DMX REFERENCE

Maverick Silens 1X Profile

Chauvet Professional



Manufacturer	Chauvet Professional
GDTF file	Chauvet_Professional_Maverick_Silens_1X_Profile_97436.gdtf
GDTF revision	Beta 1.0.1 · 2025-05-20
Generated	2026-11-23

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1 About this manual

This document describes the Maverick Silens 1X Profile by Chauvet Professional. It was compiled from the GDTF file Chauvet_Professional_Maverick_Silens_1X_Profile_97436.gdtf from the GDTF-Share library.

File revision: “Beta 1.0.1”.

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 Professional; 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	34.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
39Ch Mode	39	13	1, 40, 79, 118, ...
31Ch Mode	31	16	1, 32, 63, 94, ...

No light? Check these channels

- 39Ch Mode: CH 8 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”; CH 9 Shutter 2 at 0–4, 117–121 or 209–255 “Open”
- 31Ch Mode: CH 6 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

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

> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

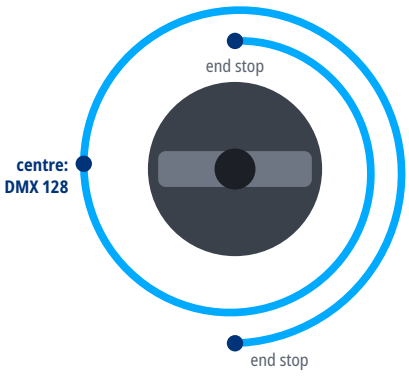
Description in the GDTF file

“Compact member of our award-winning Silens range. 430W 96+ CRI LED source in an uncompromising design that offers the highest quality of light, flawless 16-bit dimming with selectable red shift and dimming curves, precise 4-blade shutter framing, and accurate color rendering. Completely fanless operation makes this totally silent fixture ideal for the most demanding theatre and studio applications. Featuring a single rotating gobo wheel, variable CMY + CTO and a full effects wheelhouse. Control via Art-Net, sACN, DMX, RDM or CRMX.”

Range of movement

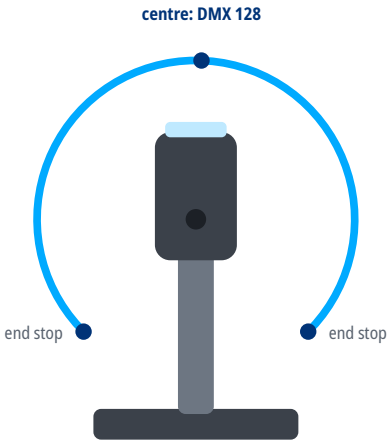
Pan 540°

top view



Tilt 270°

side view



5 Installation

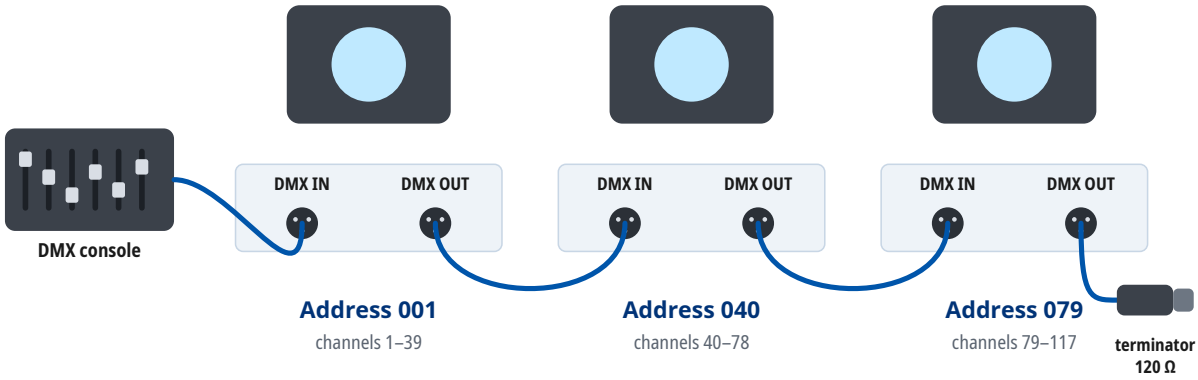
⚠ **WARNING**

- 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: 34.4 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 39Ch Mode: every unit occupies 39 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

