DMX REFERENCE

ZIYA 200 COB

ZIYA 200 COB (CLZIYA200COB)

Cameo



Manufacturer	Cameo
GDTF file	Cameo_ZIYA_200_COB_130293.gdtf
GDTF revision	Firmware_V1-01F_GDTF_V1-2 · 2026-02-24
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1 About this manual

This document describes the ZIYA 200 COB (CLZIYA200COB) by Cameo. It was compiled from the GDTF file Cameo_ZIYA_200_COB_130293.gdtf from the GDTF-Share library.

File revision: “Firmware_V1-01F_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	8 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
4 Ch RGB	4	128	1, 5, 9, 13, ...
4 Ch Preset	4	128	1, 5, 9, 13, ...
5 Ch CCT	5	102	1, 6, 11, 16, ...
7 Ch Direct	7	73	1, 8, 15, 22, ...
10 Ch RGB-CCT	10	51	1, 11, 21, 31, ...
13 Ch Direct CCT	13	39	1, 14, 27, 40, ...
13 Ch Direct 16Bit	13	39	1, 14, 27, 40, ...
20 Ch Full	20	25	1, 21, 41, 61, ...
3 Ch Unisens	3	170	1, 4, 7, 10, ...
D5 Ch RGB	5	102	1, 6, 11, 16, ...
D5 Ch Preset	5	102	1, 6, 11, 16, ...



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.

4 Product description

Description in the GDTF file

“200W RGBALC-LED / 6.000 lm / 200W / Zoom 27-52° / IP65 / CRI 97”

5 Installation

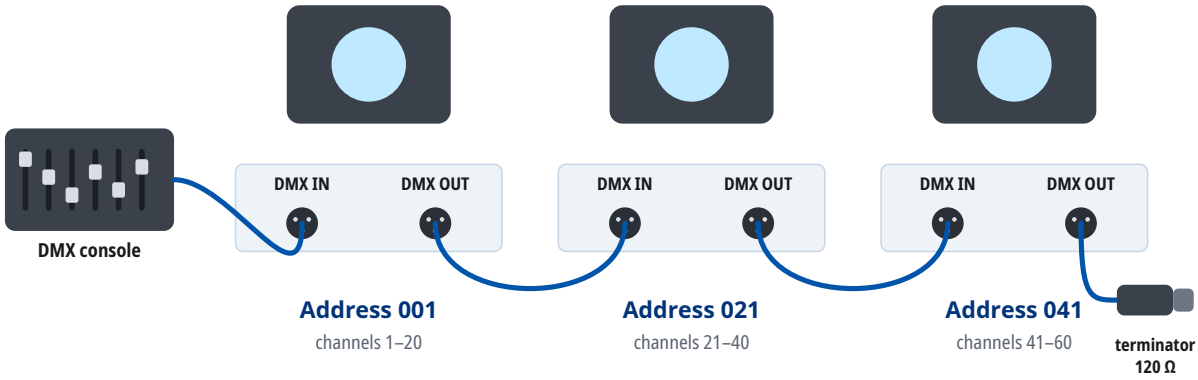
⚠ **WARNING**

- 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: 8 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 20 Ch Full: every unit occupies 20 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 “20 Ch Full”: 20.
- 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 “20 Ch Full”, you can use, for example, the start addresses 1, 21, 41, 61.
- 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

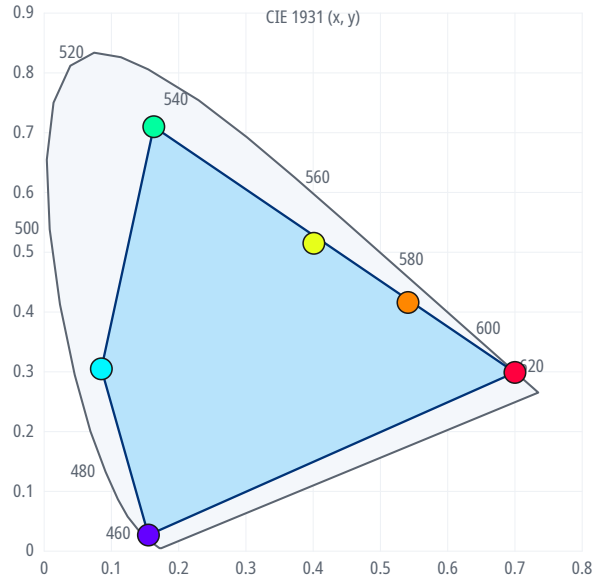
Functions in each DMX mode

	4 Ch RGB 4 channels	4 Ch Preset 4 channels	5 Ch CCT 5 channels	7 Ch Direct 7 channels	10 Ch RGB-CCT 10 channels	13 Ch Direct CCT 13 channels	13 Ch Direct 16Bit 13 channels	20 Ch Full 20 channels
Pan / Tilt	✓	✓	✓	✓	✓	✓	✓	✓
Dimmer	✓	1	1	✓	1	1	✓	1
Dimmer resolution		8 bit	16 bit		16 bit	16 bit		16 bit
Shutter / strobe		2			3	3		3
Color mixing	1–3			1–6	4–6	4–9	6× (1–11)	6× (4–14)
Color temperature			3		7	10		16
Color wheel		3						18
Zoom	4	4	5	7	9	12	13	19

