DMX REFERENCE

SYLAR Y

SYLAR Y (CL-800LS HYBRID)

CINDY



Manufacturer	CINDY
GDTF file	CINDY_SYLAR_Y_169827.gdtf
GDTF revision	Build No 1 · 2026-11-18
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 9
Mode 32CH 10
Mode 25CH 17
10 Technical specifications 19
11 Maintenance and cleaning 19
12 Troubleshooting 20
13 Disposal 20

1 About this manual

This document describes the SYLAR Y (CL-800LS HYBRID) by CINDY. It was compiled from the GDTF file CINDY_SYLAR_Y_169827.gdtf from the GDTF-Share library.

File revision: “Build No 1”.

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 CINDY; 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	5.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
32CH	32	16	1, 33, 65, 97, ...
25CH	25	20	1, 26, 51, 76, ...

No light? Check these channels

- 32CH: CH 9 Shutter at 4–7 or 216–255 “ON”
- 25CH: CH 8 Shutter at 4–7 or 216–255 “ON”


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

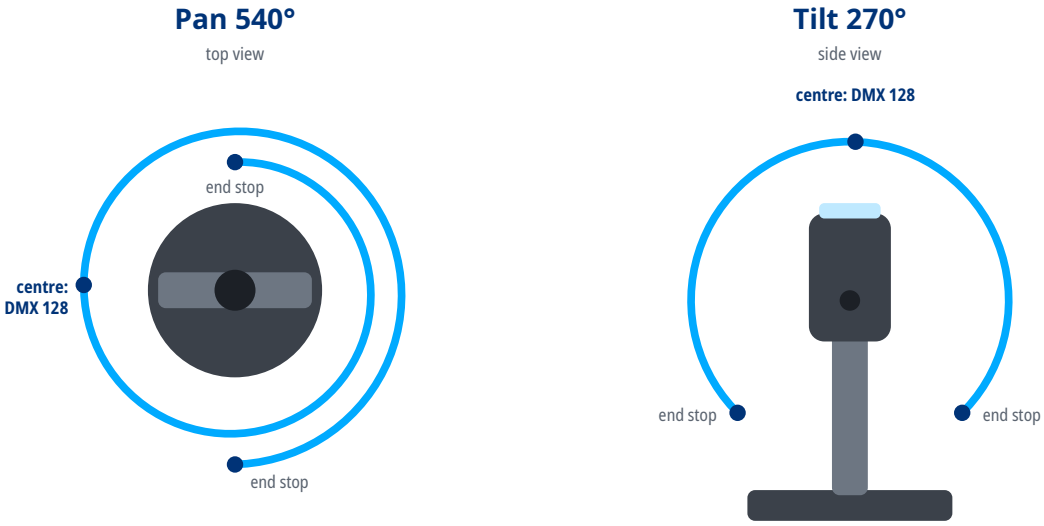
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

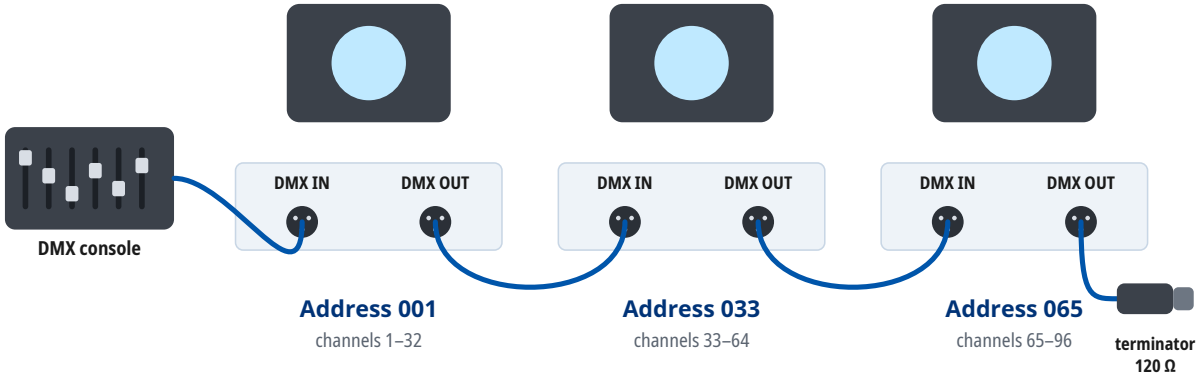
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 5.6 kg.
- 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 32CH: every unit occupies 32 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