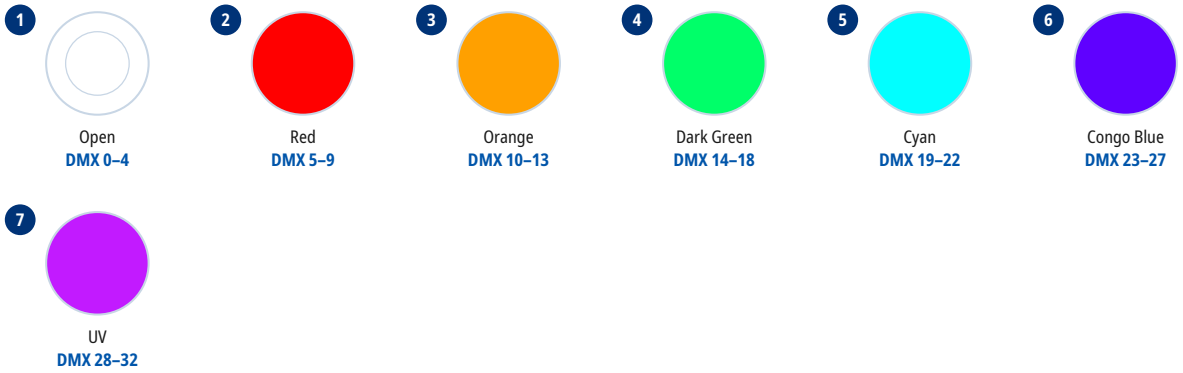
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “39Ch Mode”: 39.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “39Ch Mode”, you can use, for example, the start addresses 1, 40, 79, 118.
- 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

	39Ch Mode 39 channels	31Ch Mode 31 channels
Pan / Tilt	1, 3	1, 3
Dimmer	6	5
Dimmer resolution	16 bit	8 bit
Shutter / strobe	8, 9	6
Color mixing	10–12	7–9
Color temperature	13	10
Color wheel	14	11
Gobo wheel	17	12
Gobo rotation	18	13
Prism	35, 36	27, 28
Frost	38	30
Zoom	33	26
Focus	31	25
Iris	37	29
Animation wheel	20, 21	14, 15

