DMX REFERENCE

GigBAR Move + ILS

GigBAR Move + ILS - EU Version

Chauvet DJ



Manufacturer	Chauvet DJ
GDTF file	Chauvet_DJ_GigBAR_Move_ILS_154518.gdtf
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1 About this manual

This document describes the GigBAR Move + ILS - EU Version by Chauvet DJ. It was compiled from the GDTF file Chauvet_DJ_GigBAR_Move_ILS_154518.gdtf from the GDTF-Share library.

File revision: “Version 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 Chauvet DJ; 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	258 W
Weight	14 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
52 Channels	52	9	1, 53, 105, 157, ...
30 Channels	30	17	1, 31, 61, 91, ...
3 Channels	3	170	1, 4, 7, 10, ...

No light? Check these channels

- 52 Channels: CH 27 Dimmer 1 above 0; CH 28 Dimmer 2 above 0; CH 29 Dimmer 3 above 0; CH 30 Dimmer 4 above 0; CH 42 Dimmer 5 above 0; CH 43 Strobe Frequency 7 at 4–7 or 216–255 “Open”; CH 51 Dimmer 6 above 0; CH 52 Strobe Frequency 8 at 4–7 or 216–255 “Open”
- 30 Channels: CH 14 Dimmer 1 above 0; CH 15 Dimmer 2 above 0; CH 16 Dimmer 3 above 0; CH 17 Dimmer 4 above 0; CH 29 Dimmer 5 above 0


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.

⚠ **WARNING**

- This device emits ultraviolet (UV) radiation, which can harm the eyes and skin.
- Do not look directly into the light source and avoid prolonged exposure of the eyes and skin at close range. Install the device so that people are not exposed at close range.
- People with increased sensitivity to light, including those taking medication that increases this sensitivity, should avoid UV exposure.

⚠ **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

“GigBAR Move + ILS ist ein 5-in-1 Beleuchtungssystem, das Moving Heads, Derbies, Washes, einen Laser- und einen Strobe-Effekt auf einer einzigen Bar vereint.”

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: 14 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.

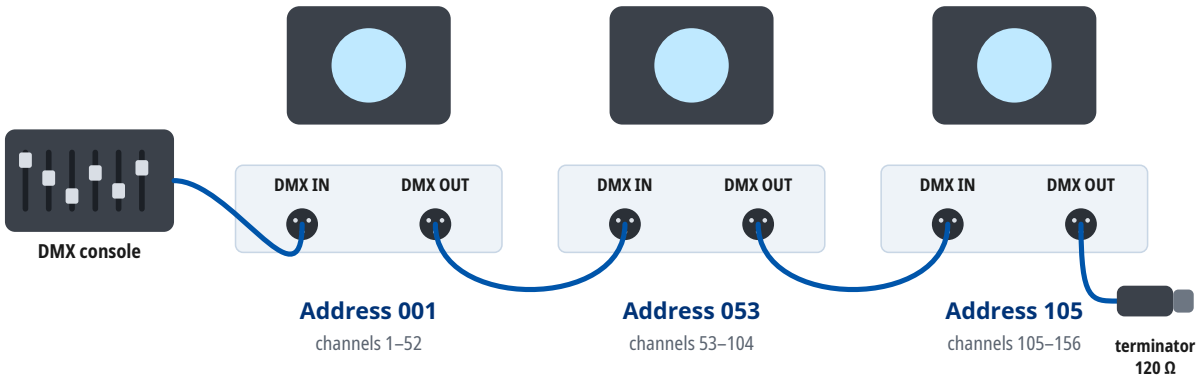
6 Connections

- 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 52 Channels: 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 “52 Channels”: 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 “52 Channels”, 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