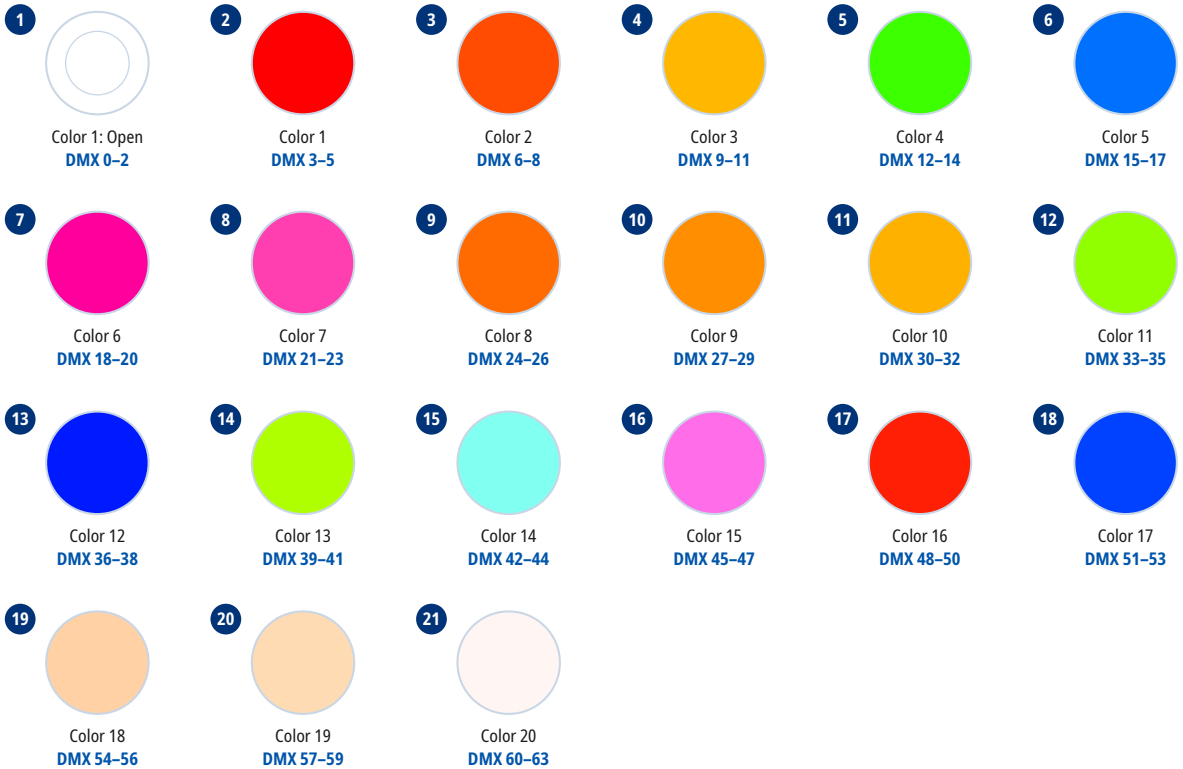
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “32CH”: 32.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “32CH”, you can use, for example, the start addresses 1, 33, 65, 97.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	32CH 32 channels	25CH 25 channels
Pan / Tilt	1, 3, 6	1, 3, 6
Dimmer	7	7
Dimmer resolution	16 bit	8 bit
Shutter / strobe	9	8
Color mixing	10–12	9–11
Color temperature	13	12
Color wheel	14	13
Gobo wheel	15, 16	14, 15
Gobo rotation	17	16
Prism	21–24	19–22
Zoom	28	24
Focus	25, 27	23
Animation wheel	19, 20	17, 18
Effects / macros	30, 31	

