DMX REFERENCE

Otos B5

Otos B5 (CLOTOSB5)

Cameo



Manufacturer	Cameo
GDTF file	Cameo_Otos_B5_58329.gdtf
GDTF revision	Firmware-V1.3_GDTF-V1.2 · 2024-02-26
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 6
7 Operation 6
8 Functions at a glance 7
9 DMX channels 10
Mode 23CH Extended 11
Mode 19CH Standard 16
Mode 17CH Basic 18
10 Technical specifications 19
11 Maintenance and cleaning 20
12 Troubleshooting 20
13 Disposal 21

1 About this manual

This document describes the Otos B5 (CLOTOSB5) by Cameo. It was compiled from the GDTF file Cameo_Otos_B5_58329.gdtf from the GDTF-Share library.

File revision: “Firmware-V1.3_GDTF-V1.2”.

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 Cameo; 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	33 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
23CH Extended	23	22	1, 24, 47, 70, ...
19CH Standard	19	26	1, 20, 39, 58, ...
17CH Basic	17	30	1, 18, 35, 52, ...

No light? Check these channels

- 23CH Extended: CH 5 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”
- 19CH Standard: CH 5 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”
- 17CH Basic: CH 5 Dimmer above 0; CH 6 Shutter at 0–5 or 251–255 “Open”



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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

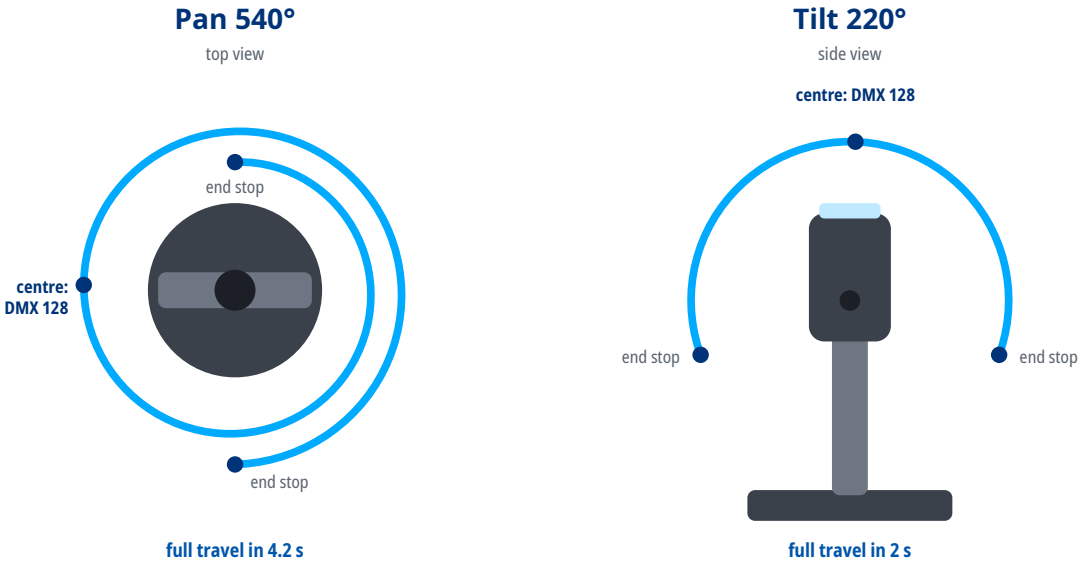
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, 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

Description in the GDTF file

“IP65 Spot Profile Moving Head with 480W MSD-Discharge-Lamp and 1° Beam”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

