DMX REFERENCE

BTI-BLIZZARD BSW1

Briteq



Manufacturer	Briteq
GDTF file	Briteq_BTI-BLIZZARD_BSW1_110732.gdtf
GDTF revision	250915_Rev1 · 2025-09-15
Generated	2026-11-23

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 7
9 DMX channels 10
Mode Basic 11
Mode Standard 16
Mode Extend 18
10 Technical specifications 20
11 Maintenance and cleaning 20
12 Troubleshooting 21
13 Disposal 21

1 About this manual

This document describes the BTI-BLIZZARD BSW1 by Briteq. It was compiled from the GDTF file Briteq_BTI-BLIZZARD_BSW1_110732.gdtf from the GDTF-Share library.

File revision: “250915_Rev1”.

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 Briteq; 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	25 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Basic	21	24	1, 22, 43, 64, ...
Standard	25	20	1, 26, 51, 76, ...
Extend	28	18	1, 29, 57, 85, ...

No light? Check these channels

- Basic: CH 19 Dimmer above 0; CH 20 Shutter at 0–4 “Open”
- Standard: CH 22 Dimmer above 0; CH 24 Shutter at 0–4 “open”
- Extend: CH 25 Dimmer above 0; CH 27 Shutter at 0–4 “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

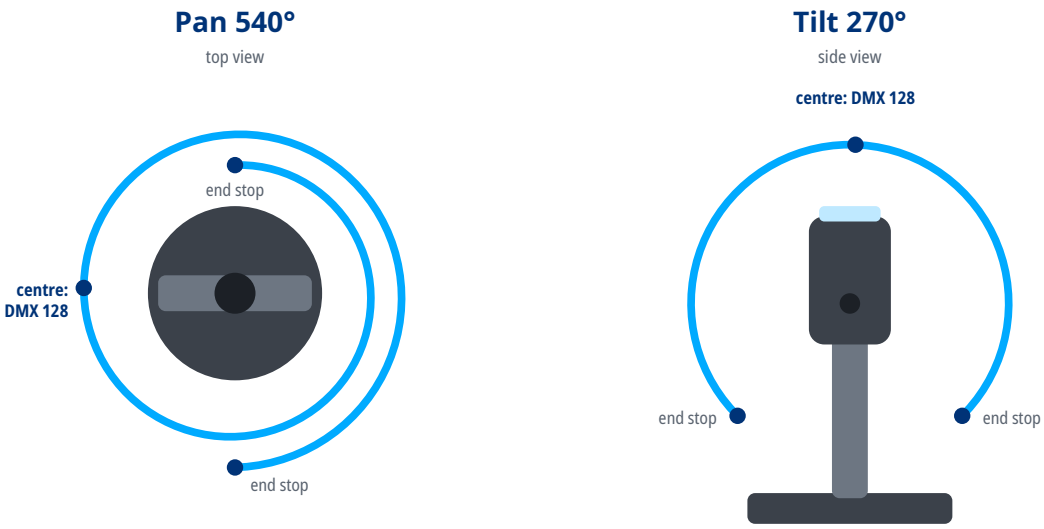
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

⚠ 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

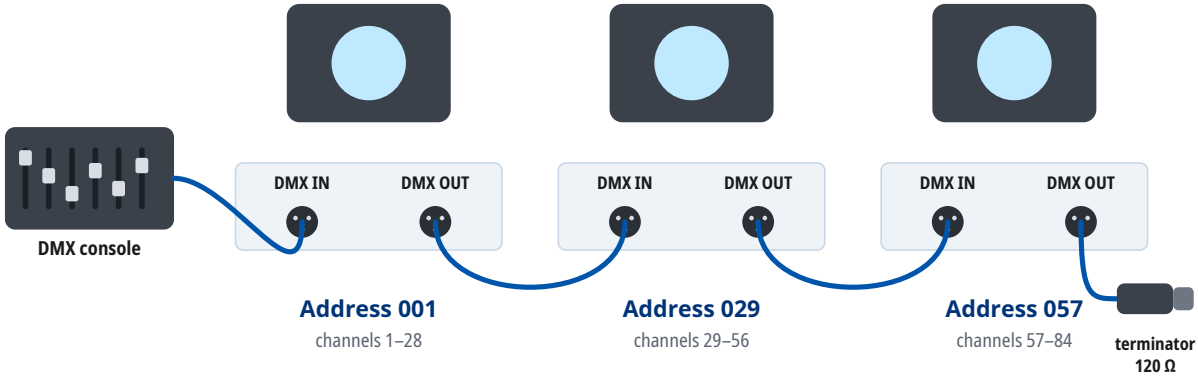
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 25 kg.
- 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 Extend: every unit occupies 28 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 “Extend”: 28.
- 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 “Extend”, you can use, for example, the start addresses 1, 29, 57, 85.
- 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