Color wheel



Gobo wheel 1

1
Open

2 
Gobo 1
DMX 1–6

3 
Gobo 2
DMX 7–17

4 
Gobo 3
DMX 18–28

5 
Gobo 4
DMX 29–39

6 
Gobo 5
DMX 40–50

7 
Gobo 6
DMX 51–61

8 
Gobo 7
DMX 62–72

9 
Gobo 8
DMX 73–83

10 
Gobo 9
DMX 84–94

11 
Gobo 10
DMX 95–105

12 
Gobo 11
DMX 106–116

13 
Gobo 12
DMX 117–128

Gobo wheel 2

1 
STATIC GOBO: Open
DMX 0–3

2 
Gobo 1
DMX 4–7

3 
Gobo 2
DMX 8–11

4 
Gobo 3
DMX 12–15

5 
Gobo 4
DMX 16–19

6 
Gobo 5
DMX 20–23

7 
Gobo 6
DMX 24–27

8 
Gobo 7
DMX 28–31

9 
Gobo 8
DMX 32–35

10 
Gobo 9
DMX 36–39

11 
Gobo 10
DMX 40–43

12 
Gobo 11
DMX 44–47

13 
Gobo 12
DMX 48–51

14 
Gobo 13
DMX 52–55

15 
Gobo 14
DMX 56–59

16 
Gobo 15
DMX 60–63

17 
Gobo 16
DMX 64–67

18 
Gobo 17
DMX 68–71

19 
Gobo 18
DMX 72–75

20 
Gobo 19
DMX 76–79

21 
Gobo 20
DMX 80–83

22 
Gobo 21
DMX 84–87

23 
Gobo 22
DMX 88–91

24 
Gobo 23
DMX 92–95

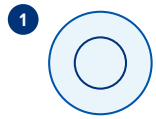
25 
Gobo 24
DMX 96–99

26 
Gobo 25
DMX 100–103

27 
Gobo 26
DMX 104–107

28
Gobo 27
DMX 108–112

Prism



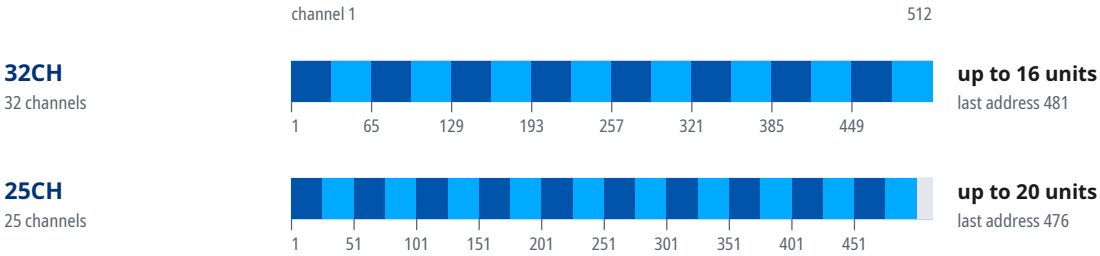
1 facet
Open
DMX 0–4

Animation wheel

1 Animation

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “32CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	161	11	321	16	481
2	33	7	193	12	353	17	U2 · 1
3	65	8	225	13	385	18	U2 · 33
4	97	9	257	14	417	19	U2 · 65
5	129	10	289	15	449	20	U2 · 97

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 32CH

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 9 Shutter at 4–7 or 216–255 “ON”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min
		128	Home
		128–255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min
		128	Home
		128–255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	MAX

CH	Function	DMX	Description
5	Speed Pan/Tilt (continued)	1–254	MAX > MIN
		255	MIN
6	Pan Rotation	0	No Func
		1–127	S > F
		128	Stop
		129–255	Reverse S>F
7	Dimmer	0	MIN ... MIN > MAX
		1–254	MIN > MAX
		255	MAX
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Shutter	0–3	OFF
		4–7	ON
		8–76	Strobe S > F
		77–145	Pulse S > F
		146–215	Random S > F
		216–255	ON
10	Cyan	0	Min
		1–254	Min > Max
		255	Max
11	Magenta	0	Min
		1–254	Min > Max
		255	Max
12	Yellow	0	Min
		1–254	Min > Max
		255	Max
13	CTO	0	Min
		1–254	Min > Max
		255	Max
14	Colors	0–2	Color 1: Open
		3–5	Color 1
		6–8	Color 2
		9–11	Color 3
		12–14	Color 4
		15–17	Color 5
		18–20	Color 6
		21–23	Color 7
		24–26	Color 8
		27–29	Color 9
		30–32	Color 10
		33–35	Color 11
		36–38	Color 12
		39–41	Color 13