Color wheel



Gobo wheel 1

1
Open
DMX 0–5

2 
Gobo 1
DMX 6–10

3 
Gobo 2
DMX 11–15

4 
Gobo 3
DMX 16–20

5 
Gobo 4
DMX 21–25

6 
Gobo 5
DMX 26–30

7 
Gobo 6
DMX 31–35

8 
Gobo 7
DMX 36–41

Gobo wheel 2

1
Open

2 
Gobo 1

3 
Gobo 2

4 
Gobo 3

5 
Gobo 4

6 
Gobo 5

7 
Gobo 6

8 
Gobo 7

9 
Gobo 8

Animation wheel

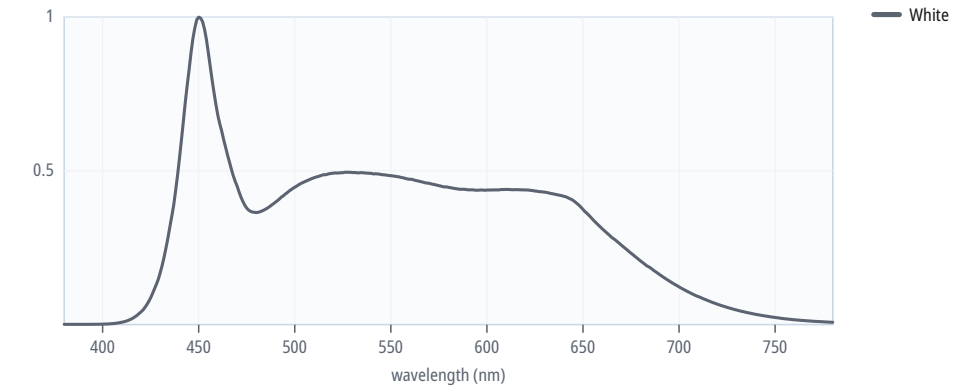
1	Open	**DMX 0–128**

Prism

1
Open
DMX 0–128

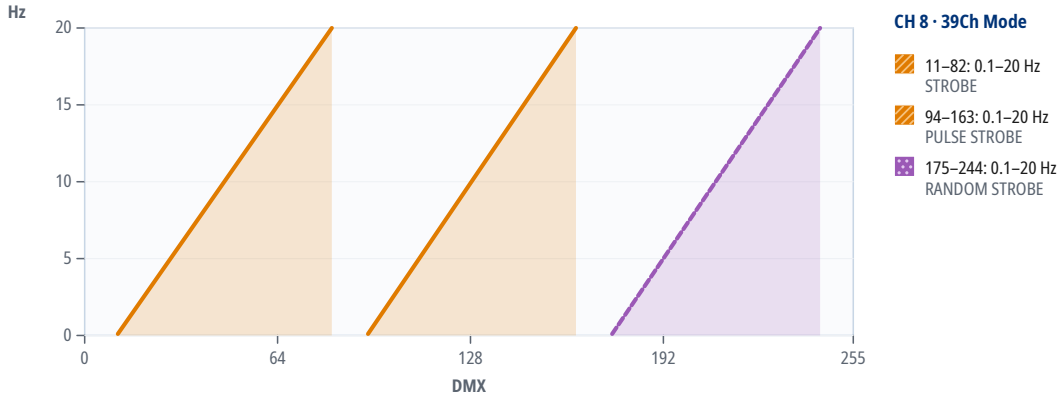
2 
5 facets
Prism
DMX 128–255

Spectra of the light sources



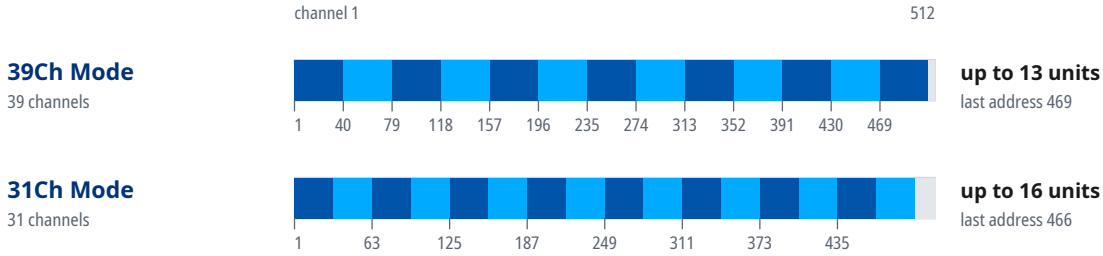
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “39Ch Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

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.