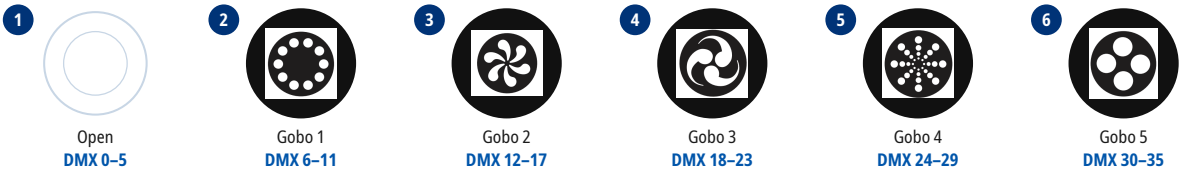
Functions in each DMX mode

	52 Channels 52 channels	30 Channels 30 channels	3 Channels 3 channels
Pan / Tilt	**7 channels (20–46)**	**13, 21, 22, 24**	
Dimmer	**27–30, 42, 51**	**14–17, 29**	
Shutter / strobe	**8 channels (7–52)**	**5 channels (7–30)**	
Color mixing	**20 channels (1–24)**	**1–6, 8–11**	
Color wheel	**40, 49**	**27**	
Gobo wheel	**41, 50**	**28**	
Pixel control	✓	✓	

Color wheel

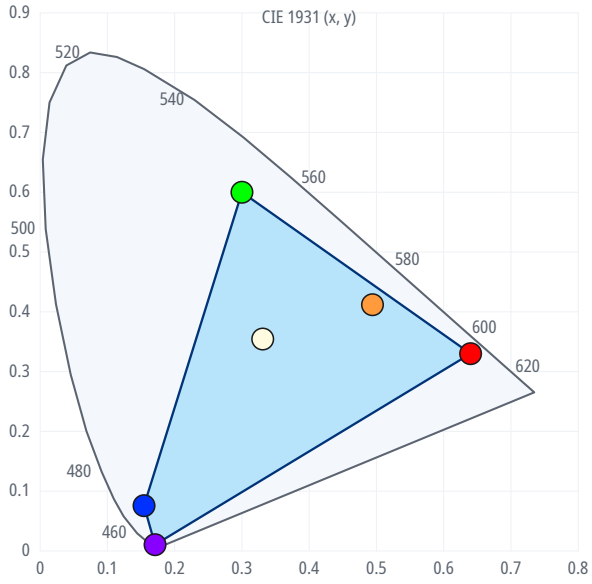
1. White — **DMX 0–6**
2. Red — **DMX 7–13**
3. Orange — **DMX 14–20**
4. Yellow — **DMX 21–27**
5. Green — **DMX 28–34**
6. Blue — **DMX 35–41**
7. CTO 400K — **DMX 42–48**
8. Cyan — **DMX 49–55**
9. Magenta — **DMX 56–62**
10. Lime — **DMX 63–64**
11. Color Index — **DMX 65–189**
12. Color Scroll clockwise fast to slow — **DMX 190–221**
13. Stop — **DMX 222–223**
14. Color scroll counterclockwise slow to fast — **DMX 224–255**

Gobo wheel



1 Open DMX 0–5
2 Gobo 1 DMX 6–11
3 Gobo 2 DMX 12–17
4 Gobo 3 DMX 18–23
5 Gobo 4 DMX 24–29
6 Gobo 5 DMX 30–35
7 Gobo 6 DMX 36–41
8 Gobo 7 DMX 42–47
9 Gobo 8 DMX 48–53
10 Gobo 9 DMX 54–63
11 Gobo 9 shake slow to fast DMX 64–69
12 Gobo 8 shake slow to fast DMX 70–75
13 Gobo 7 shake slow to fast DMX 76–81
14 Gobo 6 shake slow to fast DMX 82–87
15 Gobo 5 shake slow to fast DMX 88–93
16 Gobo 4 shake slow to fast DMX 94–99
17 Gobo 3 shake slow to fast DMX 100–105
18 Gobo 2 shake slow to fast DMX 106–111
19 Gobo 1 shake slow to fast DMX 112–117
20 Scroll clockwise slow to fast DMX 128–189
21 Stop DMX 190–193
22 Scroll counterclockwise slow to fast DMX 194–255

LED colors and the colors they mix



LED	x	y	nm
Red	0.640	0.330	626
Green	0.300	0.600	527
Blue	0.154	0.076	452
White	0.331	0.354	
PAR_Amber	0.494	0.412	590
PAR_UV	0.171	0.011	400

