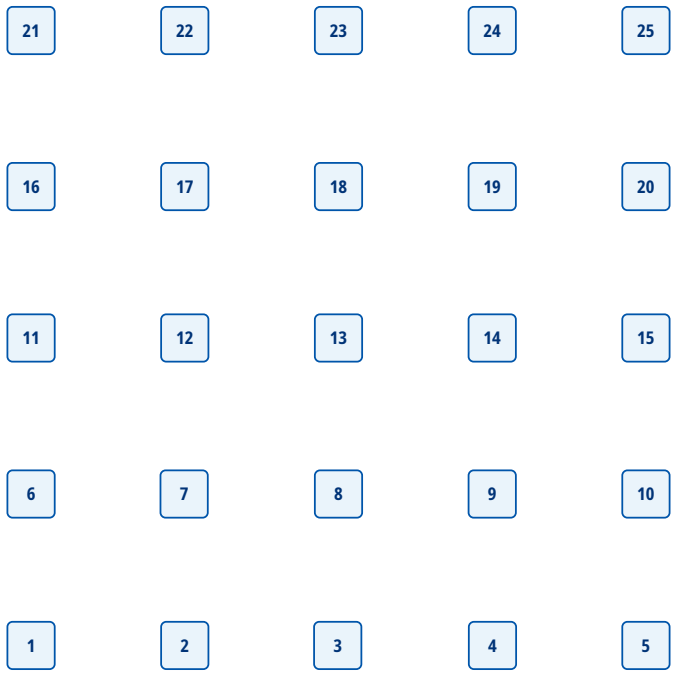
Color wheel

1. White 2700k — **DMX 5–9**
2. White 3200k — **DMX 10–14**
3. White 4200k — **DMX 15–19**
4. White 5600k — **DMX 20–24**
5. White 6500k — **DMX 25–29**
6. White 8000k — **DMX 30–34**
7. Yellow — **DMX 35–39**
8. Magenta — **DMX 40–44**
9. Cyan — **DMX 45–49**
10. Salmon — **DMX 50–54**
11. Turquoise — **DMX 55–59**
12. Light Green — **DMX 60–64**
13. Steel Blue — **DMX 65–69**
14. Orange — **DMX 70–74**
15. Straw — **DMX 75–79**
16. Pale Lavander — **DMX 80–84**
17. Pink — **DMX 85–89**
18. Red — **DMX 90–94**
19. Green — **DMX 95–99**
20. Blue — **DMX 100–104**
21. White — **DMX 105–109**
22. Rainbow 1 — **DMX 110–114**
23. Rainbow 2 — **DMX 115–119**
24. Rainbow 3 — **DMX 120–124**
25. Open — **DMX 0–4**

Strobe rate



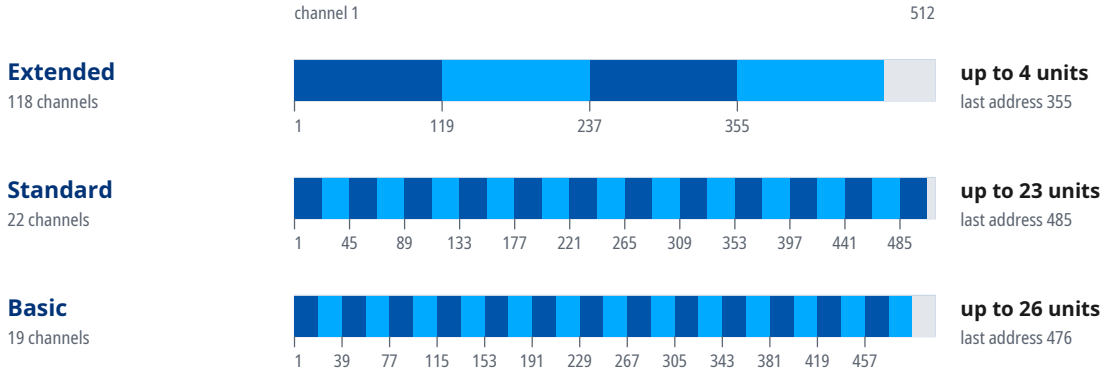
Cells (pixels)