Color wheel

1. Color off — DMX 0–5
2. Red — DMX 6–13
3. Amber — DMX 14–21
4. Yellow warm — DMX 22–29
5. Yellow — DMX 30–37
6. Green — DMX 38–45
7. Turquoise — DMX 46–53
8. Cyan — DMX 54–61
9. Blue — DMX 62–69
10. Lavender — DMX 70–77
11. Mauve — DMX 78–85
12. Magenta — DMX 86–93
13. Pink — DMX 94–101
14. Warm white — DMX 102–109
15. White — DMX 110–117
16. Cold white — DMX 118–126

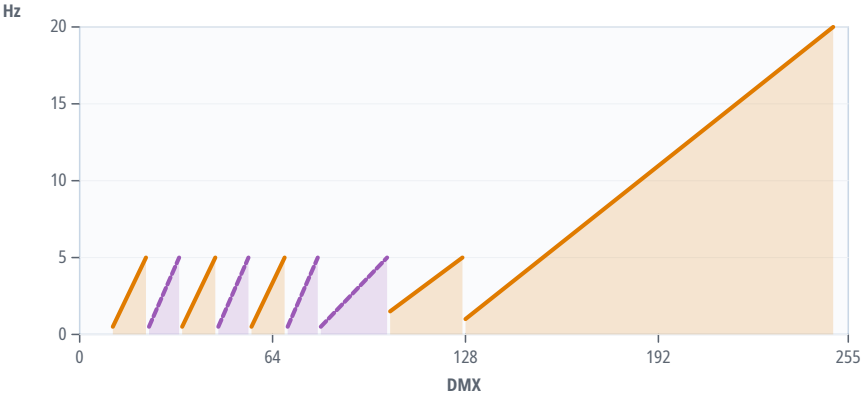
LED colors and the colors they mix



LED	x	y	nm
Red	0.700	0.299	629
Green	0.163	0.710	515
Blue	0.155	0.027	465
Lime	0.401	0.515	
Cyan	0.085	0.305	
Amber	0.541	0.416	