	Basic 21 channels	Standard 25 channels	Extend 28 channels
Pan / Tilt	1, 2	1, 3	1, 3
Pan / Tilt resolution	8 bit	16 bit	16 bit
Dimmer	19	22	25
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	20	24	27
Color mixing	4–6	6–8	6–8
Color wheel	8, 9	10, 11	10, 11
Gobo wheel	10, 12	12, 15	13, 16
Gobo rotation	10–12	12, 13, 15	13, 14, 16
Prism	13, 14	16, 17	17, 18
Frost	15	18	19
Zoom	16	19	20
Focus	17, 18	20, 21	22, 24
Effects / macros	8	10	10

Color wheel 1



1. Fixed Color: Open — DMX 0–10
2. Deep Red — DMX 11–13
3. Deep Blue — DMX 14–16
4. Yellow — DMX 17–19
5. Magenta — DMX 20–22
6. Green — DMX 23–25
7. Orange — DMX 26–28
8. CTO — DMX 29–31
9. Blue — DMX 32–35

Gobo wheel 1



1. Rotating Gobo: Open — DMX 0–10
2. Gobo 1 — DMX 11–18
3. Gobo 2 — DMX 19–26
4. Gobo 3 — DMX 27–34
5. Gobo 4 — DMX 35–42
6. Gobo 5 — DMX 43–50
7. Gobo 6 — DMX 51–58
8. Gobo 7 — DMX 59–67