CH	Function	DMX	Description
14	Colors (continued)	42–44	Color 14
		45–47	Color 15
		48–50	Color 16
		51–53	Color 17
		54–56	Color 18
		57–59	Color 19
		60–62	Color 20
		63–187	Splite Color
		188–189	Color Scroll
		190–221	Reverse F > S
		222–223	Color Scroll: Stop
		224–255	S > F
15	Gobo 2	0–3	STATIC GOBO: Open
		4–7	Gobo 1
		8–11	Gobo 2
		12–15	Gobo 3
		16–19	Gobo 4
		20–23	Gobo 5
		24–27	Gobo 6
		28–31	Gobo 7
		32–35	Gobo 8
		36–39	Gobo 9
		40–43	Gobo 10
		44–47	Gobo 11
		48–51	Gobo 12
		52–55	Gobo 13
		56–59	Gobo 14
		60–63	Gobo 15
		64–67	Gobo 16
		68–71	Gobo 17
		72–75	Gobo 18
		76–79	Gobo 19
		80–83	Gobo 20
		84–87	Gobo 21
		88–91	Gobo 22
		92–95	Gobo 23
		96–99	Gobo 24
		100–103	Gobo 25
		104–107	Gobo 26
		108–111	Gobo 27
		112–116	GOBO SHAKE: Open (0.1–0.38 Hz)
		117–121	Gobo 1 Shake (0.1–10 Hz)

CH	Function	DMX	Description
15	Gobo 2 (continued)	122–126	Gobo 2 Shake (0.1–10 Hz)
		127–131	Gobo 3 Shake (0.1–10 Hz)
		132–136	Gobo 4 Shake (0.1–10 Hz)
		137–141	Gobo 5 Shake (0.1–10 Hz)
		142–146	Gobo 6 Shake (0.1–10 Hz)
		147–151	Gobo 7 Shake (0.1–10 Hz)
		152–156	Gobo 8 Shake (0.1–10 Hz)
		157–161	Gobo 9 Shake (0.1–10 Hz)
		162–166	Gobo 10 Shake (0.1–10 Hz)
		167–171	Gobo 11 Shake (0.1–10 Hz)
		172–176	Gobo 12 Shake (0.1–10 Hz)
		177–181	Gobo 13 Shake (0.1–10 Hz)
		182–186	Gobo 14 Shake (0.1–10 Hz)
		187–191	Gobo 15 Shake (0.1–10 Hz)
		192–196	Gobo 16 Shake (0.1–10 Hz)
		197–201	Gobo 17 Shake (0.1–10 Hz)
		202–206	Gobo 18 Shake (0.1–10 Hz)
		207–211	Gobo 19 Shake (0.1–10 Hz)
		212–216	Gobo 20 Shake (0.1–10 Hz)
		217–221	Gobo 21 Shake (0.1–10 Hz)
		222–226	Gobo 22 Shake (0.1–10 Hz)
		227–231	Gobo 23 Shake (0.1–10 Hz)
		232–236	Gobo 24 Shake (0.1–10 Hz)
		237–241	Gobo 25 Shake (0.1–10 Hz)
		242–246	Gobo 26 Shake (0.1–10 Hz)
		247–251	Gobo 27 Shake (0.1–10 Hz)
		252–255	GOBO SHAKE: Open (0.1–10 Hz)
16	Gobo	0	No Func
		1–6	Gobo 1
		7–17	Gobo 2
		18–28	Gobo 3
		29–39	Gobo 4
		40–50	Gobo 5
		51–61	Gobo 6
		62–72	Gobo 7
		73–83	Gobo 8
		84–94	Gobo 9
		95–105	Gobo 10
		106–116	Gobo 11
		117–127	Gobo 12
		128–138	Gobo 12 Shake (0.1–10 Hz)
		139–149	Gobo 11 Shake (0.1–10 Hz)