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Strobe rate

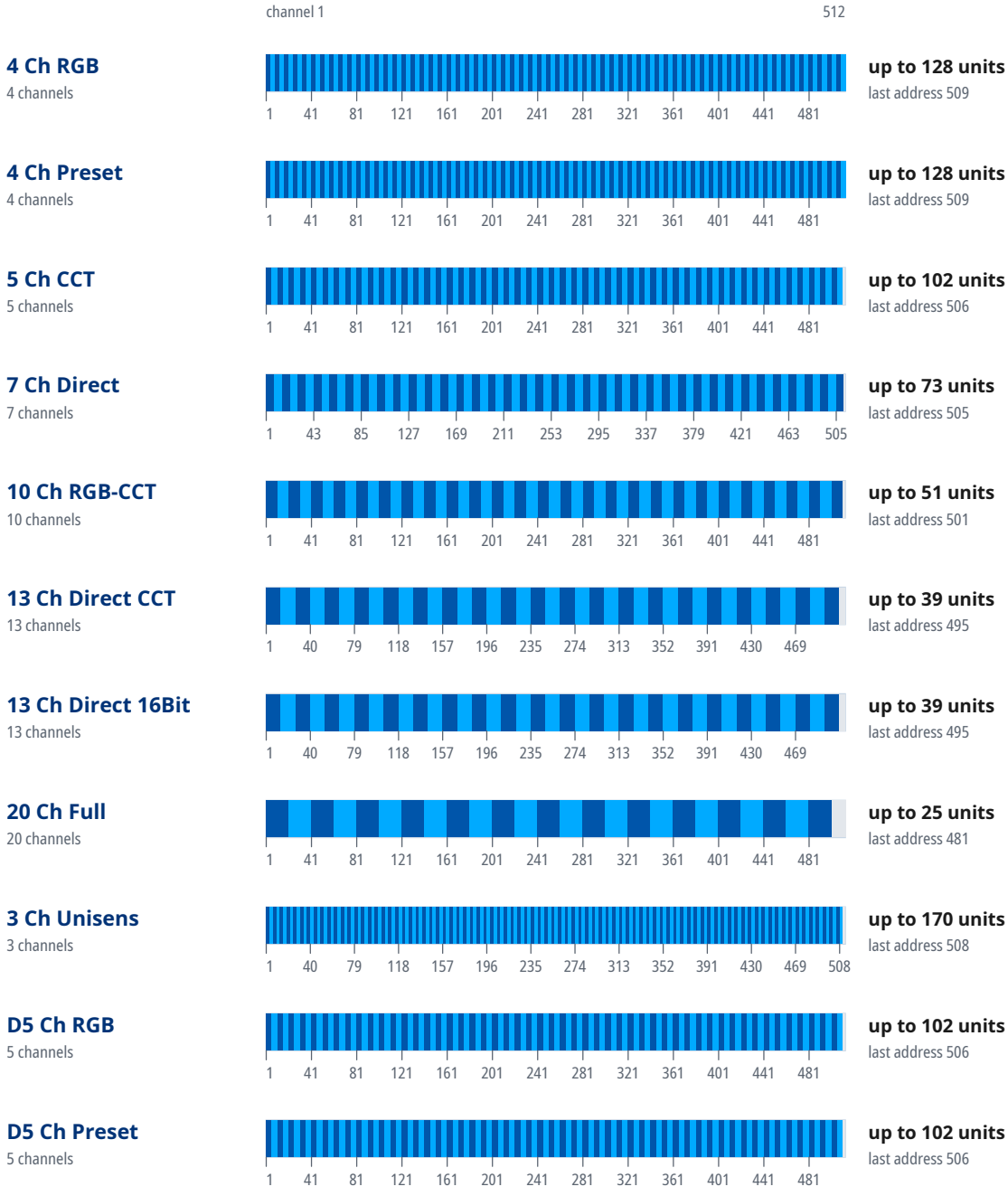


CH 3 · 20 Ch Full

- 11–22: 0.5–5 Hz
  Ramp up/down
- 23–33: 0.5–5 Hz
  Ramp up/down Random
- 34–45: 0.5–5 Hz
  Ramp up
- 46–56: 0.5–5 Hz
  Ramp up random
- 57–68: 0.5–5 Hz
  Ramp down
- 69–79: 0.5–5 Hz
  Ramp down Random
- 80–102: 0.5–5 Hz
  Random Strobe Effect
- 103–127: 1.5–5 Hz
  Strobe Break Effekt

9 DMX channels

Units in one DMX universe



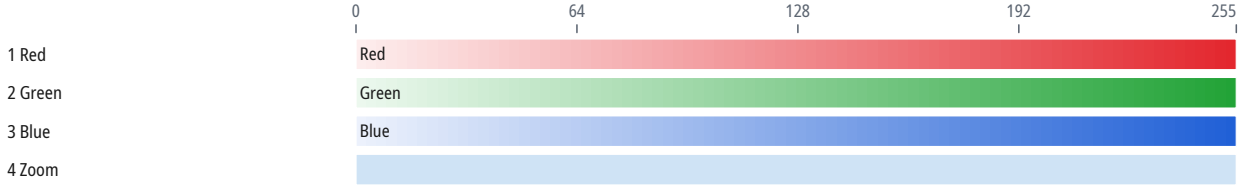
Start addresses of 20 units in the mode “20 Ch Full”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	101	11	201	16	301
2	21	7	121	12	221	17	321
3	41	8	141	13	241	18	341
4	61	9	161	14	261	19	361
5	81	10	181	15	281	20	381

Mode 4 Ch RGB

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255.

Channel functions at a glance

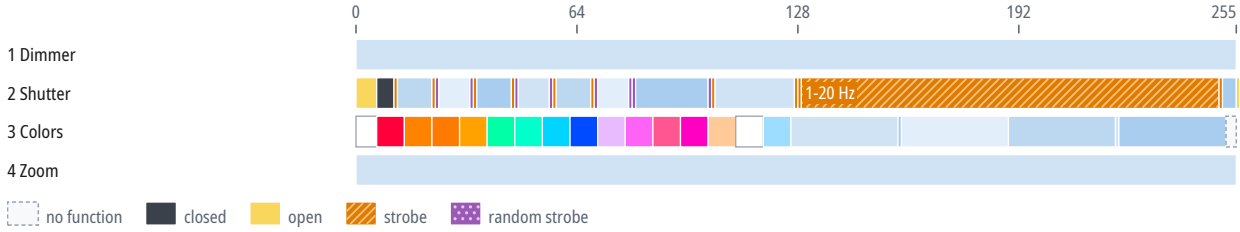


CH	Function	DMX	Description
1	Red	0–255	Red
2	Green	0–255	Green
3	Blue	0–255	Blue
4	Zoom	0–255	7–50°