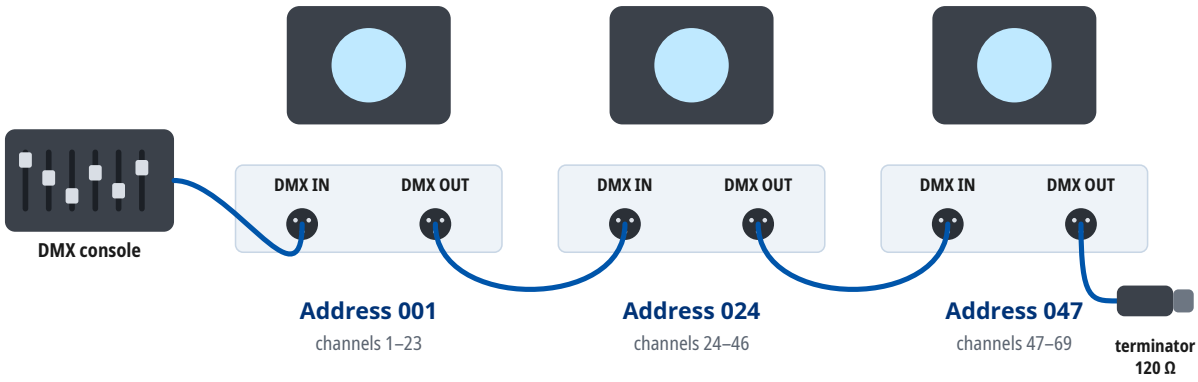
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 33 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 23CH Extended: every unit occupies 23 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 “23CH Extended”: 23.
- 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 “23CH Extended”, you can use, for example, the start addresses 1, 24, 47, 70.
- 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

	23CH Extended 23 channels	19CH Standard 19 channels	17CH Basic 17 channels
Pan / Tilt	1, 3	1, 3	1, 3
Dimmer	5	5	5
Dimmer resolution	16 bit	16 bit	8 bit
Shutter / strobe	7	7	6
Color mixing	8, 10, 12	8–10	7–9
Color wheel	14	11	10
Gobo wheel	16	12	11
Prism	19–21	15–17	13–15
Frost	22	18	16
Focus	17	13	12

Color wheel

1. Color open — DMX 0–5
2. Dark Red — DMX 6–17
3. Medium Blue — DMX 18–29
4. Yellow — DMX 30–41
5. Magenta — DMX 42–53
6. Blue-Green — DMX 54–65
7. Lavernder — DMX 66–77
8. Deep Orange — DMX 78–89
9. Light Orange — DMX 90–101
10. Lime — DMX 102–113
11. Deep Blue — DMX 114–125
12. CTO 2600K — DMX 126–137
13. Amber — DMX 138–149
14. CTO 3200K — DMX 150–161
15. Congo Blue — DMX 162–173