Cells where the GDTF file places them (seen from above), 25 in all; numbered in the order of their first DMX channel 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 · 119	11	U3 · 237	16	U4 · 355
2	119	7	U2 · 237	12	U3 · 355	17	U5 · 1
3	237	8	U2 · 355	13	U4 · 1	18	U5 · 119
4	355	9	U3 · 1	14	U4 · 119	19	U5 · 237
5	U2 · 1	10	U3 · 119	15	U4 · 237	20	U5 · 355

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
Extended	118	3
Standard	22	1
Basic	19	2

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 Strobe at 32 or 33–63. The GDTF file gives these values for a console's Highlight function: CH 8 Strobe 32, CH 9 Dimmer 255, CH 19 Red 255 (the same in each of the 25 cells), CH 20 Green 255 (the same in each of the 25 cells), CH 21 Blue 255 (the same in each of the 25 cells), CH 22 White 255 (the same in each of the 25 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Centre
		128–255	Centre ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Centre
		128–255	Centre ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	Position MSpeed: Max Speed
		1–224	Position MSpeed: Max Speed ... Min Speed
		225	Position MSpeed: Min Speed
		226–235	Blackout by movement
		236–255	No function
6	Pan Rotation	0–63	Stop by SpinOut
		64–127	Stop by ShortCut
		128	CW max
		129–188	CW max ... CW min

CH	Function	DMX	Description
6	Pan Rotation (continued)	189	CW min
		190–193	Pause
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
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	Strobe	0	LED OFF
		1–31	Led Off
		32	LED ON
		33–63	Led On
		64	Slow Strobe
		65–94	Slow Strobe ... Fast Strobe
		95	Fast Strobe
		96–127	No function
		128–159	Pulse (0.5–25 Hz)
		160–191	No function
		192	Slow Random Strobe
		193–222	Slow Random Strobe ... Fast Random Strobe
		223	Fast Random Strobe
		224–255	No function
9	Dimmer	0	Min
		1–254	Min ... Max
		255	Max
10	Color Macro	0–7	Color Macro 1 1
		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	Crossfade
11	Colors	0–4	Open
		5–9	White 2700k

CH	Function	DMX	Description
11	Colors (continued)	10–14	White 3200k
		15–19	White 4200k
		20–24	White 5600k
		25–29	White 6500k
		30–34	White 8000k
		35–39	Yellow
		40–44	Magenta
		45–49	Cyan
		50–54	Salmon
		55–59	Turquoise
		60–64	Light Green
		65–69	Steel Blue
		70–74	Orange
		75–79	Straw
		80–84	Pale Lavander
		85–89	Pink
		90–94	Red
		95–99	Green
		100–104	Blue
		105–109	White
		110–114	Rainbow 1
		115–119	Rainbow 2
		120–124	Rainbow 3
		125–255	Color 1 1
12	Color 1 Dimmer	0	Min
		1–254	Min ... Max
		255	Max
13	Chase	0	Chase OFF
		1–9	Chase OFF ... Chase 1
		10–11	Chase 1
		12–13	Chase 2
		14–15	Chase 3
		16–17	Chase 4
		18–19	Chase 5
		20–21	Chase 6
		22–23	Chase 7
		24–25	Chase 8
		26–27	Chase 9
		28–29	Chase 10
		30–31	Chase 11
		32–33	Chase 12
		34–35	Chase 13

CH	Function	DMX	Description
13	Chase (continued)	36–37	Chase 14
		38–39	Chase 15
		40–41	Chase 16
		42–43	Chase 17
		44–45	Chase 18
		46–47	Chase 19
		48–49	Chase 20
		50–51	Chase 21
		52–53	Chase 22
		54–55	Chase 23
		56–57	Chase 24
		58–59	Chase 25
		60–61	Chase 26
		62–63	Chase 27
		64–65	Chase 28
		66–67	Chase 29
		68–69	Chase 30
		70–71	Chase 31
		72–73	Chase 32
		74–75	Chase 33
		76–77	Chase 34
		78–79	Chase 35
		80–81	Chase 36
		82–83	Chase 37
		84–85	Chase 38
		86–87	Chase 39
		88–89	Chase 40
		90–91	Chase 41
		92–93	Chase 42
		94–95	Chase 43
		96–97	Chase 44
		98–99	Chase 45
		100–101	Chase 46
		102–103	Chase 47
		104–105	Chase 48
		106–107	Chase 49
		108–109	Chase 50
		110–111	Chase 51
		112–113	Chase 52
		114–115	Chase 53
		116–117	Chase 54
		118–119	Chase 55

