DMX REFERENCE

Tourist M3

CKC Lighting



Manufacturer	CKC Lighting
GDTF file	CKC_Lighting_Tourist_M3_150060.gdtf
GDTF revision	Revision 3 · 2026-07-08
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1 About this manual

This document describes the Tourist M3 by CKC Lighting. It was compiled from the GDTF file CKC_Lighting_Tourist_M3_150060.gdtf from the GDTF-Share library.

File revision: “Revision 3”.

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 CKC Lighting; 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	677 W
Weight	24.1 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended 52CH	52	9	1, 53, 105, 157, ...
Standard 38CH	38	13	1, 39, 77, 115, ...

No light? Check these channels

- Extended 52CH: CH 7 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255
- Standard 38CH: CH 7 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255


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.

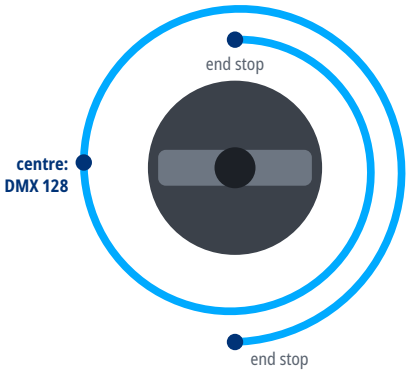
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

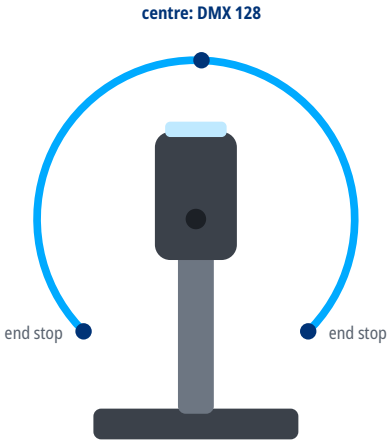
Pan 540°

top view



Tilt 270°

side view



5 Installation

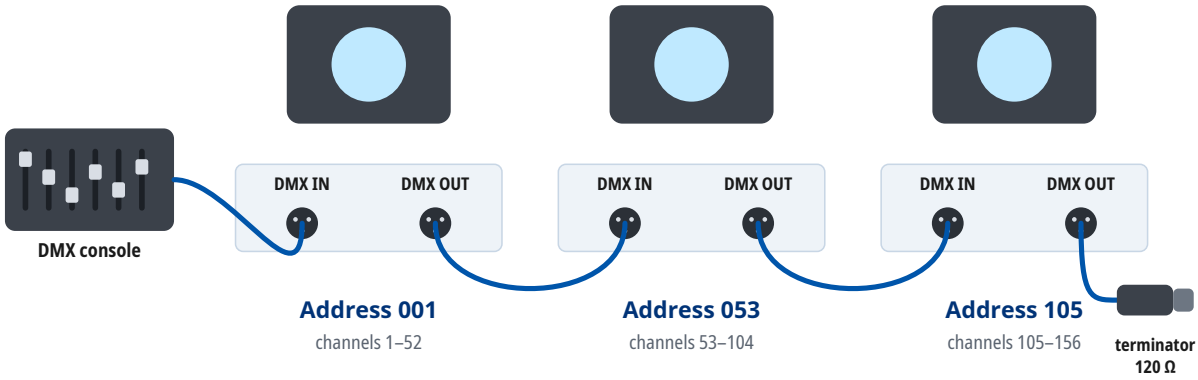
⚠ **WARNING**

- 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: 24.1 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 52CH: every unit occupies 52 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 52CH”: 52.
- 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 52CH”, you can use, for example, the start addresses 1, 53, 105, 157.
- 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

	Extended 52CH 52 channels	Standard 38CH 38 channels
Pan / Tilt	1, 3	1, 3
Dimmer	5	5
Shutter / strobe	7	7
Color mixing	8, 10, 12	8–10
Color temperature	14	11
Color wheel	16	12
Gobo wheel	17	13
Gobo rotation	17, 18	13, 14
Prism	25–28	20–23
Frost	29, 30	24, 25
Zoom	20	16
Focus	22	17
Iris	24	19
Animation wheel	31	26