Gobo wheel 2

1 Static Gobo: Open
DMX 0–10

2 
Static Gobo: Gobo 1
DMX 11–14

3 
Static Gobo: Gobo 2
DMX 15–18

4 
Static Gobo: Gobo 3
DMX 19–22

5 
Static Gobo: Gobo 4
DMX 23–26

6 
Static Gobo: Gobo 5
DMX 27–30

7 
Static Gobo: Gobo 6
DMX 31–34

8 
Static Gobo: Gobo 7
DMX 35–38

9 
Static Gobo: Gobo 8
DMX 39–42

10 
Static Gobo: Gobo 9
DMX 43–46

11 
Static Gobo: Gobo 10
DMX 47–50

12 
Static Gobo: Gobo 11
DMX 51–54

13 
Gobo 12
DMX 55–59

Gobo wheel 3

1 Open

2 Frost

3 
Multi Color

Color wheel 2

1 Disabled
DMX 0–10

2 L106
DMX 11–20

3 L194
DMX 21–30

4 L019
DMX 31–40

5 R08
DMX 41–50

6 L213
DMX 51–60

7 R80
DMX 61–70

8 L202
DMX 71–80

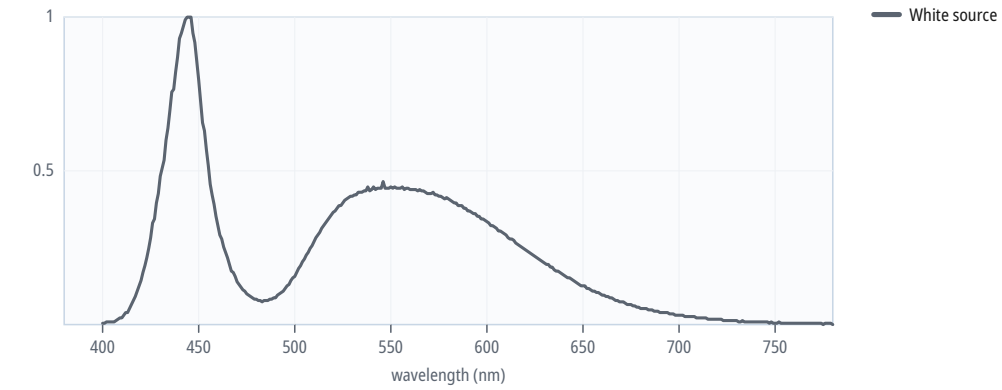
9 L328
DMX 81–90

10 R3314
DMX 91–100

11 L101
DMX 101–110

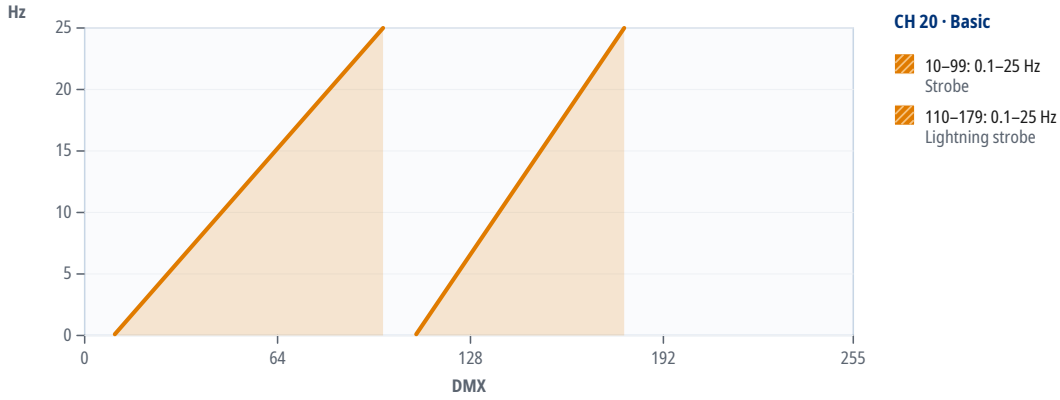
12 L768 - Egg Yolk Yellow
DMX 111–121

Spectra of the light sources



Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extend”

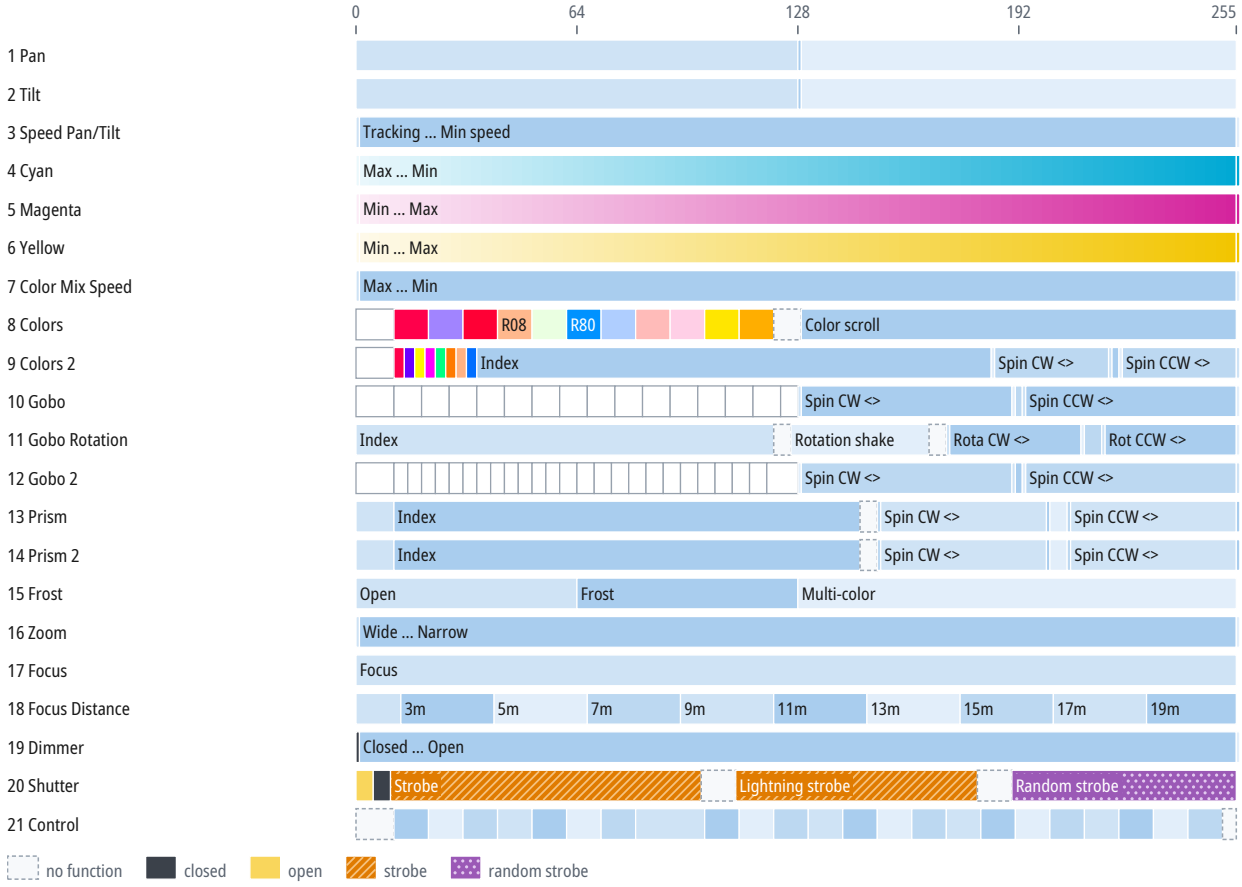
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	141	11	281	16	421
2	29	7	169	12	309	17	449
3	57	8	197	13	337	18	477
4	85	9	225	14	365	19	U2 · 1
5	113	10	253	15	393	20	U2 · 29