CH	Function	DMX	Description
16	Gobo (continued)	150–160	Gobo10 Shake (0.1–10 Hz)
		161–171	Gobo9 Shake (0.1–10 Hz)
		172–182	Gobo 8 Shake (0.1–10 Hz)
		183–193	Gobo 7 Shake (0.1–10 Hz)
		194–204	Gobo 6 Shake (0.1–10 Hz)
		205–215	Gobo 5 Shake (0.1–10 Hz)
		216–226	Gobo 4 Shake (0.1–10 Hz)
		227–237	Gobo 3 Shake (0.1–10 Hz)
		238–248	Gobo 2 Shake (0.1–10 Hz)
		249–255	GOBO SHAKE: Gobo 1 (0.1–10 Hz)
17	Gobo Rotation	0–31	CW
		32	Home
		33–63	CCW
		64–145	F > S - CW (655–0.1 °/s)
		146–149	GOBO 1 ROTATE: Stop
		150–231	S > F - CCW (0.1–655 °/s)
		232	Short
		233–254	Short > Long
		255	Long
18	Gobo Rotation Fine	0–255	Fine adjustment of CH 17
19	Animation Wheel	0	Min
		1–254	Min > Max
		255	Max
20	Animation Wheel Rotation Speed		ANIMATION WHEEL ROTATION
		0–124	F > S (655–0.01 °/s)
		125–130	Stop
		131–255	Reverse S > F (0.01–655 °/s)
21	Prism	0–4	Open
		5–255	Prism
22	Prism Rotation Speed	0	PRISM 1 INDEX: Min
		1–63	Min ... Home
		64	Home
		65–126	Home ... Max
		127	PRISM 1 INDEX: Max
		128–189	F > S - Rotate CW (655–0.1 °/s)
		190–193	PRISM 1 ROTATE: Stop
		194–255	S > F - Rotate CCW (0.1–655 °/s)
23	Prism 2	0–4	Open
		5–255	Prism
24	Prism 2 Rotation Speed	0	PRISM 2 INDEX: Min
		1–63	Min ... Home
		64	Home

CH	Function	DMX	Description
24	Prism 2 Rotation Speed (continued)	65–126	Home ... Max
		127	PRISM 2 INDEX: Max
		128–189	F > S - Rotate CW (655–0.1 °/s)
		190–193	PRISM 2 ROTATE: Stop
		194–255	S > F - Rotate CCW (0.1–655 °/s)
25	Focus	0	Min
		0–255	Min > Max
		255	Max
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Focus Distance	0–10	Auto Focus Off
		11–30	0-5m - Focus
		31–50	6m - Focus
		51–70	7m - Focus
		71–90	8m - Focus
		91–110	9m - Focus
		111–130	10m - Focus
		131–150	12 5m - Focus
		151–170	15m - Focus
		171–190	17 5m - Focus
		191–210	20-60m - Focus
		211–255	Auto Detect Distance
28	Zoom	0	Wide ... Wide > Narrow
		1–254	Wide > Narrow
		255	Narrow
29	Zoom Fine	0–255	Fine adjustment of CH 28
30	Color Macro		CMY MACRO OPEN
		0–9	OPEN
		10–255	CMY MACRO
31	Color Macro Speed		CMY MACRO SPEED
		0	Min
		1–254	Min > Max
		255	Max
32	Control	0–4	Control 1 1
		5–10	Reset All
		11	Reset Color/CMY
		12	Reset Beam
		13	Reset P/T
		14–39	Reset P/T ... Fan Mode Auto
		40	Fan Mode Auto
		41	Fan Mode Full
		42	Fan Mode Silent/ECO
		43–59	Fan Mode Silent/ECO ... Pan Reverse OFF