Prism 1

1

Open
DMX 0–5

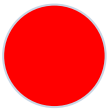
2



6 facets
6 Facet Prism
DMX 6–255

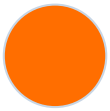
Color wheel

1



Red
DMX 12–22

2

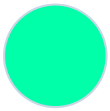


Orange
DMX 34–44

3

CRI
DMX 56–66

4



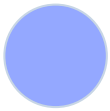
Green
DMX 78–88

5



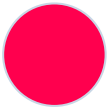
Blue
DMX 100–110

6



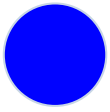
Light Blue
DMX 122–132

7



Rose
DMX 144–154

8



Deep Blue
DMX 166–176

9

Open
DMX 0–1

Gobo wheel

1
Gobo: Open
DMX 0–13

2 
GOBO 1
DMX 14–30

3 
GOBO 2
DMX 31–47

4 
GOBO 3
DMX 48–64

5 
GOBO 4
DMX 65–81

6 
GOBO 5
DMX 82–98

7 
GOBO 6
DMX 99–115

8 
GOBO 7
DMX 116–132

Prism 2

1
Open
DMX 0–5

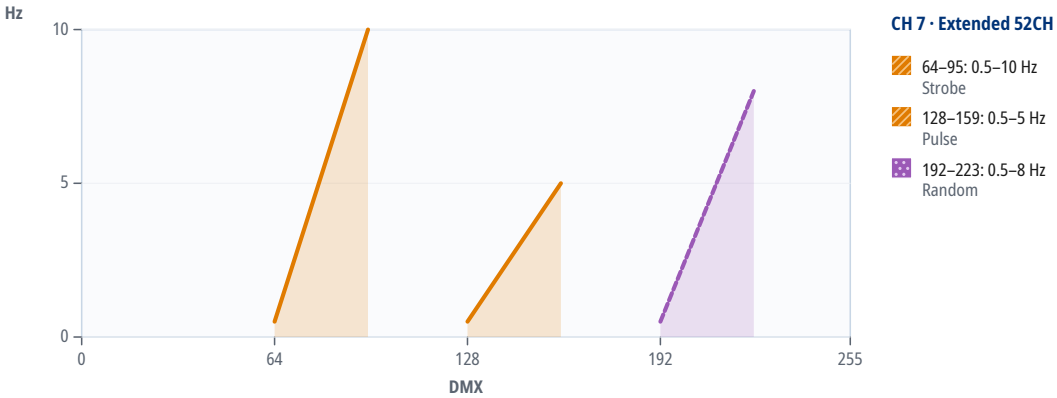
2 
6 facets
6 Linear Prism
DMX 6–255

Animation wheel

1
Open
DMX 0–6

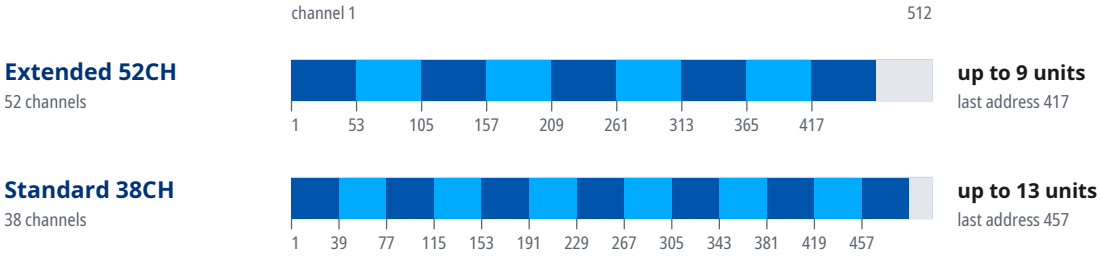
2 
Animation
DMX 6–64

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended 52CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	261	11	U2 · 53	16	U2 · 313
2	53	7	313	12	U2 · 105	17	U2 · 365
3	105	8	365	13	U2 · 157	18	U2 · 417
4	157	9	417	14	U2 · 209	19	U3 · 1
5	209	10	U2 · 1	15	U2 · 261	20	U3 · 53