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 Basic

If the device receives DMX in this mode but gives no light, check these channels: CH 19 Dimmer above 0; CH 20 Shutter at 0–4 “Open”. The GDTF file gives these values for a console's Highlight function: CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 255, CH 19 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		129–255	Pan
2	Tilt	0–127	Tilt
		128	Center
		129–255	Tilt
3	Speed Pan/Tilt	0	Tracking
		1–254	Tracking ... Min speed
		255	Min speed
4	Cyan	0	Max
		1–254	Max ... Min
		255	Min
5	Magenta	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
6	Yellow	0	Min
		1–254	Min ... Max
		255	Max
7	Color Mix Speed	0	Max
		1–254	Max ... Min
		255	Min
8	Colors	0–10	Disabled
		11–20	L106
		21–30	L194
		31–40	L019
		41–50	R08
		51–60	L213
		61–70	R80
		71–80	L202
		81–90	L328
		91–100	R3314
		101–110	L101
		111–120	L768
		121–128	No function
		129–255	Color scroll
9	Colors 2	0–10	Fixed Color: Open
		11–13	Deep Red
		14–16	Deep Blue
		17–19	Yellow
		20–22	Magenta
		23–25	Green
		26–28	Orange
		29–31	CTO
		32–34	Blue
		35–183	Index
		184	Spin CW max
		185–217	Spin CW <>
		218	Spin CW min
		219–220	Color Wheel Spin: Stop
		221	Spin CCW min
		222–254	Spin CCW <>
		255	Spin CCW max
10	Gobo	0–10	Rotating Gobo: Open
		11–18	Gobo 1
		19–26	Gobo 2
		27–34	Gobo 3
		35–42	Gobo 4

CH	Function	DMX	Description
10	Gobo (continued)	43–50	Gobo 5
		51–58	Gobo 6
		59–66	Gobo 7
		67–74	Shake Gobo 1 (0.125–0.25 Hz)
		75–82	Shake Gobo 2 (0.25–0.375 Hz)
		83–90	Shake Gobo 3 (0.375–0.5 Hz)
		91–98	Shake Gobo 4 (0.5–0.625 Hz)
		99–106	Shake Gobo 5 (0.625–0.75 Hz)
		107–114	Shake Gobo 6 (0.75–0.875 Hz)
		115–122	Shake Gobo 7 (0.875–1 Hz)
		123–127	Gobo Shake: Open (0–0.125 Hz)
		128	Spin CW max
		129–189	Spin CW <>
		190	Spin CW min
		191–192	Gobo Wheel Spin: Stop
		193	Spin CCW min
		194–254	Spin CCW <>
		255	Spin CCW max
11	Gobo Rotation	0–120	Index
		121–125	No function
		126–165	Rotation shake
		166–170	No function
		171	Rotation CW max
		172–209	Rota CW <>
		210	Rotation CW min
		211–215	Gobo Rotate: Stop
		216	Rotation CCW min
		217–254	Rot CCW <>
		255	Rotation CCW max
12	Gobo 2	0–10	Static Gobo: Open
		11–14	Static Gobo: Gobo 1
		15–18	Static Gobo: Gobo 2
		19–22	Static Gobo: Gobo 3
		23–26	Static Gobo: Gobo 4
		27–30	Static Gobo: Gobo 5
		31–34	Static Gobo: Gobo 6
		35–38	Static Gobo: Gobo 7
		39–42	Static Gobo: Gobo 8
		43–46	Static Gobo: Gobo 9
		47–50	Static Gobo: Gobo 10
		51–54	Static Gobo: Gobo 11
		55–58	Static Gobo: Gobo 12