CH	Function	DMX	Description
13	Chase (continued)	120–121	Chase 56
		122–123	Chase 57
		124–125	Chase 58
		126–127	Chase 59
		128–129	Chase 60
		130–131	Chase 61
		132–133	Chase 62
		134–135	Chase 63
		136–137	Chase 64
		138–139	Chase 65
		140–141	Chase 66
		142–143	Chase 67
		144–145	Chase 68
		146–147	Chase 69
		148–149	Chase 70
		150–151	Chase 71
		152–153	Chase 72
		154–155	Chase 73
		156–157	Chase 74
		158–159	Chase 75
		160–161	Chase 76
		162–163	Chase 77
		164–165	Chase 78
		166–167	Chase 79
		168–169	Chase 80
		170–171	Chase 81
		172–173	Chase 82
		174–175	Chase 83
		176–177	Chase 84
		178–179	Chase 85
		180–181	Chase 86
		182–183	Chase 87
		184–185	Chase 88
		186–187	Chase 89
		188–189	Chase 90
		190–191	Chase 91
		192–193	Chase 92
		194–195	Chase 93
		196–197	Chase 94
		198–199	Chase 95
		200–201	Chase 96
		202–203	Chase 97

CH	Function	DMX	Description
13	Chase (continued)	204–205	Chase 98
		206–207	Chase 99
		208–209	Chase 100
		210–211	Chase 101
		212–213	Chase 102
		214–215	Chase 103
		216–217	Chase 104
		218–219	Chase 105
		220–221	Chase 106
		222–223	Chase 107
		224–225	Chase 108
		226–227	Chase 109
		228–229	Chase 110
		230–231	Chase 111
		232–233	Chase 112
		234–235	Chase 113
		236–255	Chase 1
14	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	>>>
15	Chase Fade	0	Min Fade
		1–254	Min Fade ... Max Fade
		255	Max Fade
16	Zoom	0–127	Narrow ... Mid
		127	Mid
		128–255	Mid ... Wide
		255	Wide
17	Zoom Fine	0–255	Fine adjustment of CH 16
18	Control	0–79	Normal
		80–84	All Motor Reset
		85–87	Scan Motor Reset
		88–96	Scan Motor Reset ... Other Motor Reset

CH	Function	DMX	Description
18	Control (continued)	97–99	Other Motor Reset
		100–119	Internal Prog 1
		120–139	Internal Prog 2
		140–159	Internal Prog 3
		160–179	Internal Prog 4
		180–199	Internal Prog 5
		200–219	Internal Prog 6
		220–239	Internal Prog 7
		240–255	Reset
19	Red 1	0–255	
20	Green 1	0–255	
21	Blue 1	0–255	
22	White 1	0–255	

CH 19–118: 25 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 19–22); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	19	20	21	22	2	23	24	25	26
3	27	28	29	30	4	31	32	33	34
5	35	36	37	38	6	39	40	41	42
7	43	44	45	46	8	47	48	49	50
9	51	52	53	54	10	55	56	57	58
11	59	60	61	62	12	63	64	65	66
13	67	68	69	70	14	71	72	73	74
15	75	76	77	78	16	79	80	81	82
17	83	84	85	86	18	87	88	89	90
19	91	92	93	94	20	95	96	97	98
21	99	100	101	102	22	103	104	105	106
23	107	108	109	110	24	111	112	113	114
25	115	116	117	118					

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 32–63. 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, CH 13 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 11)
6	Pan Rotation		Same as CH 6 in the mode “Extended” (p. 11)
7	Tilt Rotation		Same as CH 7 in the mode “Extended” (p. 12)
8	Red	0–255	
9	Green	0–255	
10	Blue	0–255	
11	White	0–255	
12	Shutter	0–31	Led Off
		32–63	Led On
		64	Slow Strobe
		65–94	Slow Strobe ... Fast Strobe