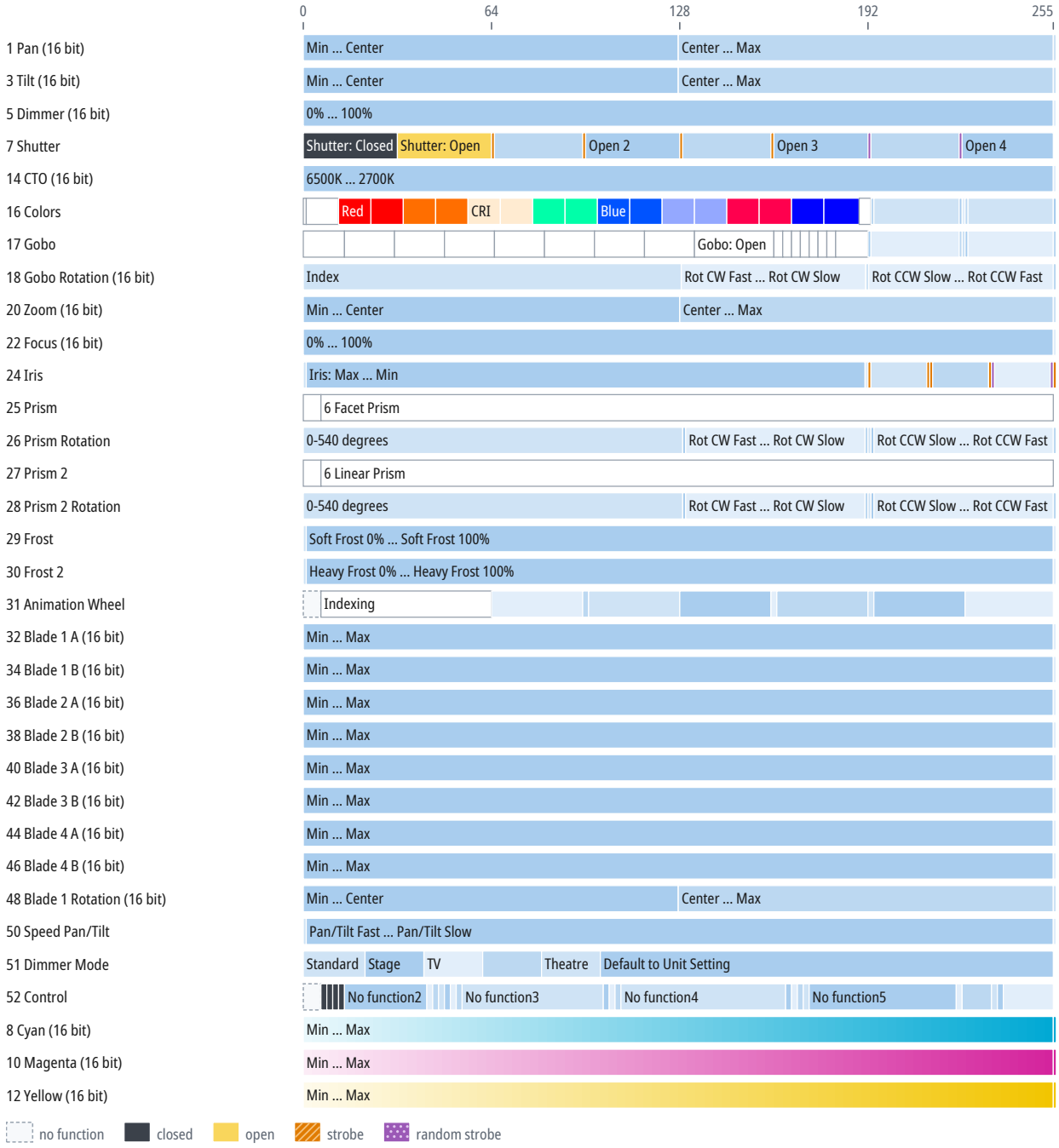
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended 52CH