Gobo wheel

1
Select: Open
DMX 0–2

2 
Gobo 1
DMX 3–9

3 
Gobo 2
DMX 10–13

4 
Gobo 3
DMX 14–21

5 
Gobo 4
DMX 22–25

6 
Gobo 5
DMX 26–33

7 
Gobo 6
DMX 34–37

8 
Gobo 7
DMX 38–45

9 
Gobo 8
DMX 46–49

10 
Gobo 9
DMX 50–57

11 
Gobo 10
DMX 58–61

12 
Gobo 11
DMX 62–69

13 
Gobo 12
DMX 70–73

14 
Gobo 13
DMX 74–81

15 
Gobo 14
DMX 82–85

16 
Gobo 15
DMX 86–93

17 
Gobo 16
DMX 94–97

18 
Gobo 17
DMX 98–105

19 
Gobo 18
DMX 106–109

20 
Gobo 19
DMX 110–117

Prism 1

1
Prism A: off
DMX 0–5

2 
13 facets
Prism 1
DMX 6–55

3 
24 facets
Prisma 4-Square plus Center
DMX 56–106

Prism 2

1
Open

2 
8 facets
Prisma 3
DMX 106–156

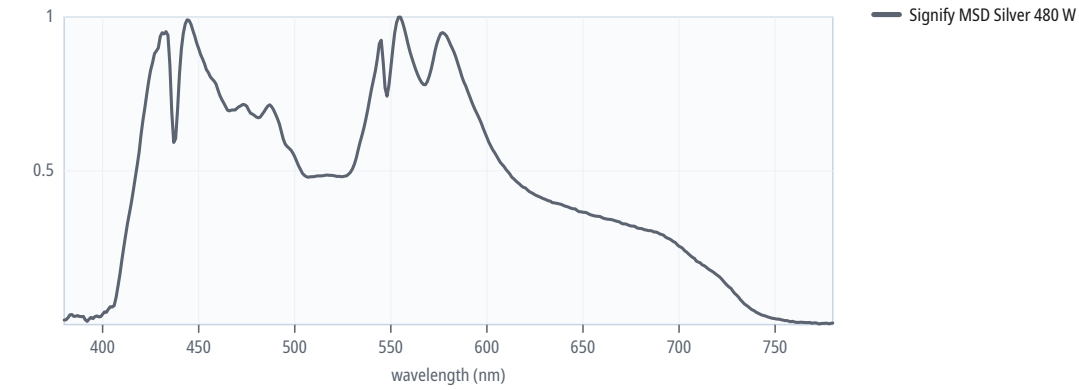
Prism 3

1
Open

2 
8 facets
Prism 1 u 3
DMX 156–205

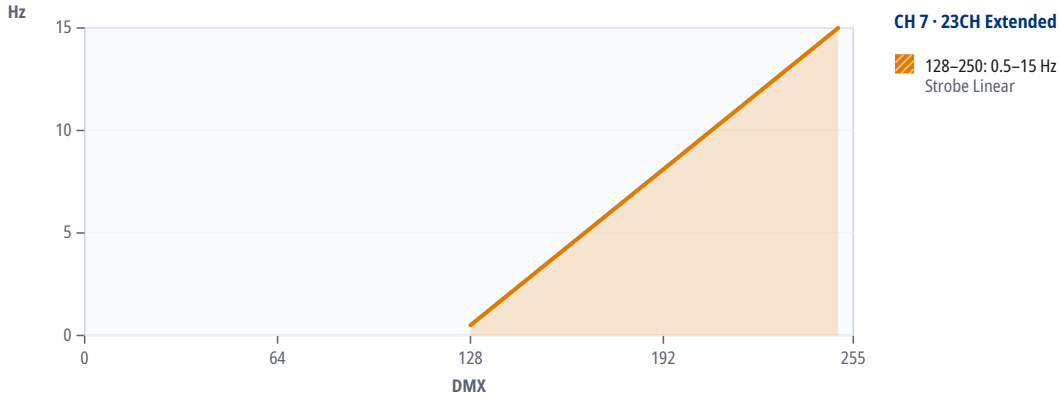
3 
48 facets
Prism 2 u 3
DMX 206–255

Spectra of the light sources



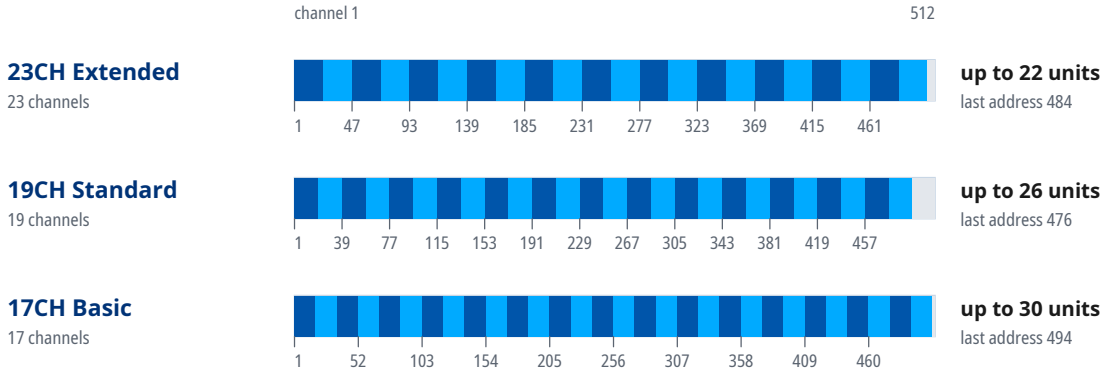
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “23CH Extended”