CH	Function	DMX	Description
12	Gobo 2 (continued)	59–63	Gobo Shake: Gobo 1 (0.077–0.154 Hz)
		64–68	Gobo Shake: Gobo 2 (0.154–0.231 Hz)
		69–73	Gobo Shake: Gobo 3 (0.231–0.308 Hz)
		74–78	Gobo Shake: Gobo 4 (0.308–0.385 Hz)
		79–83	Gobo Shake: Gobo 5 (0.385–0.462 Hz)
		84–88	Gobo Shake: Gobo 6 (0.462–0.538 Hz)
		89–93	Gobo Shake: Gobo 7 (0.538–0.615 Hz)
		94–98	Gobo Shake: Gobo 8 (0.615–0.692 Hz)
		99–103	Gobo Shake: Gobo 9 (0.692–0.769 Hz)
		104–108	Gobo Shake: Gobo 10 (0.769–0.846 Hz)
		109–113	Gobo Shake: Gobo 11 (0.846–0.923 Hz)
		114–118	Gobo Shake: Gobo 12 (0.923–1 Hz)
		119–127	Gobo Shake: Open (0–0.077 Hz)
		128	Spin CW max
		129–189	Spin CW <>
		190	Spin CW min
		191–192	Gobo Wheel Spin: Stop
		193	Spin CCW min
		194–254	Spin CCW <>
		255	Spin CCW max
13	Prism	0–10	Prism: Open
		11–145	Index
		146–150	No function
		151	Spin CW max
		152–199	Spin CW <>
		200	Spin CW min
		201–205	Prism 1 Rotate: Stop
		206	Spin CCW min
		207–254	Spin CCW <>
		255	Spin CCW max
14	Prism 2	0–10	Prism: Open
		11–145	Index
		146–150	No function
		151	Spin CW max
		152–199	Spin CW <>
		200	Spin CW min
		201–205	Prism 1 Rotate: Stop
		206	Spin CCW min
		207–254	Spin CCW <>
		255	Spin CCW max
15	Frost		Effect wheel
		0–63	Open

CH	Function	DMX	Description
15	Frost (continued)	64–127	Frost
		128–255	Multi-color
16	Zoom	0	Wide
		1–254	Wide ... Narrow
		255	Narrow
17	Focus	0–255	Focus
18	Focus Distance	0–12	Disabled
		13–39	3m
		40–66	5m
		67–93	7m
		94–120	9m
		121–147	11m
		148–174	13m
		175–201	15m
		202–228	17m
		229–255	19m
19	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
20	Shutter	0–4	Shutter: Open
		5–9	Shutter: Closed
		10–99	Strobe (0.1–25 Hz)
		100–109	No function
		110–179	Lightning strobe (0.1–25 Hz)
		180–189	No function
		190–255	Random strobe
21	Control	0–10	No function
		11–20	BO on Pan/Tilt enabled
		21–30	BO on Pan/Tilt disabled
		31–40	Pan invert
		41–50	Tilt invert
		51–60	Pan/Tilt invert disable
		61–70	Fan mode: Studio
		71–80	Fan mode: Power
		81–100	Fan mode: Live
		101–110	Dim 4 (slowest)
		111–120	Dim 3
		121–130	Dim 2
		131–140	Dim 1
		141–150	Dim 0 (fastest)
		151–160	1200Hz
		161–170	2400Hz