RDM personalities

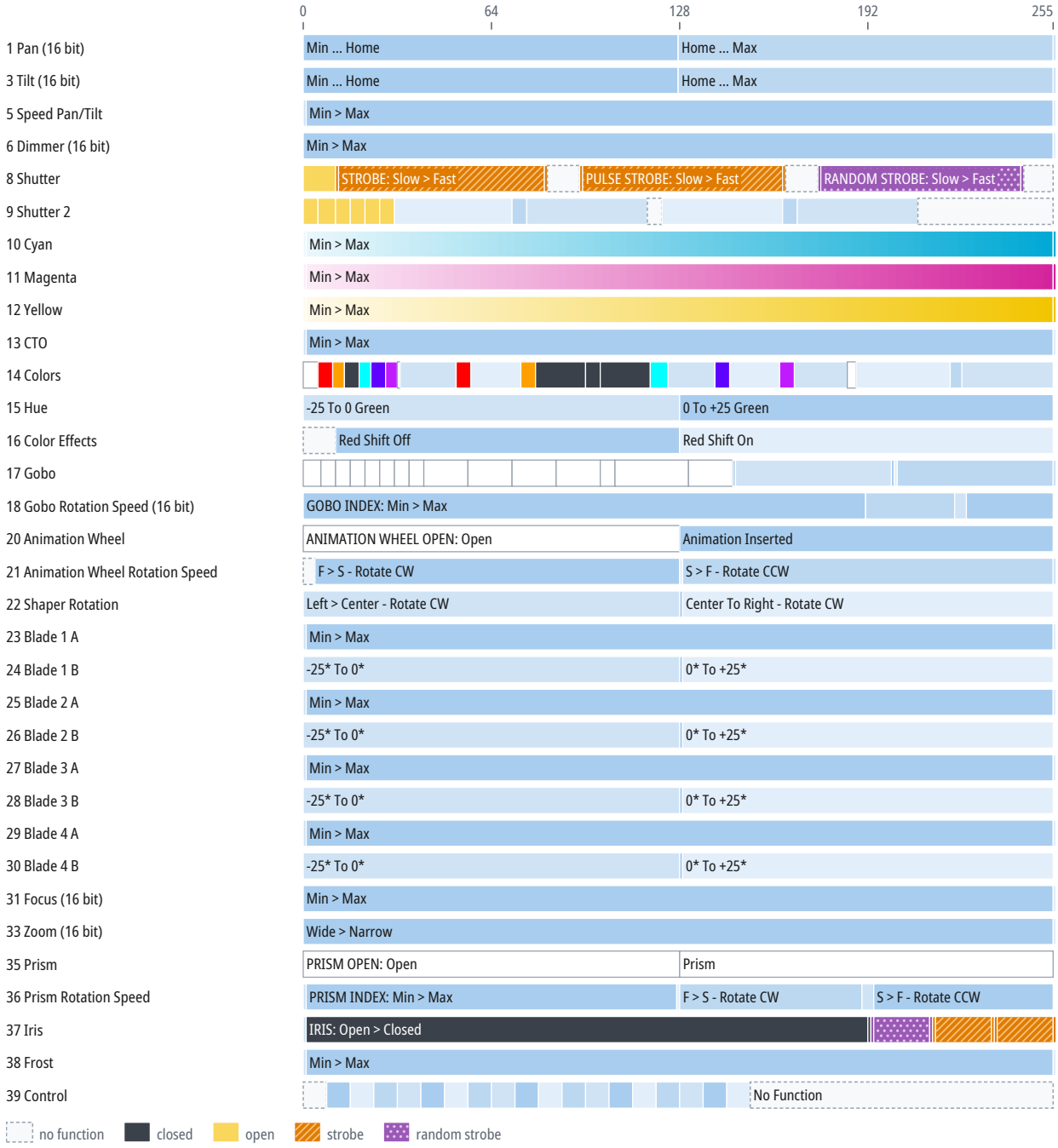
Mode	Channels	RDM personality
39Ch Mode	39	2
31Ch Mode	31	1

Mode 39Ch Mode

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

If the device receives DMX in this mode but gives no light, check these channels: CH 8 Shutter at 0–10, 83–93, 164–174 or 245–255 “Open”; CH 9 Shutter 2 at 0–4, 117–121 or 209–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 10 Cyan 0, CH 11 Magenta 0, CH 12 Yellow 0, CH 13 CTO 0, CH 14 Colors 0, CH 16 Color Effects 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Min
		1–254	Min > Max
		255	Max
6	Dimmer	0	Min
		0–255	Min > Max
		255	Max
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter	0–10	STROBE OPEN: Open
		11	STROBE: Slow (0.1–20 Hz)
		12–81	STROBE: Slow > Fast
		82	STROBE: Fast
		83–93	STROBE OPEN: Open
		94	PULSE STROBE: Slow
		95–162	PULSE STROBE: Slow > Fast
		163	PULSE STROBE: Fast
		164–174	STROBE OPEN: Open
		175	RANDOM STROBE: Slow (0.1–20 Hz)
		176–243	RANDOM STROBE: Slow > Fast
		244	RANDOM STROBE: Fast
		245–255	STROBE OPEN: Open
9	Shutter 2	0–4	VIRTUAL STROBE OPEN: Open
		5–10	Section 1 On
		11–15	Section 2 On
		16–20	Section 3 On
		21–25	Section 4 On
		26–30	Section 5 On
		31–70	VIRTUAL SHAKE: CW Fast > Slow
		71–75	VIRTUAL SHAKE: Stop
		76–116	VIRTUAL SHAKE: CCW Slow > Fast