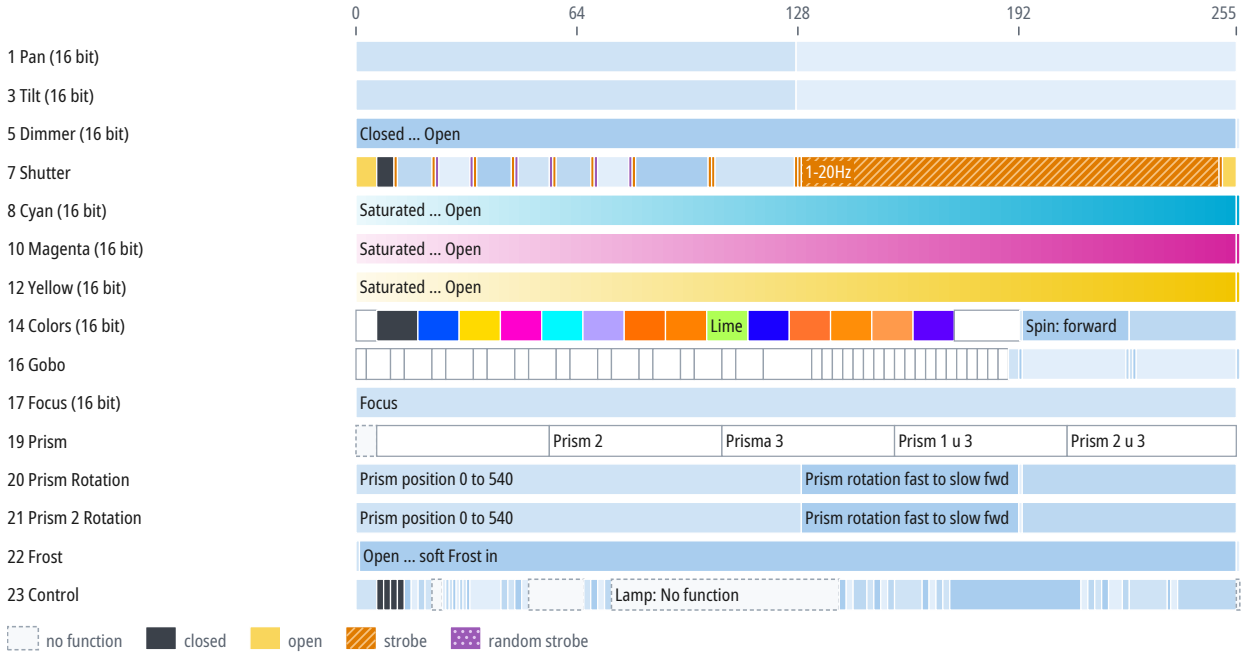
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	116	11	231	16	346
2	24	7	139	12	254	17	369
3	47	8	162	13	277	18	392
4	70	9	185	14	300	19	415
5	93	10	208	15	323	20	438

Mode 23CH 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 5 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 8 Cyan 0, CH 10 Magenta 0, CH 12 Yellow 0, CH 14 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Home
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0–255	Closed ... Open
		255	Open
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter	0–5	Strobe: Open
		6–10	Strobe: Closed
		11	Ramp up down: Slow
		12–21	Ramp up down: Slow ... Fast
		22	Ramp up down: Fast
		23	Ramp up/down random: Slow
		24–32	Ramp up/down random: Slow ... Fast
		33	Ramp up/down random: Fast