CH	Function	DMX	Description
12	Shutter (continued)	95	Fast Strobe
		96–127	No function
		128–159	Pulse (0–25 Hz)
		160–191	No function
		192	Slow Random Strobe
		193–222	Slow Random Strobe ... Fast Random Strobe
		223	Fast Random Strobe
		224–255	No function
13	Dimmer		Same as CH 9 in the mode “Extended” (p. 12)
14	Color Macro		Same as CH 10 in the mode “Extended” (p. 12)
15	Colors		Same as CH 11 in the mode “Extended” (p. 12)
16	Color 1 Dimmer		Color 1 Dimmer 1
		0	Min
		1–254	Min ... Max
		255	Max
17	Chase		Same as CH 13 in the mode “Extended” (p. 13)
18	Chase Speed		Same as CH 14 in the mode “Extended” (p. 16)
19	Chase Fade		Same as CH 15 in the mode “Extended” (p. 16)
20	Zoom	0–255	Wide ... Narrow
		255	Narrow
21	Zoom Fine	0–255	Fine adjustment of CH 20
22	Control		Same as CH 18 in the mode “Extended” (p. 16)

Mode Basic

If the device receives DMX in this mode but gives no light, check these channels: CH 10 Shutter at 32–63. The GDTF file gives these values for a console's Highlight function: CH 6 Red 255, CH 7 Green 255, CH 8 Blue 255, CH 9 White 255, CH 10 Shutter 32, CH 11 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... Centre
		128	Centre
		129–254	Centre ... Max
		255	Max
2	Tilt	0	Min
		1–127	Min ... Centre
		128	Centre
		129–254	Centre ... Max
		255	Max
3	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 11)
4	Pan Rotation		Same as CH 6 in the mode “Extended” (p. 11)
5	Tilt Rotation		Same as CH 7 in the mode “Extended” (p. 12)
6	Red	0–255	
7	Green	0–255	
8	Blue	0–255	

CH	Function	DMX	Description
9	White	0–255	
10	Shutter		Same as CH 12 in the mode “Standard” (p. 18)
11	Dimmer		Same as CH 9 in the mode “Extended” (p. 12)
12	Color Macro		Same as CH 10 in the mode “Extended” (p. 12)
13	Colors		Same as CH 11 in the mode “Extended” (p. 12)
14	Color 1 Dimmer		Same as CH 16 in the mode “Standard” (p. 19)
15	Chase		Same as CH 13 in the mode “Extended” (p. 13)
16	Chase Speed		Same as CH 14 in the mode “Extended” (p. 16)
17	Chase Fade		Same as CH 15 in the mode “Extended” (p. 16)
18	Zoom	0–255	3.6–53°
19	Control		Same as CH 18 in the mode “Extended” (p. 16)

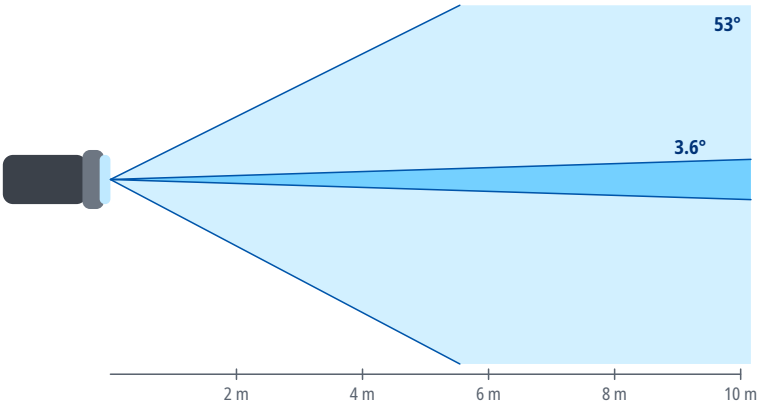
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	3.6–53°
Movement	
Pan	540°
Tilt	540°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
RDM	yes (manufacturer ID 0x4179, device model ID 0x0A93)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	1,000 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	28.7 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–25 Hz

Spot diameter



Distance	Ø 3.6°	Ø 53°
2 m	0.13 m	2 m
4 m	0.25 m	4 m
6 m	0.38 m	6 m
8 m	0.5 m	8 m
10 m	0.63 m	10 m
15 m	0.94 m	15 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.