CH	Function	DMX	Description
9	Shutter 2 (continued)	117–121	VIRTUAL STROBE OPEN: Open
		122–162	VIRTUAL FADE: CW Fast > Slow
		163–167	VIRTUAL FADE: Stop
		168–208	VIRTUAL FADE: CCW Slow > Fast
		209–255	VIRTUAL STROBE OPEN: Open
10	Cyan	0	Min
		1–254	Min > Max
		255	Max
11	Magenta	0	Min
		1–254	Min > Max
		255	Max
12	Yellow	0	Min
		1–254	Min > Max
		255	Max
13	CTO	0	Min
		1–254	Min > Max
		255	Max
14	Colors	0–4	COLOR WHEEL: Open
		5–9	COLOR WHEEL: Red
		10–13	COLOR WHEEL: Orange
		14–18	COLOR WHEEL: Dark Green
		19–22	COLOR WHEEL: Cyan
		23–27	COLOR WHEEL: Congo Blue
		28–31	COLOR WHEEL: UV
		32	SPLIT COLOR: Open
		33–51	Open/Red
		52–56	SPLIT COLOR: Red
		57–73	Red/Orange
		74–78	SPLIT COLOR: Orange
		79–95	Orange/Dark Green
		96–100	SPLIT COLOR: Dark Green
		101–117	Dark Green/Cyan
		118–123	SPLIT COLOR: Cyan
		124–139	Cyan/Congo Blue
		140–144	SPLIT COLOR: Congo Blue
		145–161	Congo Blue/UV
		162–166	SPLIT COLOR: UV
		167–184	UV/Open
		185–187	SPLIT COLOR: Open
		188–219	F > S - Rotate CW (80–0.1 °/s)
		220–223	COLOR WHEEL ROTATION: Stop

CH	Function	DMX	Description
14	Colors (continued)	224–255	S > F - Rotate CCW (0.1–80 °/s)
15	Hue	0–127	-25 To 0 Green
		128–255	0 To +25 Green
16	Color Effects	0–10	No Func
		11–127	Red Shift Off
		128–255	Red Shift On
17	Gobo	0–5	ROTATING GOBO WHEEL: Open
		6–10	Gobo 1
		11–15	Gobo 2
		16–20	Gobo 3
		21–25	Gobo 4
		26–30	Gobo 5
		31–35	Gobo 6
		36–40	Gobo 7
		41–55	Gobo 1 Shake (0.1–10 Hz)
		56–70	Gobo 2 Shake (0.1–10 Hz)
		71–85	Gobo 3 Shake (0.1–10 Hz)
		86–100	Gobo 4 Shake (0.1–10 Hz)
		101–105	Gobo 5 Shake (0.1–10 Hz)
		106–130	Gobo 6 Shake (0.1–10 Hz)
		131–145	Gobo 7 Shake (0.1–10 Hz)
		146	GOBO WHEEL ROTATE CW: Slow
		147–199	GOBO WHEEL ROTATE CW: Slow > Fast (10–0.1 °/s)
		200	GOBO WHEEL ROTATE CW: Fast
		201	GOBO WHEEL ROTATE CCW: Slow
		202–254	GOBO WHEEL ROTATE CCW: Slow > Fast
		255	GOBO WHEEL ROTATE CCW: Fast
18	Gobo Rotation Speed	0	GOBO INDEX: Min
		0–191	GOBO INDEX: Min > Max
		191	GOBO INDEX: Max
		192–222	F > S - Rotate CW (655–0.1 °/s)
		222–226	GOBO ROTATE: Stop
		226–255	S > F - Rotate CCW (0.1–655 °/s)
19	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 18
20	Animation Wheel	0–127	ANIMATION WHEEL OPEN: Open
		128–255	Animation Inserted
21	Animation Wheel Rotation Speed	0–3	No Function
		4–127	F > S - Rotate CW (80–0.1 °/s)
		128	ANIMATION STOP: Stop
		129–254	S > F - Rotate CCW (0.1–80 °/s)
		255	ANIMATION CCW S > F