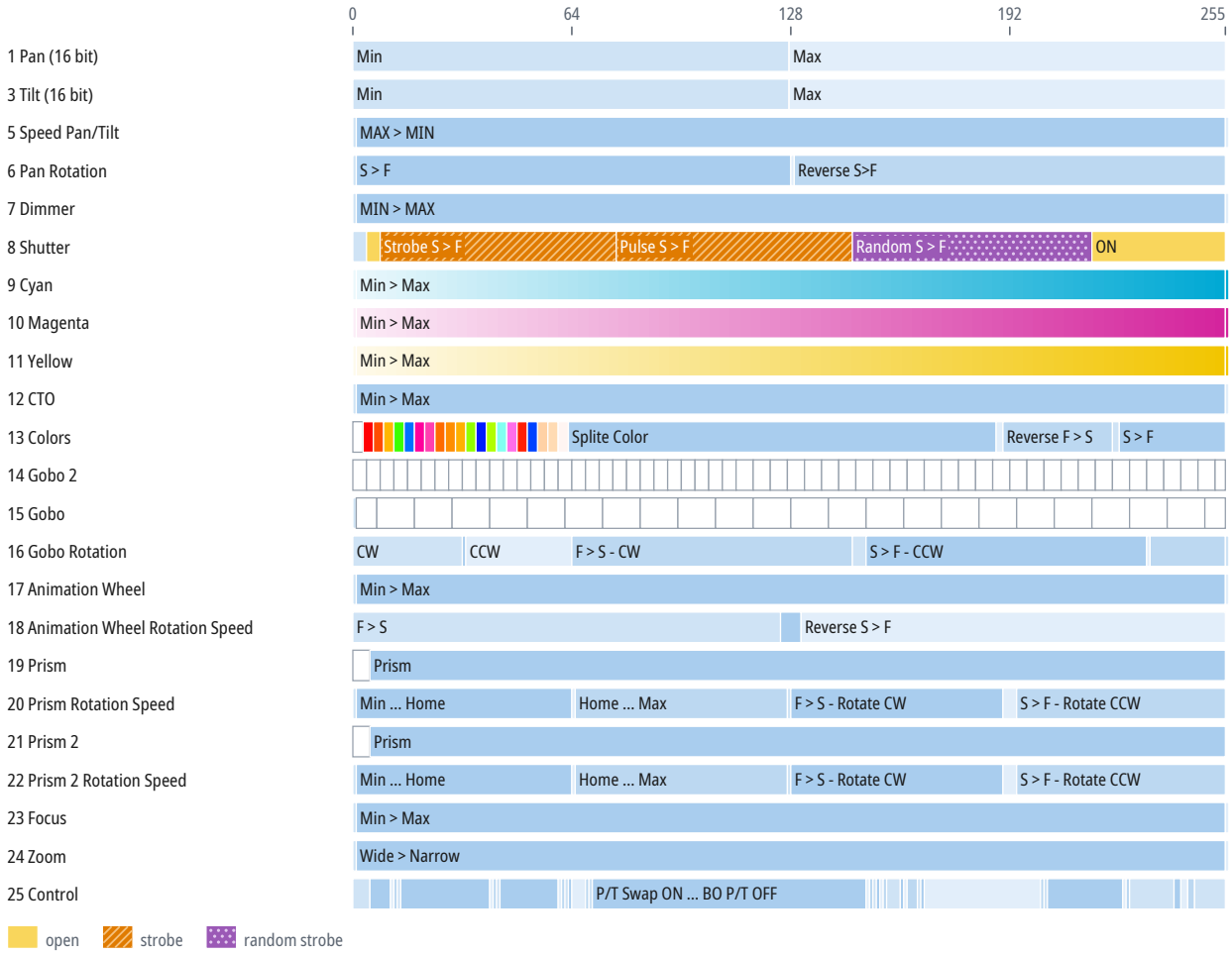
CH	Function	DMX	Description
32	Control (continued)	60	Pan Reverse OFF
		61	Pan Reverse ON
		62	Tilt Reverse OFF
		63	Tilt Reverse ON
		64–67	Tilt Reverse ON … P/T Swap OFF
		68	P/T Swap OFF
		69	P/T Swap ON
		70–149	P/T Swap ON … BO P/T OFF
		150	BO P/T OFF
		151	BO P/T ON
		152	BO Color OFF
		153	BO Color ON
		154	BO Gobo OFF
		155	BO Gobo ON
		156–159	BO Gobo ON … DMX Loss Hold
		160	DMX Loss Hold
		161	DMX Loss OFF
		162–164	DMX Loss OFF … MinZoomFocus OFF
		165	MinZoomFocus OFF
		166	MinZoomFocus ON
		167–200	MinZoomFocus ON … Screen Lock OFF
		201	Screen Lock OFF
		202	Screen Lock ON
		203–224	Screen Lock ON … Auto Gobo CTB OFF
		225	Auto Gobo CTB OFF
		226	Auto Gobo CTB ON
		227–239	Auto Gobo CTB ON … Static Mode Record/Activate
		240–241	Static Mode Record/Activate
		242–243	Static Mode ON
		244–245	Static Mode OFF
		246–255	Control 1 1