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

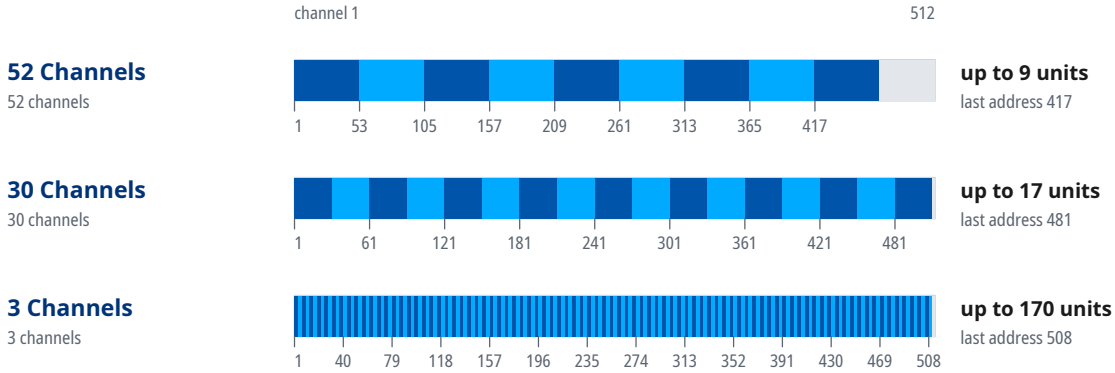
Cells (pixels)



4 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “52 Channels”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “52 Channels”

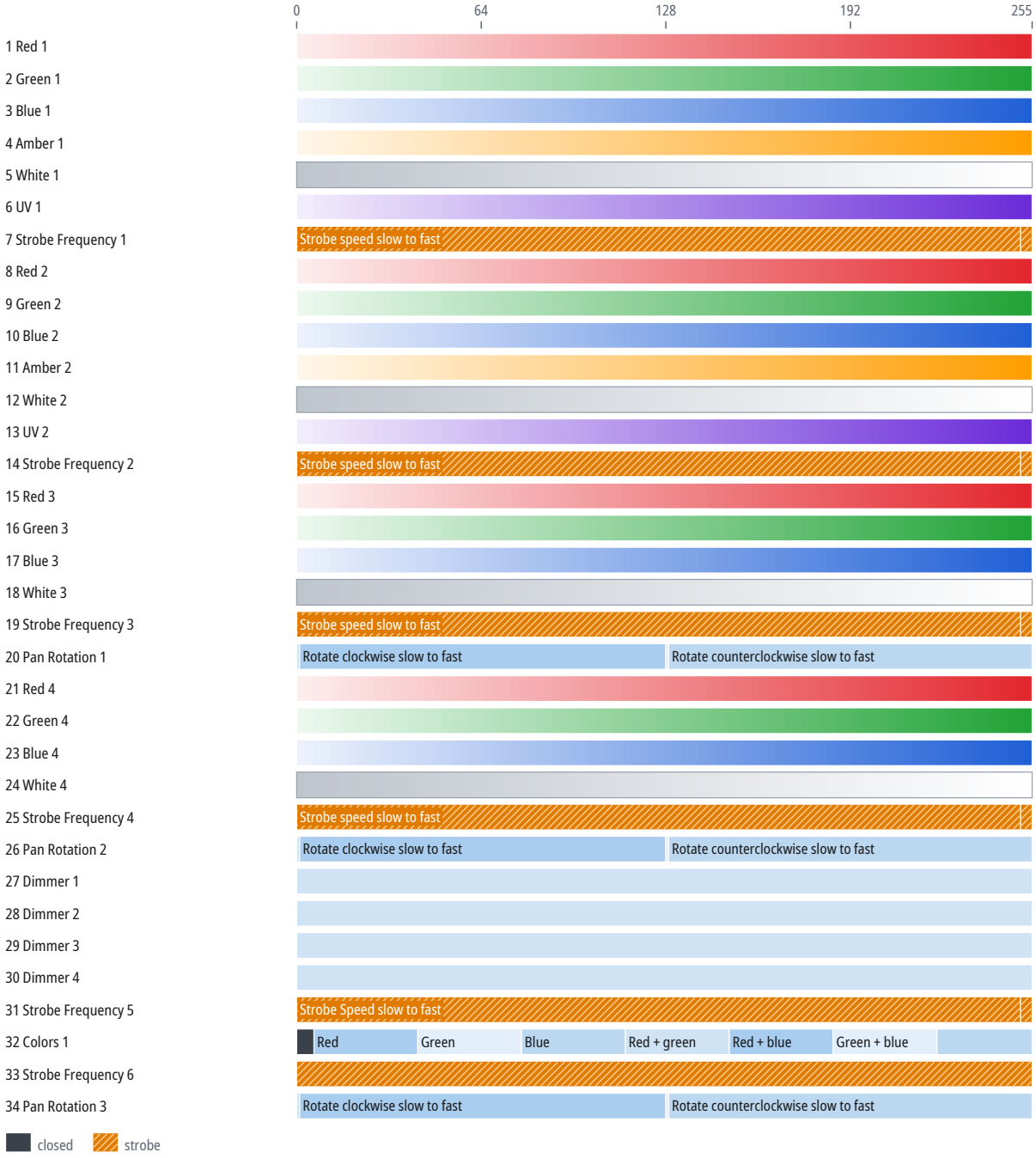
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	261	11	U2 · 53	16	U2 · 313
2	53	7	313	12	U2 · 105	17	U2 · 365
3	105	8	365	13	U2 · 157	18	U2 · 417
4	157	9	417	14	U2 · 209	19	U3 · 1
5	209	10	U2 · 1	15	U2 · 261	20	U3 · 53