CH	Function	DMX	Description
22	Shaper Rotation		FRAME ROT
		0–127	Left > Center - Rotate CW
		128	Stop
		129–255	Center To Right - Rotate CW
23	Blade 1 A		FRAME 1 A
		0	Min
		1–254	Min > Max
		255	Max
24	Blade 1 B		FRAME 1 B
		0–127	-25* To 0*
		128	Home
		129–255	0* To +25*
25	Blade 2 A		FRAME 2 A
		0	Min
		1–254	Min > Max
		255	Max
26	Blade 2 B		FRAME 2 B
		0–127	-25* To 0*
		128	Home
		129–255	0* To +25*
27	Blade 3 A		FRAME 3 A
		0	Min
		1–254	Min > Max
		255	Max
28	Blade 3 B		FRAME 3 B
		0–127	-25* To 0*
		128	Home
		129–255	0* To +25*
29	Blade 4 A		FRAME 4 A
		0	Min
		1–254	Min > Max
		255	Max
30	Blade 4 B		FRAME 4 B
		0–127	-25* To 0*
		128	Home
		129–255	0* To +25*
31	Focus	0	Min
		0–255	Min > Max
		255	Max
32	Focus Fine	0–255	Fine adjustment of CH 31
33	Zoom	0	Wide

CH	Function	DMX	Description
33	Zoom (continued)	0–255	Wide > Narrow
		255	Narrow
34	Zoom Fine	0–255	Fine adjustment of CH 33
35	Prism	0–127	PRISM OPEN: Open
		128–255	Prism
36	Prism Rotation Speed	0	PRISM INDEX: Min
		1–126	PRISM INDEX: Min > Max
		127	PRISM INDEX: Max
		128–189	F > S - Rotate CW (655–0.1 °/s)
		190–193	PRISM ROTATE: Stop
		194–255	S > F - Rotate CCW (0.1–655 °/s)
37	Iris	0	IRIS: Open
		1–191	IRIS: Open > Closed
		192	IRIS: Closed
		193	IRIS AUTO: Slow
		194–212	IRIS AUTO: Slow > Fast
		213	IRIS AUTO: Fast
		214	IRIS OPEN SLOW > FAST: Slow
		215–233	IRIS OPEN: Slow > Fast
		234	IRIS OPEN SLOW > FAST: Fast
		235	IRIS CLOSE SLOW > FAST: Slow
		236–254	IRIS CLOSE: Slow > Fast
		255	IRIS CLOSE SLOW > FAST: Fast
38	Frost	0	Min
		1–254	Min > Max
		255	Max
39	Control	0–7	CONTROL OFF: Off
		8–15	Reset All
		16–23	Pan/Tilt Reset
		24–31	Effects Reset
		32–39	Gobo Reset
		40–47	Shutter Module Reset
		48–55	Other Reset
		56–63	Color Reset
		64–71	Absolute Silence Off
		72–79	Absolute Silence On
		80–87	Steady Mode - Off
		88–95	Steady Mode - 1
		96–103	Steady Mode - 2
		104–111	Linear Dimmer
		112–119	Square Dimmer Curve
		120–127	Inverse Square Dimmer Curve