CH	Function	DMX	Description
7	Shutter (continued)	34	Ramp up: Slow
		35–44	Ramp up: Slow ... Fast
		45	Ramp up: Fast
		46	Ramp up random: Slow
		47–55	Ramp up random: Slow ... Fast
		56	Ramp up random: Fast
		57	Ramp down: Slow
		58–67	Ramp down: Slow ... Fast
		68	Ramp down: Fast
		69	Ramp down random: Slow
		70–78	Ramp down random: Slow ... Fast
		79	Ramp down random: Fast
		80	Random Strobe effect: Slow
		81–101	Random Strobe effect: Slow ... Fast
		102	Random Strobe effect: Fast
		103	5s short burst with break
		104–126	5s short burst with break ... 1s short burst with break
		127	1s short burst with break
		128	Slow 1Hz
		129–249	1-20Hz (0.31–19.9 Hz)
		250	Fast 20Hz
		251–255	Strobe open: Open
8	Cyan	0–255	Saturated ... Open
		255	Open
9	Cyan Fine	0–255	Fine adjustment of CH 8
10	Magenta	0–255	Saturated ... Open
		255	Open
11	Magenta Fine	0–255	Fine adjustment of CH 10
12	Yellow	0–255	Saturated ... Open
		255	Open
13	Yellow Fine	0–255	Fine adjustment of CH 12
14	Colors	0–5	Color open
		6–17	Dark Red
		18–29	Medium Blue
		30–41	Yellow
		42–53	Magenta
		54–65	Blue-Green
		66–77	Lavernder
		78–89	Deep Orange
		90–101	Light Orange
		102–113	Lime
		114–125	Deep Blue

CH	Function	DMX	Description
14	Colors (continued)	126–137	CTO 2600K
		138–149	Amber
		150–161	CTO 3200K
		162–173	Congo Blue
		174–192	Color open
		193–224	Spin: forward (800–400 °/s)
		224	Spin: Stop
		224–255	Spin: backwards (400–800 °/s)
15	Colors Fine	0–255	Fine adjustment of CH 14
16	Gobo	0–2	Select: Open
		3–9	Gobo 1
		10–13	Gobo 2
		14–21	Gobo 3
		22–25	Gobo 4
		26–33	Gobo 5
		34–37	Gobo 6
		38–45	Gobo 7
		46–49	Gobo 8
		50–57	Gobo 9
		58–61	Gobo 10
		62–69	Gobo 11
		70–73	Gobo 12
		74–81	Gobo 13
		82–85	Gobo 14
		86–93	Gobo 15
		94–97	Gobo 16
		98–105	Gobo 17
		106–109	Gobo 18
		110–117	Gobo 19
		118–131	Select: open
		132–188	Gobo Shake 1 (slow -> fast) (1–10 Hz)
		189–191	Wheel rotation
		192	Wheel rotation: Fast forward
		193–222	Wheel rotation: Fast forward ... Slow forward
		223	Wheel rotation: Slow forward
		224	Wheel rotation: Stop
		225	Wheel rotation: Slow backward
		226–254	Wheel rotation: Slow backward ... Fast backward
		255	Wheel rotation: Fast backward
17	Focus	0–255	Focus
18	Focus Fine	0–255	Fine adjustment of CH 17
19	Prism	0–5	Prism A: off

CH	Function	DMX	Description
19	Prism (continued)	6–55	Prism 1
		56–105	Prism 2
		106–155	Prisma 3
		156–205	Prism 1 u 3
		206–255	Prism 2 u 3
20	Prism Rotation	0–128	Prism position 0 to 540 (540°)
		129–191	Prism rotation fast to slow fwd (500–1 °/s)
		192	Prism rotation Stop
		193–255	Prism rotation fast to slow bwd (1–500 °/s)
21	Prism 2 Rotation	0–128	Prism position 0 to 540 (540°)
		129–191	Prism rotation fast to slow fwd
		192	Prism rotation Stop
		193–255	Prism rotation fast to slow bwd
22	Frost		Frost soft
		0	Open
		1–254	Open ... soft Frost in
		255	Soft Frost in
23	Control	0–5	Control off
		6–7	Blackout while moving on (hold 3s)
		8–9	Blackout while moving off (hold 3s)
		10–11	Blackout while Wheels moving on (hold 3s)
		12–13	3 Blackout while Wheels moving off (hold 3s)
		14–15	Sun Protection On
		16–17	Sun Protection Off
		18–19	Sleep Mode On
		20–21	Sleep Mode Off/ Wake Up
		22–24	Sun / Energie: No function
		25–31	Record User Scene 1...7
		32	Record User Scene 1
		33–41	Record User
		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)
		50–65	Pan Tilt: No function
		66–67	Lamp On
		68–69	Lamp Off
		70–71	Lamp Power Standard
		72–73	Lamp Power Eco
		74–139	Lamp: No function
		140–141	Display on (Hold 3s)
		142–143	Display off (Hold 3s)