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 52 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 27 Dimmer 1 above 0; CH 28 Dimmer 2 above 0; CH 29 Dimmer 3 above 0; CH 30 Dimmer 4 above 0; CH 42 Dimmer 5 above 0; CH 43 Strobe Frequency 7 at 4–7 or 216–255 “Open”; CH 51 Dimmer 6 above 0; CH 52 Strobe Frequency 8 at 4–7 or 216–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 0, CH 2 Green 1 0, CH 3 Blue 1 0, CH 4 Amber 1 0, CH 5 White 1 0, CH 6 UV 1 0, CH 8 Red 2 0, CH 9 Green 2 0, CH 10 Blue 2 0, CH 11 Amber 2 0, CH 12 White 2 0, CH 13 UV 2 0, CH 15 Red 3 0, CH 16 Green 3 0, CH 17 Blue 3 0, CH 18 White 3 0, CH 21 Red 4 0, CH 22 Green 4 0, CH 23 Blue 4 0, CH 24 White 4 0, CH 27 Dimmer 1 0, CH 28 Dimmer 2 0, CH 29 Dimmer 3 0, CH 30 Dimmer 4 0, CH 33 Strobe Frequency 6 0, CH 40 Colors 2 0, CH 42 Dimmer 5 0, CH 49 Colors 3 0, CH 51 Dimmer 6 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Amber 1	0–255	
5	White 1	0–255	
6	UV 1	0–255	
7	Strobe Frequency 1	0–250	Strobe speed slow to fast
		251–255	Strobe to sound
8	Red 2	0–255	
9	Green 2	0–255	
10	Blue 2	0–255	
11	Amber 2	0–255	
12	White 2	0–255	
13	UV 2	0–255	
14	Strobe Frequency 2	0–250	Strobe speed slow to fast
		251–255	Strobe to sound
15	Red 3	0–255	
16	Green 3	0–255	
17	Blue 3	0–255	
18	White 3	0–255	
19	Strobe Frequency 3		Strobe Speed
		0–250	Strobe speed slow to fast