Mode 4 Ch Preset

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–5 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Colors 113.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Shutter	0–5	Strobe open close: Open (react to dimmer CH1)
		6–10	Strobe open close: Close
		11	Ramp up/down: Slow
		12–21	Ramp up/down: Slow ... Fast2
		22	Ramp up/down: Fast2
		23	Ramp up/down Random: Slow
		24–32	Ramp up/down Random: Slow ... Fast
		33	Ramp up/down Random: Fast
		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

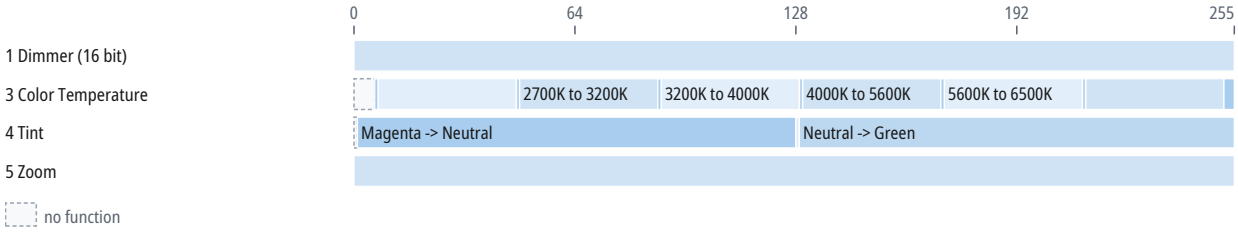
CH	Function	DMX	Description
2	Shutter (continued)	57	Ramp down: Slow
		58–67	Ramp down: Slow ... Fast
		68	Ramp down: Fast
		69	Ramp down Random: Slow
		70–78	Ramp down Random: Slow ... Fast
		79	Ramp down Random: Fast
		80	Random Strobe Effect: Slow
		81–101	Random Strobe Effect: Slow ... Fast
		102	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	1-20 Hz (1.1–19.9 Hz)
		250	Fast 20Hz
		251–254	Strobe open
		255	Strobe open: Open
3	Colors	0–5	Color off
		6–13	Red
		14–21	Amber
		22–29	Yellow warm
		30–37	Yellow
		38–45	Green
		46–53	Turquoise
		54–61	Cyan
		62–69	Blue
		70–77	Lavender
		78–85	Mauve
		86–93	Magenta
		94–101	Pink
		102–109	Warm white
		110–117	White
		118–125	Cold white
		126–156	Jumping fast to slow (360–0 °/s)
		157	Fade-Chase: Stop
		158–188	Jumping slow to fast backward (0–360 °/s)
		189–219	Fadeding fast to slow (360–0 °/s)
		220	Fade-Chase: Stop
		221–251	Fadeding slow to fast backward (0–360 °/s)
		252–255	No function
4	Zoom	0–255	7–50°

Mode 5 Ch CCT

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

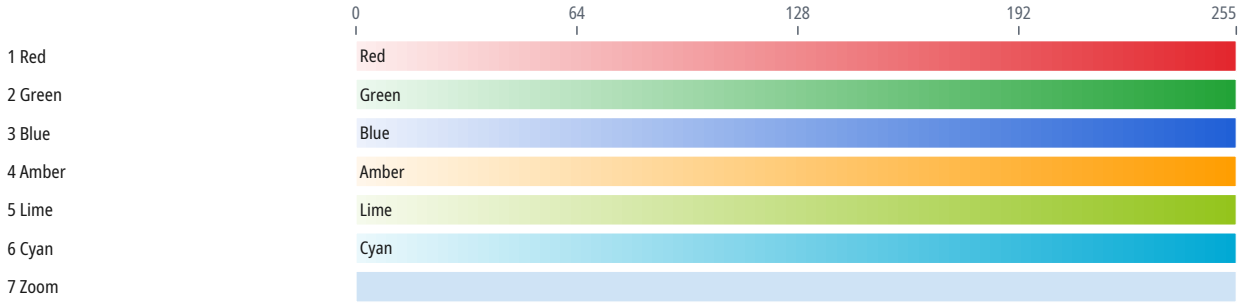


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Color Temperature	0–5	Off
		6	Warm white
		7–46	Warm white to 2700K (2401–2699 K)
		47	Bulb White (2700K)
		48–87	2700K to 3200K (2701–3199 K)
		88	Halogen White (3200K)
		89–128	3200K to 4000K (3201–3999 K)
		129	Neutral White (4000K)
		130–169	4000K to 5600K (4001–5599 K)
		170	Studio White (5600K)
		171–210	5600K to 6500K (5601–6499 K)
		211	Daylight White (6500K)
		212–251	6500K to Cold white (6501–9999 K)
		252–255	Cold white
4	Tint	0	Off
		1–127	Magenta -> Neutral
		128	Neutral
		129–255	Neutral -> Green
5	Zoom	0–255	7–50°