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 7 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Shutter 50, CH 8 Cyan 0, CH 10 Magenta 0, CH 12 Yellow 0, CH 16 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0–255	0% ... 100%
		255	100%
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... Max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse ... Max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Random
		193–222	Min Random ... Max Random
		223	Max Random
		224–255	Open 4
8	Cyan	0–255	Min ... Max
		255	Max
9	Cyan Fine	0–255	Fine adjustment of CH 8
10	Magenta	0–255	Min ... Max
		255	Max
11	Magenta Fine	0–255	Fine adjustment of CH 10
12	Yellow	0–255	Min ... Max
		255	Max
13	Yellow Fine	0–255	Fine adjustment of CH 12
14	CTO	0–255	6500K ... 2700K
		255	2700K
15	CTO Fine	0–255	Fine adjustment of CH 14
16	Colors	0	Open
		1–11	Open / Red
		12–22	Red

CH	Function	DMX	Description
16	Colors (continued)	23–33	Red / Orange
		34–44	Orange
		45–55	Orange / CRI
		56–66	CRI
		67–77	CRI / Green
		78–88	Green
		89–99	Green / Blue
		100–110	Blue
		111–121	Blue / Light Blue
		122–132	Light Blue
		133–143	Light Blue / Rose
		144–154	Rose
		155–165	Rose / Deep Blue
		166–176	Deep Blue
		177–188	Deep Blue / Open
		189–192	Index: Open
		193	Rot CW Fast
		194–222	Rot CW Fast ... Rot CW Slow
		223	Rot CW Slow
		224	Spin: Stop
		225	Rot CCW Slow
		226–254	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
17	Gobo	0–13	Gobo: Open
		14–30	GOBO 1
		31–47	GOBO 2
		48–64	GOBO 3
		65–81	GOBO 4
		82–98	GOBO 5
		99–115	GOBO 6
		116–132	GOBO 7
		133–159	Gobo: Open
		160–162	G1-01 shake (1–5 Hz)
		163–165	G1-02 shake (1–5 Hz)
		166–168	G1-03 shake (1–5 Hz)
		169–171	G1-04 shake (1–5 Hz)
		172–174	G1-05 shake (1–5 Hz)
		175–177	G1-06 shake (1–5 Hz)
		178–180	G1-07 shake (1–5 Hz)
		181–191	Shake: Open (1–5 Hz)
		192	Rot CW Fast

CH	Function	DMX	Description
17	Gobo (continued)	193–222	Rot CW Fast ... Rot CW Slow
		223	Rot CW Slow
		224	Spin: Stop
		225	Rot CCW Slow
		226–254	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
18	Gobo Rotation	0–128	Index (540°)
		129–191	Rot CW Fast ... Rot CW Slow
		191	Rot CW Slow
		192	Gobo 1 Pos Rotate: Stop
		193–255	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
19	Gobo Rotation Fine	0–255	Fine adjustment of CH 18
20	Zoom	0–128	Min ... Center
		128–255	Center ... Max
		255	Max
21	Zoom Fine	0–255	Fine adjustment of CH 20
22	Focus	0–255	0% ... 100%
		255	100%
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Iris	0	Iris: Max
		1–190	Iris: Max ... Min
		191	Iris: Min
		192	Pulse opening fast
		193–211	Pulse opening fast ... Pulse opening slow
		212	Pulse opening slow
		213	Pulse closing slow
		214–232	Pulse closing slow ... Pulse closing fast
		233	Pulse closing fast
		234	Random slow
		235–253	Random slow ... Random fast
		254	Random fast
		255	Fast opening to Fast closing
25	Prism	0–5	Open
		6–255	6 Facet Prism
26	Prism Rotation	0–128	0-540 degrees (540°)
		129	Rot CW Fast
		130–190	Rot CW Fast ... Rot CW Slow
		191	Rot CW Slow
		192	Prism 1 Pos Rotate: Stop
		193	Rot CCW Slow