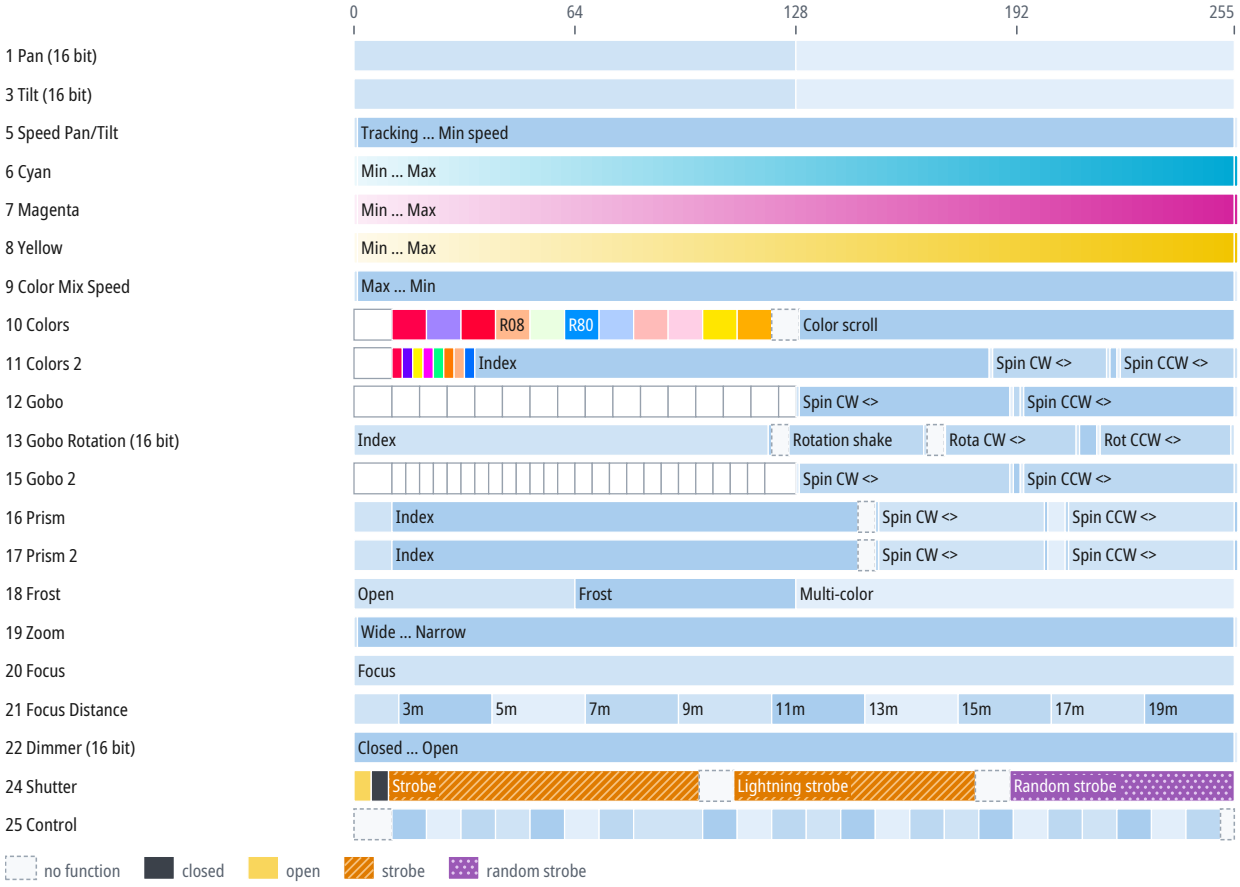
CH	Function	DMX	Description
21	Control (continued)	171–180	4000Hz
		181–190	6000Hz
		191–200	25000Hz
		201–210	Reset All
		211–220	Reset P/T
		221–230	Reset Color
		231–240	Reset Zoom
		241–250	Reset Gobo
		251–255	No function

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 22 Dimmer above 0; CH 24 Shutter at 0–4 “open”. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 255, CH 22 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–128	Pan
		128	Center
		128–255	Pan

CH	Function	DMX	Description
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–128	Tilt
		128	Center
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 3 in the mode “Basic” (p. 11)
6	Cyan	0	Min
		1–254	Min ... Max
		255	Max
7	Magenta		Same as CH 5 in the mode “Basic” (p. 11)
8	Yellow		Same as CH 6 in the mode “Basic” (p. 12)
9	Color Mix Speed		Same as CH 7 in the mode “Basic” (p. 12)
10	Colors		Same as CH 8 in the mode “Basic” (p. 12)
11	Colors 2		Same as CH 9 in the mode “Basic” (p. 12)
12	Gobo		Same as CH 10 in the mode “Basic” (p. 12)
13	Gobo Rotation	0–120	Index
		120–121	Gobo Index
		121–126	No function
		126–165	Rotation shake
		165–166	Gobo Rot Shake
		166–171	No function
		171	Rotation CW max
		172–209	Rota CW <>
		210	Rotation CW min
		211–215	Gobo Rotate: Stop
		216	Rotation CCW min
		217–254	Rot CCW <>
		255	Rotation CCW max
14	Gobo Rotation Fine	0–255	Fine adjustment of CH 13
15	Gobo 2		Same as CH 12 in the mode “Basic” (p. 13)
16	Prism		Same as CH 13 in the mode “Basic” (p. 14)
17	Prism 2		Same as CH 14 in the mode “Basic” (p. 14)
18	Frost		Same as CH 15 in the mode “Basic” (p. 14)
19	Zoom		Same as CH 16 in the mode “Basic” (p. 15)
20	Focus	0–255	Focus
21	Focus Distance		Same as CH 18 in the mode “Basic” (p. 15)
22	Dimmer	0–255	Closed ... Open
		255	Open
23	Dimmer Fine	0–255	Fine adjustment of CH 22
24	Shutter	0–4	Shutter: open
		5–9	Shutter: Closed
		10–99	Strobe (0.1–25 Hz)