Mode 7 Ch Direct

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 Amber 255, CH 5 Lime 255, CH 6 Cyan 255.

Channel functions at a glance



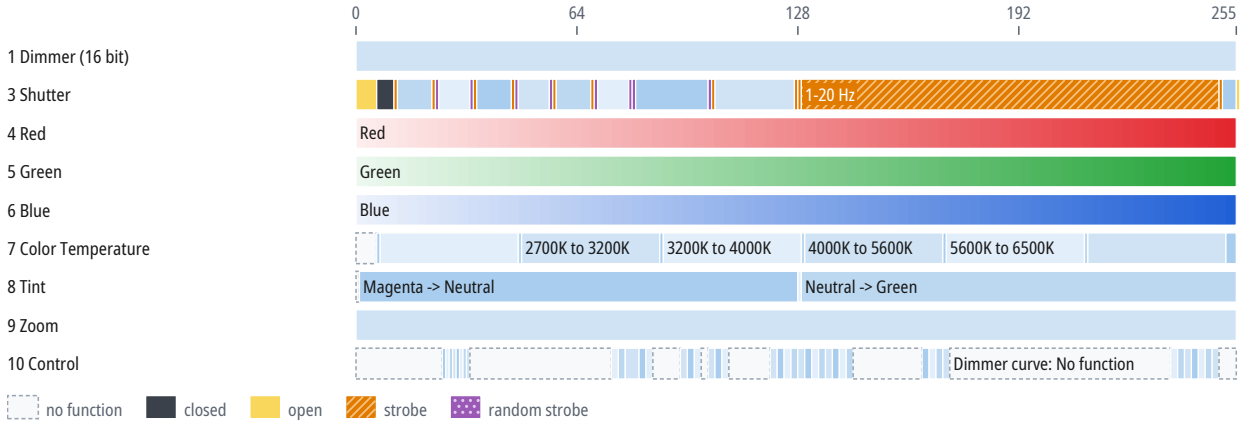
CH	Function	DMX	Description
1	Red	0–255	Red
2	Green	0–255	Green
3	Blue	0–255	Blue
4	Amber	0–255	Amber
5	Lime	0–255	Lime
6	Cyan	0–255	Cyan
7	Zoom	0–255	7–50°

Mode 10 Ch RGB-CCT

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 1 Dimmer above 0; CH 3 Shutter at 0–5 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “4 Ch Preset” (p. 10)

CH	Function	DMX	Description
4	Red	0–255	Red
5	Green	0–255	Green
6	Blue	0–255	Blue
7	Color Temperature		Same as CH 3 in the mode “5 Ch CCT” (p. 12)
8	Tint		Same as CH 4 in the mode “5 Ch CCT” (p. 12)
9	Zoom	0–255	7–50°
10	Control	0–24	Record User Color: No function
		25	Record User Color 1 (hold 3s)
		26	Record User Color 2 (hold 3s)
		27	Record User Color 3 (hold 3s)
		28	Record User Color 4 (hold 3s)
		29	Record User Color 5 (hold 3s)
		30	Record User Color 6 (hold 3s)
		31	Record User Color 7 (hold 3s)
		32	Record User Color 8 (hold 3s)
		33–73	Dimmer: No function
		74–75	Response LED
		76–77	Response Halogen
		78–81	Response Halogen ... DTW (Redshift) On
		82–83	DTW (Redshift) On
		84–85	DTW (Redshift) Off
		86–93	Movement: No function
		94–95	Silent movement On
		96–97	Silent movement Off
		98–99	Auto
		100–101	Fan: Off
		102–105	Constant Low
		106–107	Fan Constant High
		108–119	PWM: No function
		120–121	PWM 1 (650 Hz) (hold 3s)
		122–123	PWM 2 (1530 Hz) (hold 3s)
		124–125	PWM 3(3600 Hz) (hold 3s)
		126–127	PWM 4 (12000 Hz) (hold 3s)
		128–129	PWM 5 (18900 Hz) (hold 3s)
		130–131	PWM 6 (25000 Hz) (hold 3s)
		132–133	RAW
		134–135	Factory Calibration
		136–137	User Calibrated
		138–139	Smart Calibration
		140–141	Display on
		142–143	Display off
		144–163	Display: No function