CH	Function	DMX	Description
26	Prism Rotation (continued)	194–254	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
27	Prism 2	0–5	Open
		6–255	6 Linear Prism
28	Prism 2 Rotation	0–128	0-540 degrees (540°)
		129	Rot CW Fast
		130–190	Rot CW Fast ... Rot CW Slow
		191	Rot CW Slow
		192	Prism 2 Pos Rotate: Stop
		193	Rot CCW Slow
		194–254	Rot CCW Slow ... Rot CCW Fast
		255	Rot CCW Fast
29	Frost	0	Soft Frost 0%
		1–254	Soft Frost 0% ... Soft Frost 100%
		255	Soft Frost 100%
30	Frost 2	0	Heavy Frost 0%
		1–254	Heavy Frost 0% ... Heavy Frost 100%
		255	Heavy Frost 100%
31	Animation Wheel	0–5	Off
		6–63	Indexing (360°)
		64–94	Fast to Slow CW (180–8.57 °/s)
		95–96	Spin: stop
		97–127	Slow to Fast CCW (8.57–180 °/s)
		128–158	Slow to Fast CW to CCW (up to 180 °/s (30 rpm))
		159–160	Spin: No rotation
		161–191	Fast to slow CW (1–10 Hz)
		192–193	Pos Shake: No rotation
		194–224	Slow to fast CCW
		225–255	Slow to fast CW to CCW
32	Blade 1 A	0–255	Min ... Max
		255	Max
33	Blade 1 A Fine	0–255	Fine adjustment of CH 32
34	Blade 1 B	0–255	Min ... Max
		255	Max
35	Blade 1 B Fine	0–255	Fine adjustment of CH 34
36	Blade 2 A	0–255	Min ... Max
		255	Max
37	Blade 2 A Fine	0–255	Fine adjustment of CH 36
38	Blade 2 B	0–255	Min ... Max
		255	Max
39	Blade 2 B Fine	0–255	Fine adjustment of CH 38

CH	Function	DMX	Description
40	Blade 3 A	0–255	Min … Max
		255	Max
41	Blade 3 A Fine	0–255	Fine adjustment of CH 40
42	Blade 3 B	0–255	Min … Max
		255	Max
43	Blade 3 B Fine	0–255	Fine adjustment of CH 42
44	Blade 4 A	0–255	Min … Max
		255	Max
45	Blade 4 A Fine	0–255	Fine adjustment of CH 44
46	Blade 4 B	0–255	Min … Max
		255	Max
47	Blade 4 B Fine	0–255	Fine adjustment of CH 46
48	Blade 1 Rotation	0–127	Min … Center
		128–255	Center … Max
		255	Max
49	Blade 1 Rotation Fine	0–255	Fine adjustment of CH 48
50	Speed Pan/Tilt		PT Speed
		0	Pan/Tilt Fast
		1–254	Pan/Tilt Fast … Pan/Tilt Slow
		255	Pan/Tilt Slow
51	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theatre
		101–255	Default to Unit Setting
52	Control	0–5	No function
		6–7	Blackout while P/T moving on
		8–9	Blackout while P/T moving off
		10–11	Blackout while wheels moving on
		12–13	Blackout while wheels moving off
		14–41	No function2
		42–43	Invert Pan on (hold 3s)
		44–45	Invert Pan off (hold 3s)
		46–47	Invert Tilt on (hold 3s)
		48–49	Invert Tilt off (hold 3s)
		50–51	Pan Angle 540 (hold 3s)
		52–53	Pan Angle 630 (hold 3s)
		54–101	No function3
		102–103	Fan Constant Low (hold 3s)
		104–105	Fan Constant Auto (hold 3s)
		106–107	Fan Constant High (hold 3s)