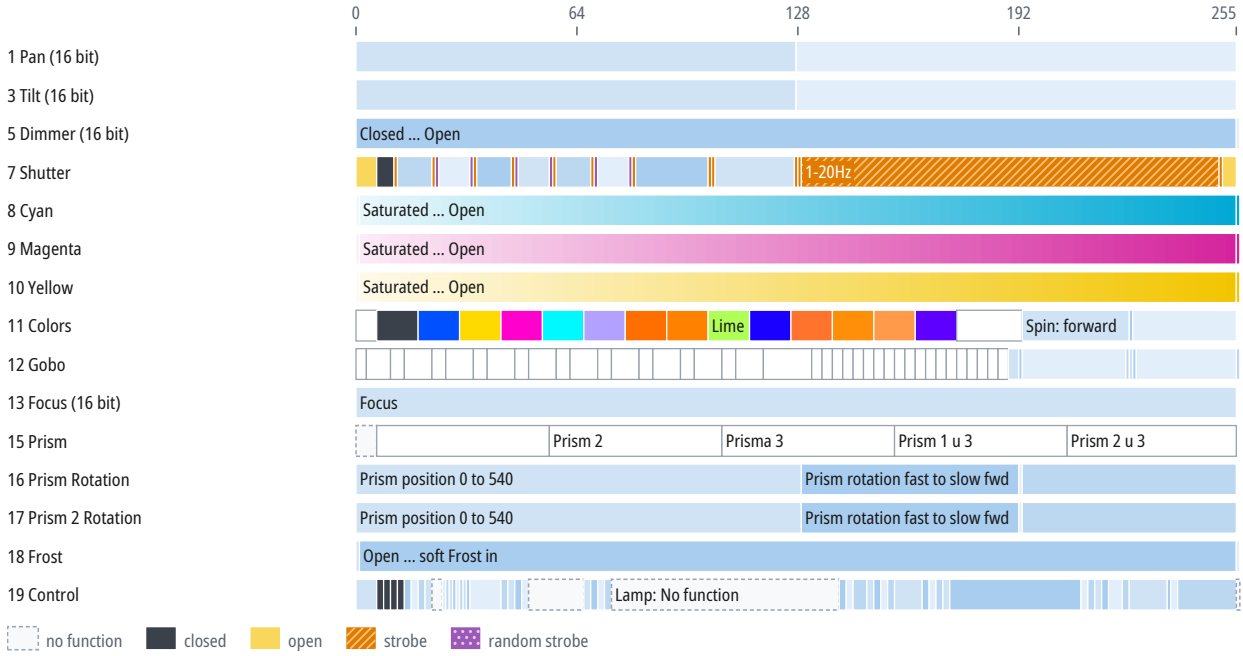
CH	Function	DMX	Description
23	Control (continued)	144–147	Display
		148–149	Color Wheel snap (Hold 3s)
		150–151	Color Wheel scroll (Hold 3s)
		152–153	Gobo Wheel snap (Hold 3s)
		154–155	Gobo Wheel scroll (Hold 3s)
		156–163	Wheels Snap/Linear
		164–165	Dimmer Curve Linear (Hold 3s)
		166–167	Dimmer Curve Exponential (Hold 3s)
		168–169	Dimmer Curve Logarithmic (Hold 3s)
		170–171	Dimmer Curve S-Curve (Hold 3s)
		172–209	Dimmer Curve
		210–211	Color Pos Mode quick (Hold 3s)
		212–213	Color Pos Mode Clockwise (Hold 3s)
		214–215	Gobo Pos Mode quick (Hold 3s)
		216–217	Gobo Pos Mode Clockwise (Hold 3s)
		218–221	Wheel Rotation
		222–223	Reset Pan / Tilt (Hold 3s)
		224–234	Reset Pan / Tilt (Hold 3s) ... Reset Head complete (Hold 3s)
		235	Reset Head complete (Hold 3s)
		236–237	Reset All Functions (Hold 3s)
		238–254	Reset All Functions (Hold 3s) ... no function
		255	No function