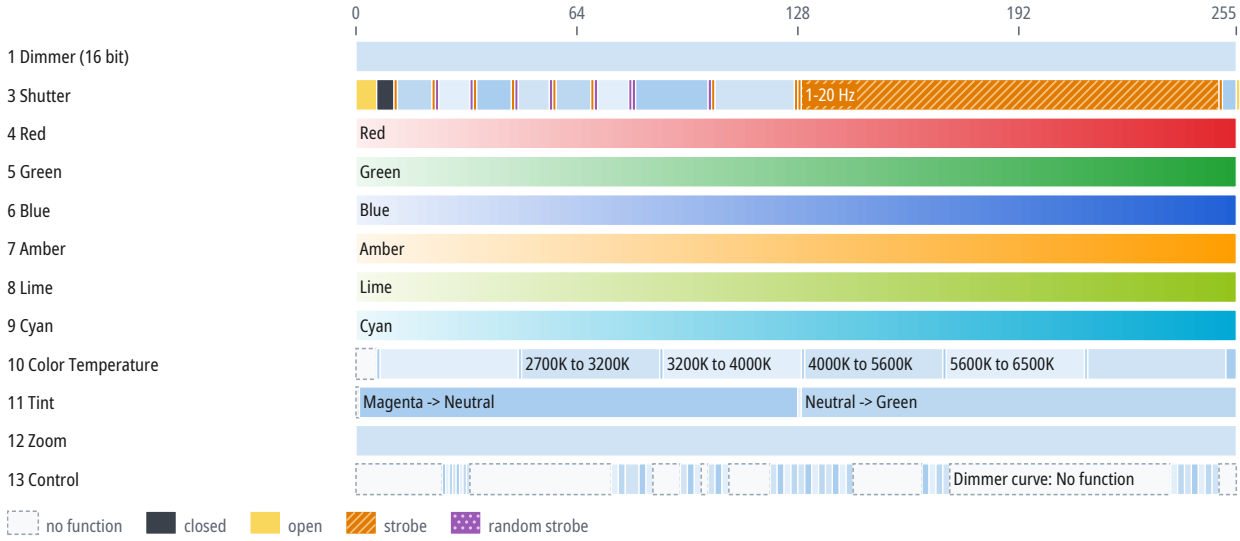
CH	Function	DMX	Description
10	Control (continued)	164–165	Dimmer Curve Linear
		166–167	Dimmer Curve Exponential
		168–169	Dimmer Curve Logarithmic
		170–171	Dimmer Curve S-Curve
		172–235	Dimmer curve: No function
		236–237	Reset All
		238–239	Reset All ... Factory Default set (except DMX-Address;DMX-Mode) (hold 3s)
		240–241	Factory Default set (except DMX-Address;DMX-Mode) (hold 3s)
		242–243	Factory Default set (except DMX-Address;DMX-Mode) (hold 3s) ... Default A-User set
		244–245	Default A-User set
		246–247	Default B-User set
		248–249	Default C-User set
		250–255	Default: No function

Mode 13 Ch Direct CCT

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 1 Dimmer above 0; CH 3 Shutter at 0–5 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Amber 255, CH 8 Lime 255, CH 9 Cyan 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “4 Ch Preset” (p. 10)
4	Red	0–255	Red

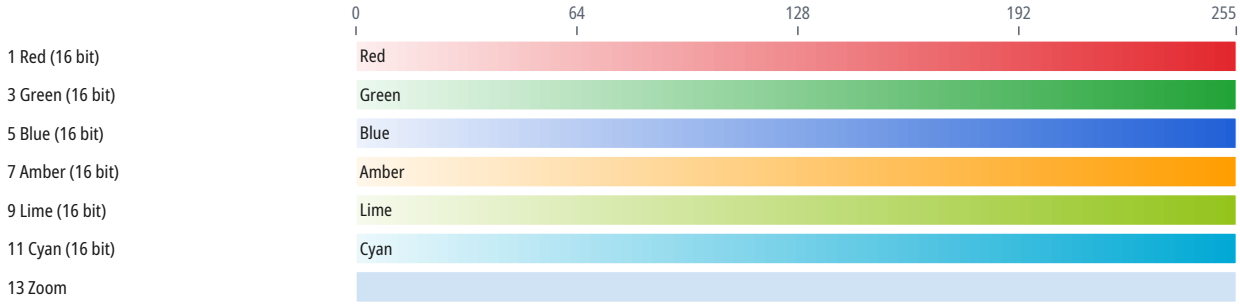
CH	Function	DMX	Description
5	Green	0–255	Green
6	Blue	0–255	Blue
7	Amber	0–255	Amber
8	Lime	0–255	Lime
9	Cyan	0–255	Cyan
10	Color Temperature		Same as CH 3 in the mode “5 Ch CCT” (p. 12)
11	Tint		Same as CH 4 in the mode “5 Ch CCT” (p. 12)
12	Zoom	0–255	7–50°
13	Control		Same as CH 10 in the mode “10 Ch RGB-CCT” (p. 14)