CH	Function	DMX	Description
19	Strobe Frequency 3 (continued)	251–255	Strobe to sound
20	Pan Rotation 1		Derby Rotation
		0	Stop
		1–127	Rotate clockwise slow to fast
		128	Stop
		129–255	Rotate counterclockwise slow to fast
21	Red 4	0–255	
22	Green 4	0–255	
23	Blue 4	0–255	
24	White 4	0–255	
25	Strobe Frequency 4	0–250	Strobe speed slow to fast
		251–255	Strobe to sound
26	Pan Rotation 2	0	Stop
		1–127	Rotate clockwise slow to fast
		128	Stop
		129–255	Rotate counterclockwise slow to fast
27	Dimmer 1	0–255	
28	Dimmer 2	0–255	
29	Dimmer 3	0–255	
30	Dimmer 4	0–255	
31	Strobe Frequency 5	0–250	Strobe Speed slow to fast
		251–255	Strobe to Sound
32	Colors 1	0–5	Blackout
		6–41	Red
		42–77	Green
		78–113	Blue
		114–149	Red + green
		150–185	Red + blue
		186–221	Green + blue
		222–255	Red + green + blue
33	Strobe Frequency 6	0–255	
34	Pan Rotation 3	0	Stop
		1–127	Rotate clockwise slow to fast
		128	Stop
		129–255	Rotate counterclockwise slow to fast
35	Pan 1	0–255	
36	Pan Mode 1		Fine pan
		0–255	Fine pan
37	Tilt 1	0–255	
38	Tilt Mode 1		Fine tilt
		0–255	Fine tilt
39	Dimmer Speed 1		Pan/tilt speed

CH	Function	DMX	Description
39	Dimmer Speed 1 (continued)	0–255	Pan/tilt speed
40	Colors 2	0–6	White
		7–13	Red
		14–20	Orange
		21–27	Yellow
		28–34	Green
		35–41	Blue
		42–48	CTO 400K
		49–55	Cyan
		56–62	Magenta
		63–64	Lime
		65–189	Color Index
		190–221	Color Scroll clockwise fast to slow
		222–223	Stop
		224–255	Color scroll counterclockwise slow to fast
41	Gobo Spin 1	0–5	Open
		6–11	Gobo 1
		12–17	Gobo 2
		18–23	Gobo 3
		24–29	Gobo 4
		30–35	Gobo 5
		36–41	Gobo 6
		42–47	Gobo 7
		48–53	Gobo 8
		54–63	Gobo 9
		64–69	Gobo 9 shake slow to fast
		70–75	Gobo 8 shake slow to fast
		76–81	Gobo 7 shake slow to fast
		82–87	Gobo 6 shake slow to fast
		88–93	Gobo 5 shake slow to fast
		94–99	Gobo 4 shake slow to fast
		100–105	Gobo 3 shake slow to fast
		106–111	Gobo 2 shake slow to fast
		112–117	Gobo 1 shake slow to fast
		118–127	Open
		128–189	Scroll clockwise slow to fast
		190–193	Stop
		194–255	Scroll counterclockwise slow to fast
42	Dimmer 5	0–255	
43	Strobe Frequency 7	0–3	Closed
		4–7	Open
		8–76	Strobe slow to fast