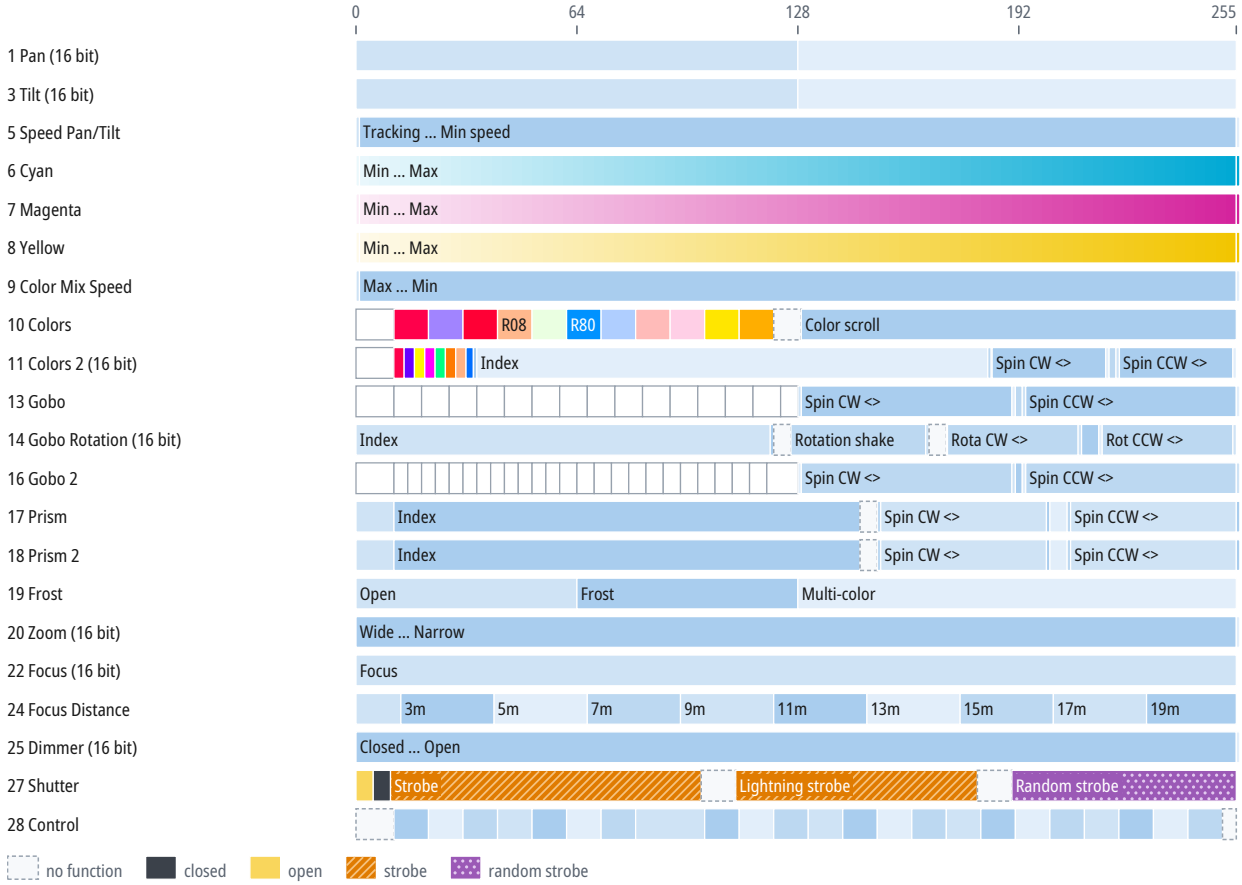
CH	Function	DMX	Description
24	Shutter (continued)	100–109	No function
		110–179	Lightning strobe (0.1–25 Hz)
		180–189	No function
		190–255	Random strobe
25	Control		Same as CH 21 in the mode “Basic” (p. 15)