Mode 13 Ch Direct 16Bit

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 Amber 255, CH 9 Lime 255, CH 11 Cyan 255.

Channel functions at a glance



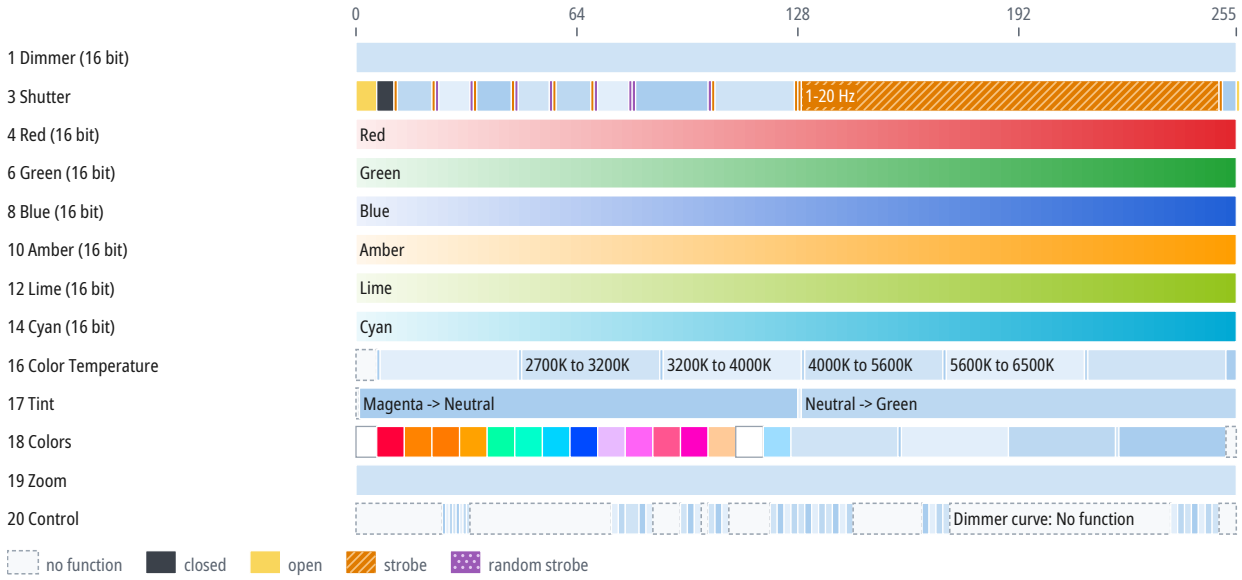
CH	Function	DMX	Description
1	Red	0–255	Red
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	Green
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	Blue
6	Blue Fine	0–255	Fine adjustment of CH 5
7	Amber	0–255	Amber
8	Amber Fine	0–255	Fine adjustment of CH 7
9	Lime	0–255	Lime
10	Lime Fine	0–255	Fine adjustment of CH 9
11	Cyan	0–255	Cyan
12	Cyan Fine	0–255	Fine adjustment of CH 11
13	Zoom	0–255	7–50°

Mode 20 Ch Full

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 1 Dimmer above 0; CH 3 Shutter at 0–5 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 4 Red 255, CH 6 Green 255, CH 8 Blue 255, CH 10 Amber 255, CH 12 Lime 255, CH 14 Cyan 255.