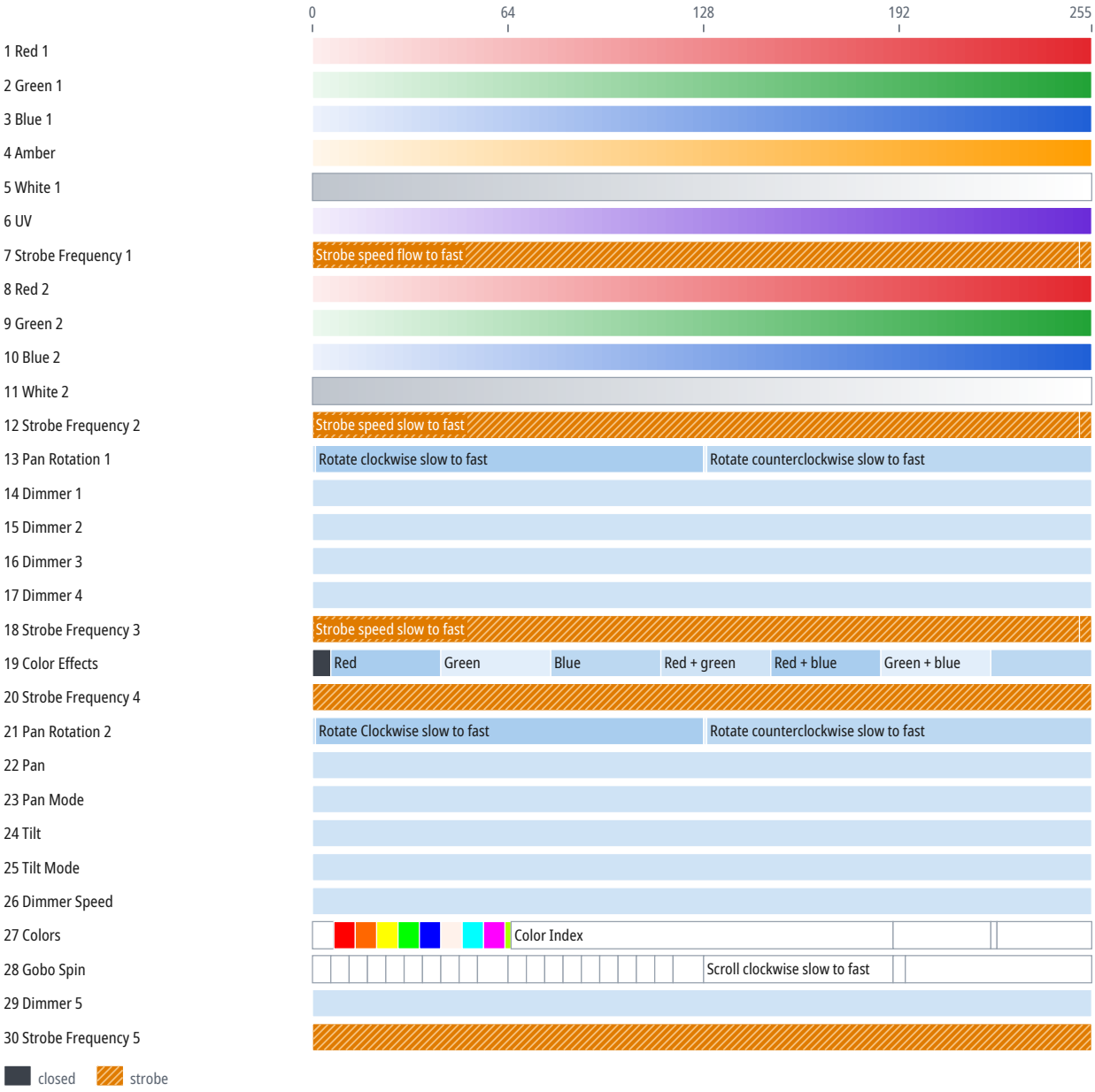
CH	Function	DMX	Description
43	Strobe Frequency 7 (continued)	77–145	Pulse strobe slow to fast
		146–215	Random strobe slow to fast
		216–255	Open
44	Pan 2	0–255	
45	Pan Mode 2		Fine pan
		0–255	Fine pan
46	Tilt 2	0–255	
47	Tilt Mode 2		Fine tilt
		0–255	Fine tilt
48	Dimmer Speed 2		Pan/tilt speed
		0–255	Pan/tilt speed
49	Colors 3	0–6	White
		7–13	Red
		14–20	Orange
		21–27	Yellow
		28–34	Green
		35–41	Blue
		42–48	CTO 400K
		49–55	Cyan
		56–62	Magenta
		63–64	Lime
		65–189	Color Index
		190–221	Color scroll clockwise fast to slow
		222–223	Stop
		224–255	Color scroll counterclockwise slow to fast
50	Gobo Spin 2	0–5	Open
		6–11	Gobo 1
		12–17	Gobo 2
		18–23	Gobo 3
		24–29	Gobo 4
		30–35	Gobo 5
		36–41	Gobo 6
		42–47	Gobo 7
		48–53	Gobo 8
		54–63	Gobo 9
		64–69	Gobo 9 shake slow to fast
		70–75	Gobo 8 shake slow to fast
		76–81	Gobo 7 shake slow to fast
		82–87	Gobo 6 shake slow to fast
		88–93	Gobo 5 shake slow to fast
		94–99	Gobo 4 shake slow to fast
		100–105	Gobo 3 shake slow to fast