Mode 19CH 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 5 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 8 Cyan 0, CH 9 Magenta 0, CH 10 Yellow 0, CH 11 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “23CH Extended” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “23CH Extended” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer		Same as CH 5 in the mode “23CH Extended” (p. 11)
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 7 in the mode “23CH Extended” (p. 11)
8	Cyan	0	Saturated
		1–254	Saturated ... Open
		255	Open
9	Magenta	0	Saturated
		1–254	Saturated ... Open
		255	Open
10	Yellow	0	Saturated
		1–254	Saturated ... Open
		255	Open
11	Colors	0–5	Color open
		6–17	Dark Red
		18–29	Medium Blue

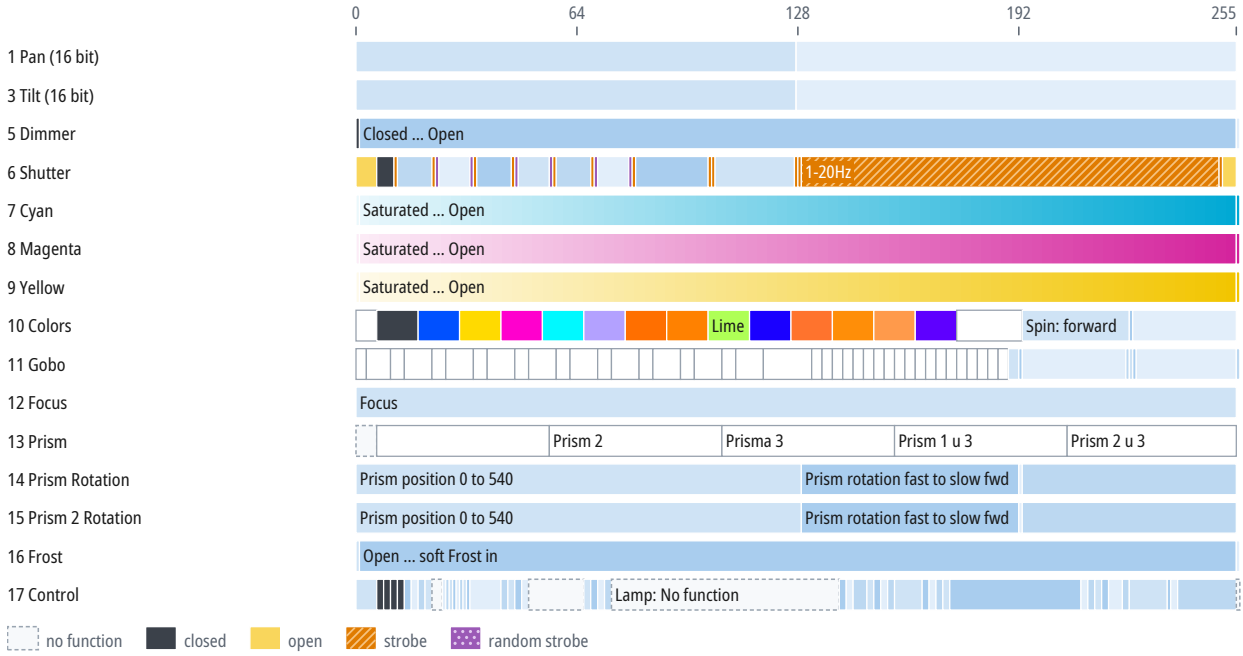
CH	Function	DMX	Description
11	Colors (continued)	30–41	Yellow
		42–53	Magenta
		54–65	Blue-Green
		66–77	Lavernder
		78–89	Deep Orange
		90–101	Light Orange
		102–113	Lime
		114–125	Deep Blue
		126–137	CTO 2600K
		138–149	Amber
		150–161	CTO 3200K
		162–173	Congo Blue
		174–192	Color open
		193–223	Spin: forward (800–1 °/s)
		224	Spin: Stop
		225–255	Spin: backwards (1–800 °/s)
12	Gobo		Same as CH 16 in the mode “23CH Extended” (p. 13)
13	Focus	0–255	Focus
14	Focus Fine	0–255	Fine adjustment of CH 13
15	Prism		Same as CH 19 in the mode “23CH Extended” (p. 13)
16	Prism Rotation		Same as CH 20 in the mode “23CH Extended” (p. 14)
17	Prism 2 Rotation		Same as CH 21 in the mode “23CH Extended” (p. 14)
18	Frost		Same as CH 22 in the mode “23CH Extended” (p. 14)
19	Control		Same as CH 23 in the mode “23CH Extended” (p. 14)