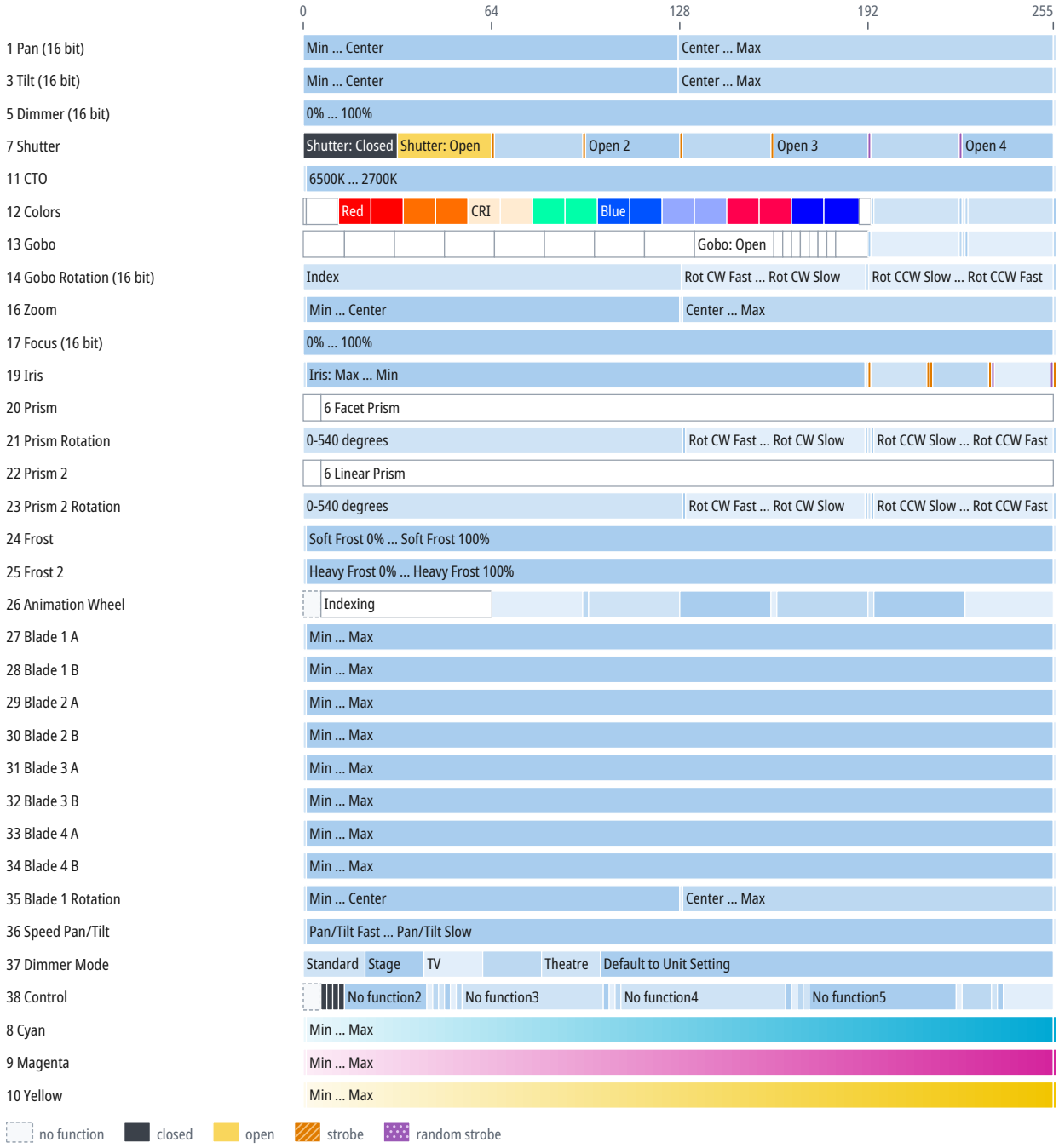
CH	Function	DMX	Description
52	Control (continued)	108–163	No function4
		164–165	Dimmer Curve Linear (hold 3s)
		166–167	Dimmer Curve Square (hold 3s)
		168–169	Dimmer Curve Inv-Square(hold 3s)
		170–171	Dimmer Curve S-Curve (hold 3s)
		172–221	No function5
		222–223	Reset Pan / Tilt (hold 3s)
		224–233	No function6
		234–235	Reset Head complete (hold 3s)
		236–237	Reset all functions (hold 3s)
		238–255	No function7