CH	Function	DMX	Description
50	Gobo Spin 2 (continued)	106–111	Gobo 2 shake slow to fast
		112–117	Gobo 1 shake slow to fast
		118–127	Open
		128–189	Scroll clockwise slow to fast
		190–193	Stop
		194–255	Scroll counterclockwise slow to fast
51	Dimmer 6	0–255	
52	Strobe Frequency 8	0–3	Closed
		4–7	Open
		8–76	Strobe slow to fast
		77–145	Pulse strobe slow to fast
		146–215	Random strobe slow to fast
		216–255	Open

Mode 30 Channels

If the device receives DMX in this mode but gives no light, check these channels: CH 14 Dimmer 1 above 0; CH 15 Dimmer 2 above 0; CH 16 Dimmer 3 above 0; CH 17 Dimmer 4 above 0; CH 29 Dimmer 5 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 0, CH 2 Green 1 0, CH 3 Blue 1 0, CH 4 Amber 0, CH 5 White 1 0, CH 6 UV 0, CH 8 Red 2 0, CH 9 Green 2 0, CH 10 Blue 2 0, CH 11 White 2 0, CH 14 Dimmer 1 0, CH 15 Dimmer 2 0, CH 16 Dimmer 3 0, CH 17 Dimmer 4 0, CH 20 Strobe Frequency 4 0, CH 27 Colors 0, CH 29 Dimmer 5 0, CH 30 Strobe Frequency 5 0.

Channel functions at a glance



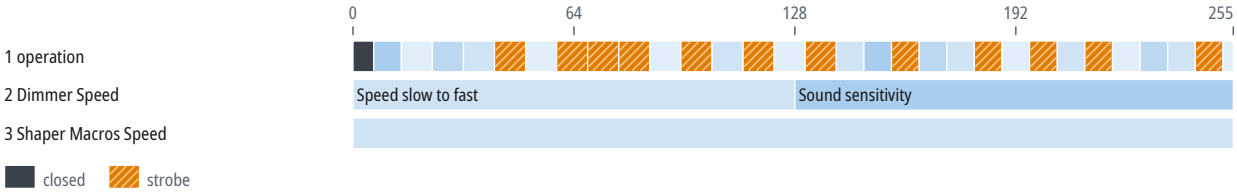
CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	Amber	0–255	

CH	Function	DMX	Description
5	White 1	0–255	
6	UV	0–255	
7	Strobe Frequency 1	0–250	Strobe speed flow to fast
		251–255	Strobe to sound
8	Red 2	0–255	
9	Green 2	0–255	
10	Blue 2	0–255	
11	White 2	0–255	
12	Strobe Frequency 2		Same as CH 14 in the mode “52 Channels” (p. 11)
13	Pan Rotation 1	0	Stop
		1–127	Rotate clockwise slow to fast
		128	Stop
		129–255	Rotate counterclockwise slow to fast
14	Dimmer 1	0–255	
15	Dimmer 2	0–255	
16	Dimmer 3	0–255	
17	Dimmer 4	0–255	
18	Strobe Frequency 3	0–250	Strobe speed slow to fast
		251–255	Strobe to sound
19	Color Effects	0–5	Blackout
		6–41	Red
		42–77	Green
		78–113	Blue
		114–149	Red + green
		150–185	Red + blue
		186–221	Green + blue
		222–255	Red + green + blue
20	Strobe Frequency 4	0–255	
21	Pan Rotation 2	0	Stop
		1–127	Rotate Clockwise slow to fast
		128	Stop
		129–255	Rotate counterclockwise slow to fast
22	Pan	0–255	
23	Pan Mode	0–255	
24	Tilt	0–255	
25	Tilt Mode	0–255	
26	Dimmer Speed	0–255	
27	Colors	0–6	White
		7–13	Red
		14–20	Orange
		21–27	Yellow
		28–34	Green