Mode 17CH Basic

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 5 Dimmer above 0; CH 6 Shutter at 0–5 or 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “23CH Extended” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “23CH Extended” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
6	Shutter		Same as CH 7 in the mode “23CH Extended” (p. 11)
7	Cyan		Same as CH 8 in the mode “19CH Standard” (p. 16)
8	Magenta		Same as CH 9 in the mode “19CH Standard” (p. 16)
9	Yellow		Same as CH 10 in the mode “19CH Standard” (p. 16)
10	Colors		Same as CH 11 in the mode “19CH Standard” (p. 16)
11	Gobo		Same as CH 16 in the mode “23CH Extended” (p. 13)
12	Focus	0–255	Focus
13	Prism		Same as CH 19 in the mode “23CH Extended” (p. 13)
14	Prism Rotation		Same as CH 20 in the mode “23CH Extended” (p. 14)
15	Prism 2 Rotation		Same as CH 21 in the mode “23CH Extended” (p. 14)
16	Frost		Same as CH 22 in the mode “23CH Extended” (p. 14)
17	Control		Same as CH 23 in the mode “23CH Extended” (p. 14)

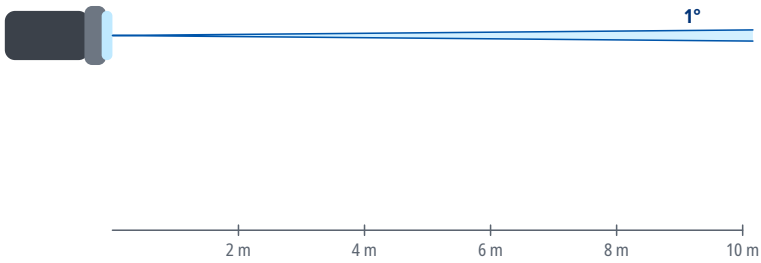
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	480 W
Luminous flux	19,000 lm
Color temperature	6,800 K
Color rendering index (CRI)	77
Optics	
Beam angle	1°
Movement	
Pan	540°
Tilt	220°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45
RDM	yes (manufacturer ID 0x08A4, device model ID 0x0127)
Electrical	
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	33 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-15 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–15 Hz
Color wheel rotation	up to 800 °/s (133 rpm)
Gobo wheel rotation	up to 400 °/s (67 rpm)
Prism 1 rotation	up to 500 °/s (83 rpm)

Spot diameter



Distance	Ø 1°
2 m	0.03 m
4 m	0.07 m
6 m	0.1 m
8 m	0.14 m
10 m	0.17 m
15 m	0.26 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.