Mode Standard 38CH

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 7 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Shutter 50, CH 8 Cyan 0, CH 9 Magenta 0, CH 10 Yellow 0, CH 12 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended 52CH” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended 52CH” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer		Same as CH 5 in the mode “Extended 52CH” (p. 12)
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 7 in the mode “Extended 52CH” (p. 12)
8	Cyan	0	Min
		1–254	Min … Max
		255	Max
9	Magenta	0	Min
		1–254	Min … Max
		255	Max
10	Yellow	0	Min
		1–254	Min … Max
		255	Max
11	CTO	0	6500K
		1–254	6500K … 2700K
		255	2700K
12	Colors		Same as CH 16 in the mode “Extended 52CH” (p. 12)
13	Gobo		Same as CH 17 in the mode “Extended 52CH” (p. 13)
14	Gobo Rotation		Same as CH 18 in the mode “Extended 52CH” (p. 14)
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Zoom	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
17	Focus		Same as CH 22 in the mode “Extended 52CH” (p. 14)
18	Focus Fine	0–255	Fine adjustment of CH 17
19	Iris		Same as CH 24 in the mode “Extended 52CH” (p. 14)
20	Prism		Same as CH 25 in the mode “Extended 52CH” (p. 14)
21	Prism Rotation		Same as CH 26 in the mode “Extended 52CH” (p. 14)
22	Prism 2		Same as CH 27 in the mode “Extended 52CH” (p. 15)
23	Prism 2 Rotation		Same as CH 28 in the mode “Extended 52CH” (p. 15)
24	Frost		Same as CH 29 in the mode “Extended 52CH” (p. 15)
25	Frost 2		Same as CH 30 in the mode “Extended 52CH” (p. 15)
26	Animation Wheel		Same as CH 31 in the mode “Extended 52CH” (p. 15)
27	Blade 1 A	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
27	Blade 1 A (continued)	255	Max
28	Blade 1 B	0	Min
		1–254	Min … Max
		255	Max
29	Blade 2 A	0	Min
		1–254	Min … Max
		255	Max
30	Blade 2 B	0	Min
		1–254	Min … Max
		255	Max
31	Blade 3 A	0	Min
		1–254	Min … Max
		255	Max
32	Blade 3 B	0	Min
		1–254	Min … Max
		255	Max
33	Blade 4 A	0	Min
		1–254	Min … Max
		255	Max
34	Blade 4 B	0	Min
		1–254	Min … Max
		255	Max
35	Blade 1 Rotation	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
36	Speed Pan/Tilt		Same as CH 50 in the mode “Extended 52CH” (p. 16)
37	Dimmer Mode		Same as CH 51 in the mode “Extended 52CH” (p. 16)
38	Control		Same as CH 52 in the mode “Extended 52CH” (p. 16)

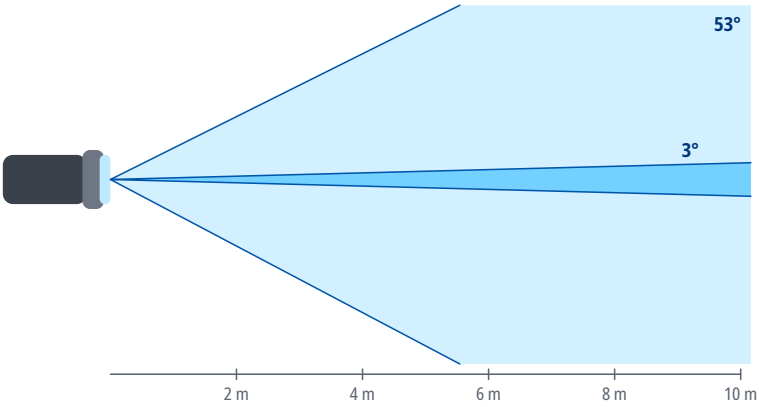
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	400 W
Luminous flux	17,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	72
Optics	
Zoom	3–53°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	677 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	24.1 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6500 K
Strobe frequency	0.5–10 Hz
Color wheel rotation	up to 180 °/s (30 rpm)
Gobo wheel rotation	up to 180 °/s (30 rpm)
Gobo rotation	up to 180 °/s (30 rpm)
Prism 1 rotation	up to 180 °/s (30 rpm)
Prism 2 rotation	up to 180 °/s (30 rpm)
Animation wheel rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 3°	Ø 53°
2 m	0.1 m	2 m
4 m	0.21 m	4 m
6 m	0.31 m	6 m
8 m	0.42 m	8 m
10 m	0.52 m	10 m
15 m	0.79 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.