CH	Function	DMX	Description
27	Colors (continued)	35–41	Blue
		42–48	CTO 400K
		49–55	Cyan
		56–62	Magenta
		63–64	Lime
		65–189	Color Index
		190–221	Color scroll clockwise fast to slow
		222–223	Stop
		224–255	Color scroll counterclockwise slow to fast
28	Gobo Spin	0–5	Open
		6–11	Gobo 1
		12–17	Gobo 2
		18–23	Gobo 3
		24–29	Gobo 4
		30–35	Gobo 5
		36–41	Gobo 6
		42–47	Gobo 7
		48–53	Gobo 8
		54–63	Gobo 9
		64–69	Gobo 9 shake slow to fast
		70–75	Gobo 8 shake slow to fast
		76–81	Gobo 7 shake slow to fast
		82–87	Gobo 6 shake slow to fast
		88–93	Gobo 5 shake slow to fast
		94–99	Gobo 4 shake slow to fast
		100–105	Gobo 3 shake slow to fast
		106–111	Gobo 2 shake slow to fast
		112–117	Gobo 1 shake slow to fast
		118–127	Open
		128–189	Scroll clockwise slow to fast
		190–193	Stop
		194–255	Scroll counterclockwise slow to fast
29	Dimmer 5	0–255	
30	Strobe Frequency 5	0–255	

Mode 3 Channels

Channel functions at a glance



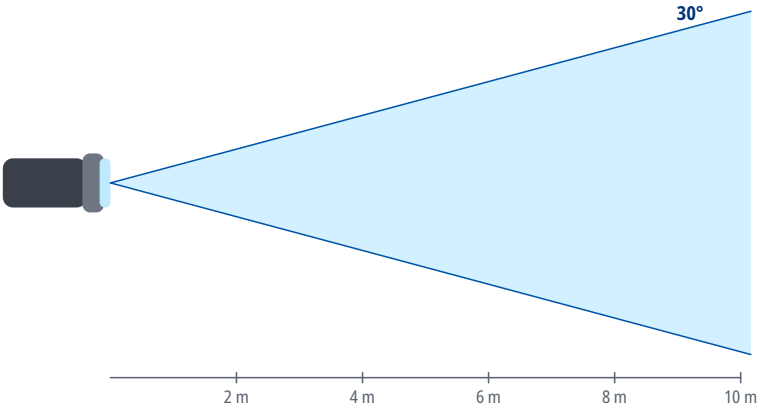
CH	Function	DMX	Description
1	operation	0–5	Blackout
		6–13	Mix 1
		14–22	Mix 2
		23–31	Mix 3
		32–40	Mix 4
		41–49	Pars + Derby Lights + Laser + Strobes
		50–58	Pars + Derby Lights + Laser + Spots
		59–67	Pars + Derby Lights + Strobes + Spots
		68–76	Pars + Laser + Strobes + Spots
		77–85	Derby Lights + Laser + Strobes + Spots
		86–94	Pars + Derby Lights + Laser
		95–103	Pars + Derby Lights + Strobes
		104–112	Pars + Derby Lights + Spots
		113–121	Pars + Laser + Strobes
		122–130	Pars + Laser + Spots
		131–139	Pars + Strobes + Spots
		140–147	Pars and Derby Lights
		148–155	Pars and Laser
		156–163	Pars and Strobes
		164–171	Pars and Spots
		172–179	Derby Lights and Laser
		180–187	Derby Lights and Strobes
		188–195	Derby Lights and Spots
		196–203	Laser and Strobes
		204–211	Laser and Spots
		212–219	Strobes and Spots
		220–227	Pars on only
		228–235	Derby Lights on only
		236–243	Laser on only
		244–251	Strobes on only
		252–255	Spots on only

CH	Function	DMX	Description
2	Dimmer Speed	0–127	Speed slow to fast
		128–255	Sound sensitivity
3	Shaper Macros Speed	0–255	

10 Technical specifications

Parameter	Value
Light source	LED
DMX connection	3-pin XLR IN/OUT
Power supply	100–240 V, 50/60 Hz
Power consumption	258 W
Power connectors	IEC 60320 C14 Kaltstecker IN
Weight	14 kg
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 30°
2 m	1.1 m
4 m	2.1 m
6 m	3.2 m
8 m	4.3 m
10 m	5.4 m
15 m	8 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.