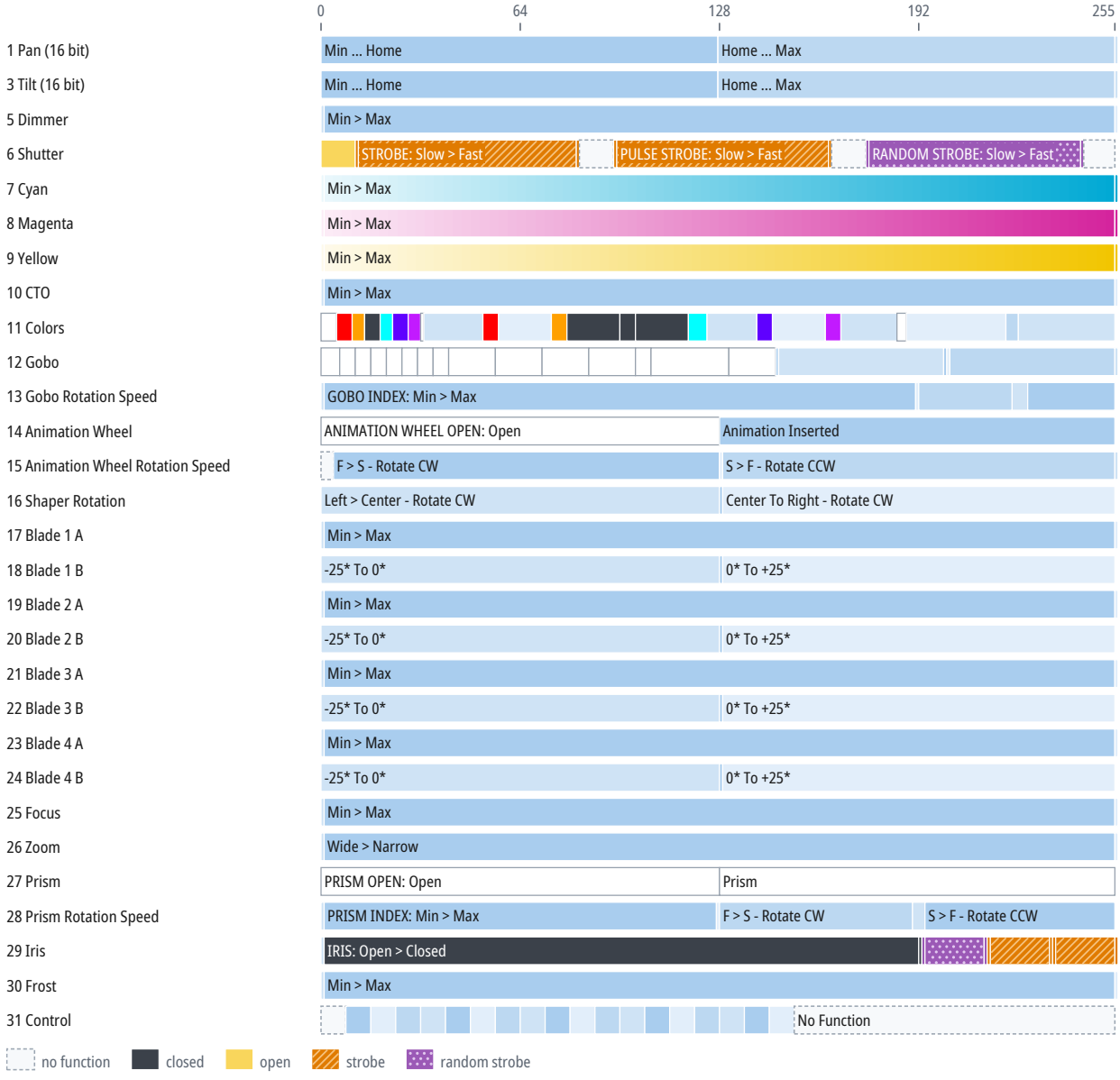
CH	Function	DMX	Description
39	Control (continued)	128–135	S-Curve Dimmer
		136–143	Fast Dimmer Mode
		144–151	Smooth Dimmer Mode
		152–255	No Function