Mode 25CH

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 4–7 or 216–255 “ON”. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255, CH 9 Cyan 0, CH 10 Magenta 0, CH 11 Yellow 0, CH 12 CTO 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “32CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “32CH” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “32CH” (p. 10)
6	Pan Rotation		Same as CH 6 in the mode “32CH” (p. 11)
7	Dimmer	0	MIN
		1–254	MIN > MAX
		255	MAX
8	Shutter		Same as CH 9 in the mode “32CH” (p. 11)
9	Cyan		Same as CH 10 in the mode “32CH” (p. 11)
10	Magenta		Same as CH 11 in the mode “32CH” (p. 11)

CH	Function	DMX	Description
11	Yellow		Same as CH 12 in the mode “32CH” (p. 11)
12	CTO		Same as CH 13 in the mode “32CH” (p. 11)
13	Colors		Same as CH 14 in the mode “32CH” (p. 11)
14	Gobo 2		Same as CH 15 in the mode “32CH” (p. 12)
15	Gobo		Same as CH 16 in the mode “32CH” (p. 13)
16	Gobo Rotation		Same as CH 17 in the mode “32CH” (p. 14)
17	Animation Wheel		Same as CH 19 in the mode “32CH” (p. 14)
18	Animation Wheel Rotation Speed		Same as CH 20 in the mode “32CH” (p. 14)
19	Prism		Same as CH 21 in the mode “32CH” (p. 14)
20	Prism Rotation Speed		Same as CH 22 in the mode “32CH” (p. 14)
21	Prism 2		Same as CH 23 in the mode “32CH” (p. 14)
22	Prism 2 Rotation Speed		Same as CH 24 in the mode “32CH” (p. 14)
23	Focus	0	Min
		1–254	Min > Max
		255	Max
24	Zoom	0	Wide
		1–254	Wide > Narrow
		255	Narrow
25	Control		Same as CH 32 in the mode “32CH” (p. 15)

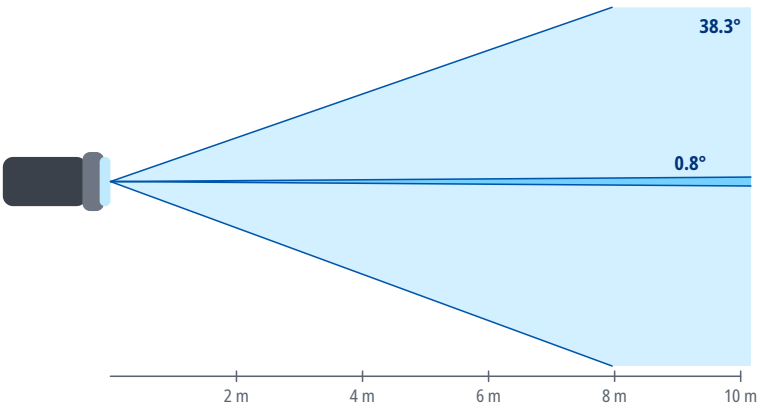
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	700 W
Luminous flux	22,823 lm
Color temperature	8,000 K
Color rendering index (CRI)	85
Optics	
Zoom	0.8–38.3°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	5.6 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Gobo 1 rotation	up to 655 °/s (109 rpm)
Prism rotation	up to 655 °/s (109 rpm)
Prism 2 rotation	up to 655 °/s (109 rpm)
Animation wheel rotation	up to 655 °/s (109 rpm)

Spot diameter



Distance	Ø 0.8°	Ø 38.3°
2 m	0.03 m	1.4 m
4 m	0.06 m	2.8 m
6 m	0.08 m	4.2 m
8 m	0.11 m	5.6 m
10 m	0.14 m	6.9 m
15 m	0.21 m	10.4 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.