Channel functions at a glance



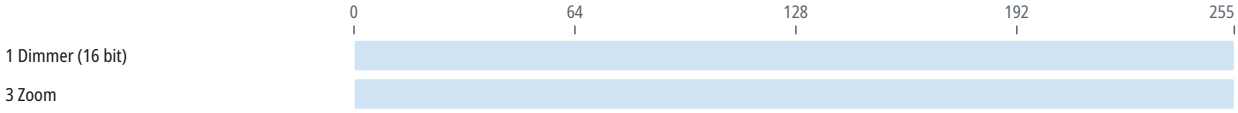
CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 2 in the mode “4 Ch Preset” (p. 10)
4	Red	0–255	Red
5	Red Fine	0–255	Fine adjustment of CH 4
6	Green	0–255	Green
7	Green Fine	0–255	Fine adjustment of CH 6
8	Blue	0–255	Blue
9	Blue Fine	0–255	Fine adjustment of CH 8
10	Amber	0–255	Amber
11	Amber Fine	0–255	Fine adjustment of CH 10
12	Lime	0–255	Lime
13	Lime Fine	0–255	Fine adjustment of CH 12
14	Cyan	0–255	Cyan
15	Cyan Fine	0–255	Fine adjustment of CH 14
16	Color Temperature		Same as CH 3 in the mode “5 Ch CCT” (p. 12)
17	Tint		Same as CH 4 in the mode “5 Ch CCT” (p. 12)
18	Colors		Same as CH 3 in the mode “4 Ch Preset” (p. 11)
19	Zoom	0–255	7–50°
20	Control		Same as CH 10 in the mode “10 Ch RGB-CCT” (p. 14)

Mode 3 Ch Unisens

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance

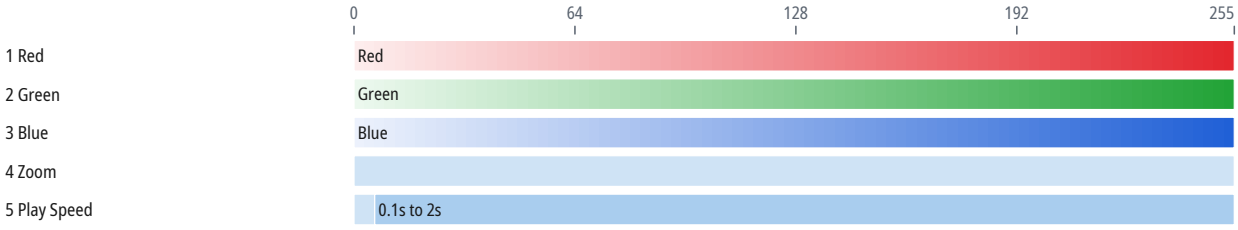


CH	Function	DMX	Description
1	Dimmer	0–255	
2	Dimmer Fine	0–255	Fine adjustment of CH 1
3	Zoom	0–255	7–50°

Mode D5 Ch RGB

The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	Red
2	Green	0–255	Green
3	Blue	0–255	Blue
4	Zoom	0–255	7–50°
5	Play Speed		DMX Delay
		0–5	Off (no Delay)
		6–255	0.1s to 2s

Mode D5 Ch Preset

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0; CH 2 Shutter at 0–5 or 255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255, CH 3 Colors 113.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer	0–255	
2	Shutter		Same as CH 2 in the mode “4 Ch Preset” (p. 10)
3	Colors		Same as CH 3 in the mode “4 Ch Preset” (p. 11)
4	Zoom	0–255	7–50°
5	Play Speed		Same as CH 5 in the mode “D5 Ch RGB” (p. 18)

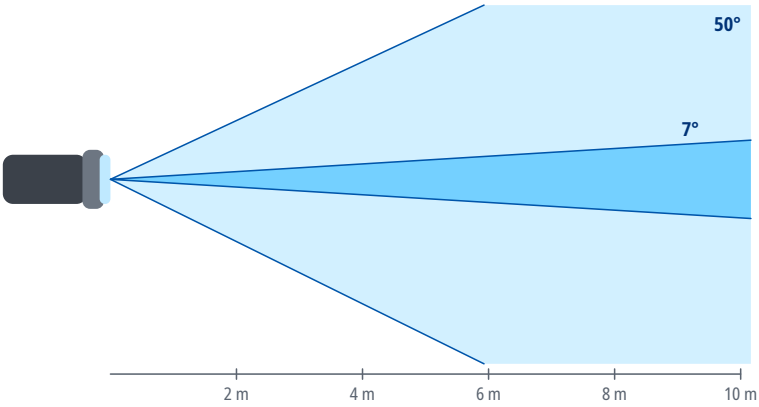
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	7–50°
Control	
DMX connection	3-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x08A4, device model ID 0x0062)
Electrical	
Power connectors	IEC 60320-C7/C8 IN
Dimensions and construction	
Weight	8 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-15 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2400–10000 K
Strobe frequency	1–20 Hz
LED frequency	650–25000 Hz
Color wheel rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 7°	Ø 50°
2 m	0.24 m	1.9 m
4 m	0.49 m	3.7 m
6 m	0.73 m	5.6 m
8 m	0.98 m	7.5 m
10 m	1.2 m	9.3 m
15 m	1.8 m	14 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.

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.