Mode 31Ch Mode

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 6 Shutter at 0–10, 83–93, 164–174 or 245–255 “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 CTO 0, CH 11 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “39Ch Mode” (p. 13)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “39Ch Mode” (p. 13)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0	Min
		1–254	Min > Max
		255	Max
6	Shutter		Same as CH 8 in the mode “39Ch Mode” (p. 13)
7	Cyan		Same as CH 10 in the mode “39Ch Mode” (p. 14)
8	Magenta		Same as CH 11 in the mode “39Ch Mode” (p. 14)
9	Yellow		Same as CH 12 in the mode “39Ch Mode” (p. 14)
10	CTO		Same as CH 13 in the mode “39Ch Mode” (p. 14)
11	Colors		Same as CH 14 in the mode “39Ch Mode” (p. 14)
12	Gobo		Same as CH 17 in the mode “39Ch Mode” (p. 15)
13	Gobo Rotation Speed	0	GOBO INDEX: Min
		1–190	GOBO INDEX: Min > Max
		191	GOBO INDEX: Max
		192–221	F > S - Rotate CW (655–0.1 °/s)
		222–226	GOBO ROTATE: Stop
		227–255	S > F - Rotate CCW (0.1–655 °/s)
14	Animation Wheel		Same as CH 20 in the mode “39Ch Mode” (p. 15)
15	Animation Wheel Rotation Speed		Same as CH 21 in the mode “39Ch Mode” (p. 15)
16	Shaper Rotation		Same as CH 22 in the mode “39Ch Mode” (p. 16)
17	Blade 1 A		Same as CH 23 in the mode “39Ch Mode” (p. 16)
18	Blade 1 B		Same as CH 24 in the mode “39Ch Mode” (p. 16)
19	Blade 2 A		Same as CH 25 in the mode “39Ch Mode” (p. 16)
20	Blade 2 B		Same as CH 26 in the mode “39Ch Mode” (p. 16)
21	Blade 3 A		Same as CH 27 in the mode “39Ch Mode” (p. 16)
22	Blade 3 B		Same as CH 28 in the mode “39Ch Mode” (p. 16)
23	Blade 4 A		Same as CH 29 in the mode “39Ch Mode” (p. 16)
24	Blade 4 B		Same as CH 30 in the mode “39Ch Mode” (p. 16)
25	Focus	0	Min
		1–254	Min > Max
		255	Max
26	Zoom	0	Wide
		1–254	Wide > Narrow
		255	Narrow
27	Prism		Same as CH 35 in the mode “39Ch Mode” (p. 17)
28	Prism Rotation Speed		Same as CH 36 in the mode “39Ch Mode” (p. 17)

CH	Function	DMX	Description
29	Iris		Same as CH 37 in the mode “39Ch Mode” (p. 17)
30	Frost		Same as CH 38 in the mode “39Ch Mode” (p. 17)
31	Control		Same as CH 39 in the mode “39Ch Mode” (p. 17)

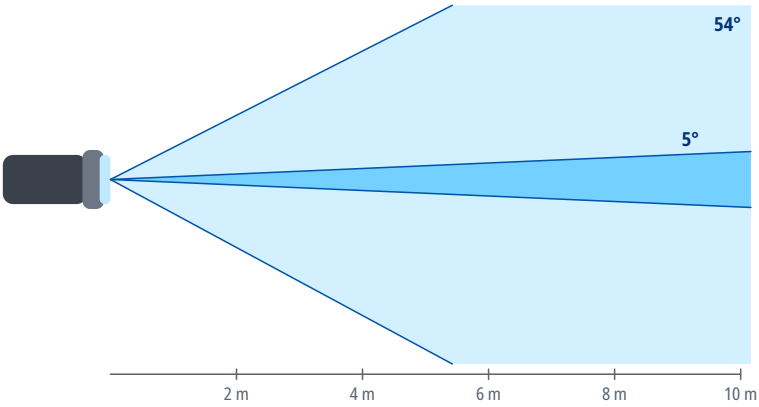
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	250 W
Luminous flux	6,725 lm
Color temperature	6,000 K
Color rendering index (CRI)	95
Optics	
Zoom	5–54°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x21A4, device model ID 0x06D3)
Dimensions and construction	
Weight	34.4 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	3000–6000 K
Strobe frequency	0.1–20 Hz
Color wheel rotation	up to 80 °/s (13 rpm)
Gobo wheel 1 rotation	up to 80 °/s (13 rpm)
Gobo 1 rotation	up to 655 °/s (109 rpm)
Prism rotation	up to 655 °/s (109 rpm)
Animation wheel rotation	up to 80 °/s (13 rpm)

Spot diameter



Distance	Ø 5°	Ø 54°
2 m	0.17 m	2 m
4 m	0.35 m	4.1 m
6 m	0.52 m	6.1 m
8 m	0.7 m	8.2 m
10 m	0.87 m	10.2 m
15 m	1.3 m	15.3 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.