Mode Extend

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 25 Dimmer above 0; CH 27 Shutter at 0–4 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 255, CH 25 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard” (p. 16)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard” (p. 17)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 3 in the mode “Basic” (p. 11)
6	Cyan		Same as CH 6 in the mode “Standard” (p. 17)
7	Magenta		Same as CH 5 in the mode “Basic” (p. 11)

CH	Function	DMX	Description
8	Yellow		Same as CH 6 in the mode “Basic” (p. 12)
9	Color Mix Speed		Same as CH 7 in the mode “Basic” (p. 12)
10	Colors		Same as CH 8 in the mode “Basic” (p. 12)
11	Colors 2	0–10	Fixed Color: Open
		11–13	Deep Red
		14–16	Deep Blue
		17–19	Yellow
		20–22	Magenta
		23–25	Green
		26–28	Orange
		29–31	CTO
		32–34	Blue
		34–35	Fixed Color
		35–183	Index
		183–184	Color Index
		184	Spin CW max
		185–217	Spin CW <>
		218	Spin CW min
		219–220	Color Wheel Spin: Stop
		221	Spin CCW min
		222–254	Spin CCW <>
		255	Spin CCW max
12	Colors 2 Fine	0–255	Fine adjustment of CH 11
13	Gobo		Same as CH 10 in the mode “Basic” (p. 12)
14	Gobo Rotation		Same as CH 13 in the mode “Standard” (p. 17)
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2		Same as CH 12 in the mode “Basic” (p. 13)
17	Prism		Same as CH 13 in the mode “Basic” (p. 14)
18	Prism 2		Same as CH 14 in the mode “Basic” (p. 14)
19	Frost		Same as CH 15 in the mode “Basic” (p. 14)
20	Zoom	0–255	Wide ... Narrow
		255	Narrow
21	Zoom Fine	0–255	Fine adjustment of CH 20
22	Focus	0–255	Focus
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Focus Distance		Same as CH 18 in the mode “Basic” (p. 15)
25	Dimmer		Same as CH 22 in the mode “Standard” (p. 17)
26	Dimmer Fine	0–255	Fine adjustment of CH 25
27	Shutter		Same as CH 20 in the mode “Basic” (p. 15)
28	Control		Same as CH 21 in the mode “Basic” (p. 15)

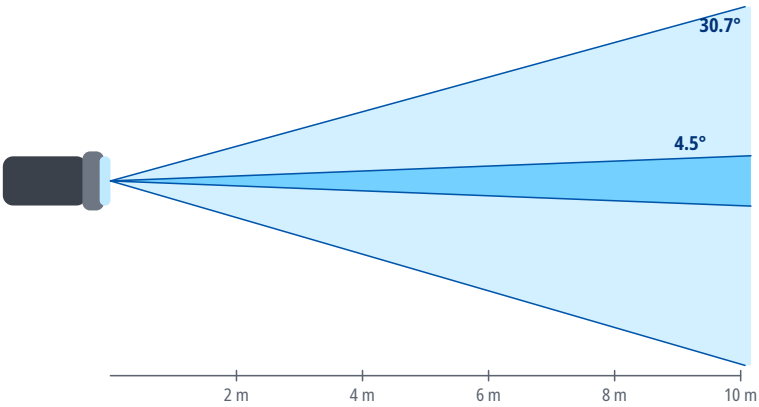
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	350 W
Luminous flux	7,200 lm
Color temperature	7,200 K
Color rendering index (CRI)	70
Optics	
Zoom	4.5–30.7°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x2122, device model ID 0x0056)
Dimensions and construction	
Weight	25 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–25 Hz
Color wheel 1 rotation	up to 60 °/s (10 rpm)
Prism 1 rotation	up to 60 °/s (10 rpm)
Prism 2 rotation	up to 60 °/s (10 rpm)

Spot diameter



Distance	Ø 4.5°	Ø 30.7°
2 m	0.16 m	1.1 m
4 m	0.31 m	2.2 m
6 m	0.47 m	3.3 m
8 m	0.63 m	4.4 m
10 m	0.79 m	5.5 m
15 m	1.2 m	8.2 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.