DMX REFERENCE

Aleda Wash K20

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_Aleda_Wash_K20_169102.gdtf
GDTF revision	CP DE build 1 · firmware 2.26.003 · DMX channels Rev. D 05/2016, Uploaded to GDTF Share. · 20
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1 About this manual

This document describes the A.leda Wash K20 by Clay Paky. It was compiled from the GDTF file Clay_Paky_Aleda_Wash_K20_169102.gdtf from the GDTF-Share library.

File revision: “CP DE build 1 · firmware 2.26.003 · DMX channels Rev. D 05/2016, Uploaded to GDTF Share.”.

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 Clay Paky; 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	19.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	20	25	1, 21, 41, 61, ...
Shapes	31	16	1, 32, 63, 94, ...
Extended	131	3	1, 132, 263
Extended RGBW	168	3	1, 169, 337

No light? Check these channels

- Standard: CH 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0
- Shapes: CH 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer 1 above 0; CH 28 Dimmer 2 above 0; CH 29 Dimmer 3 above 0
- Extended: CH 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0
- Extended RGBW: CH 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0


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

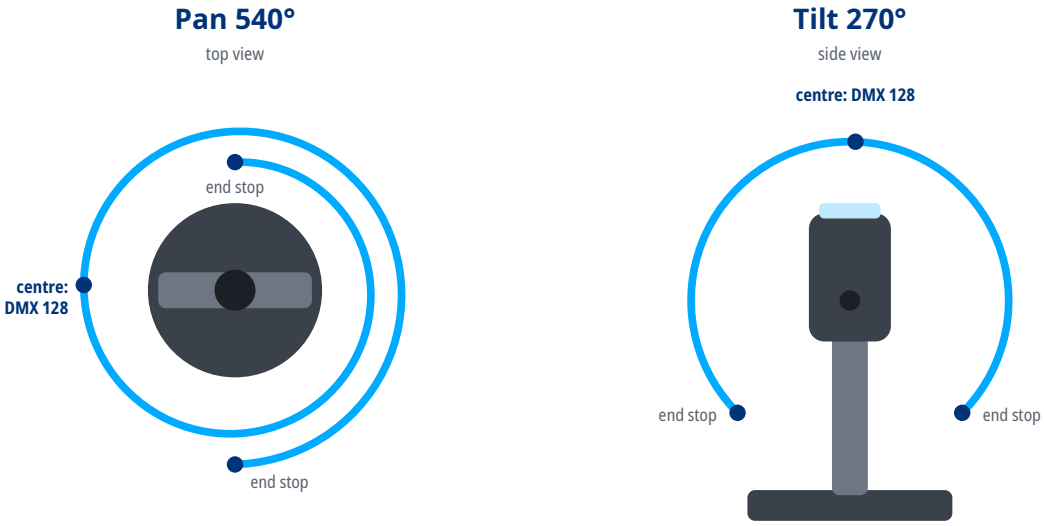
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

Range of movement



5 Installation

⚠ WARNING

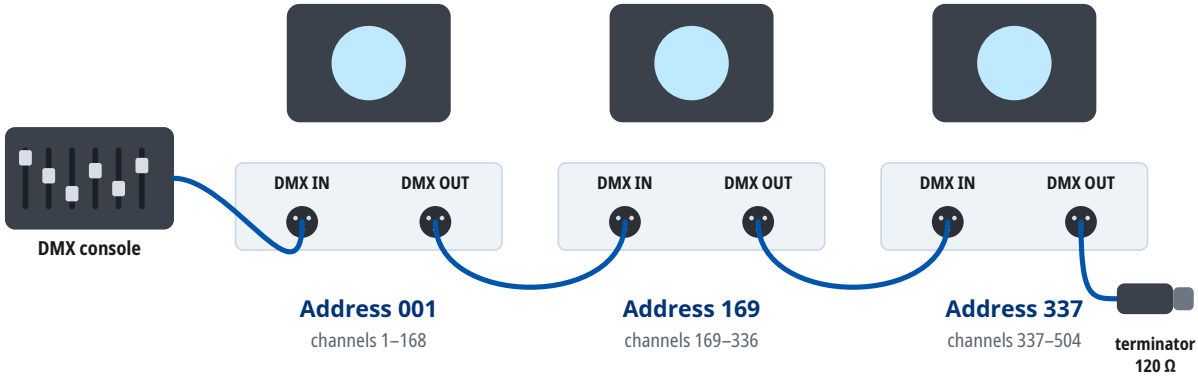
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 19.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.

- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Extended RGBW: every unit occupies 168 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

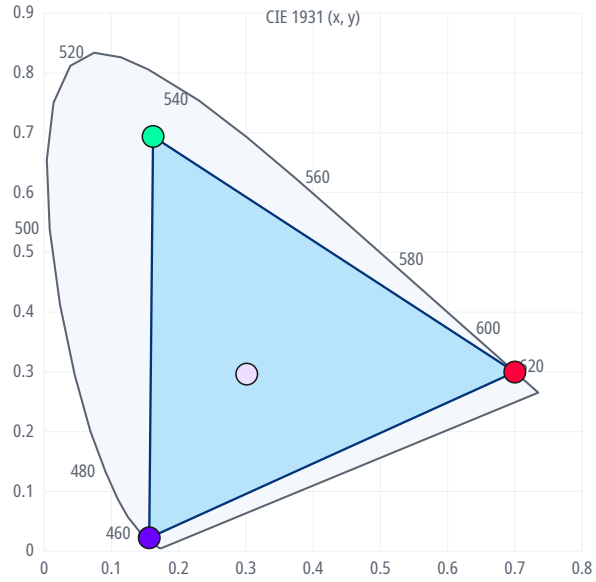
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended RGBW”: 168.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Extended RGBW”, you can use, for example, the start addresses 1, 169, 337.
- 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

	Standard 20 channels	Shapes 31 channels	Extended 131 channels	Extended RGBW 168 channels
Pan / Tilt	14, 16	14, 16	14, 16	14, 16
Dimmer	12	12, 28, 29	12	12
Shutter / strobe	11	11	11	11
Color mixing	4× (1–7)	8 channels (1–27)	115 channels (1–131)	152 channels (1–168)
Color temperature	9	9	9	9
Zoom	20	20	20	20
Effects / macros	10	10, 21–23, 30, 31	10	10
Pixel control		✓	37 cells	37 cells

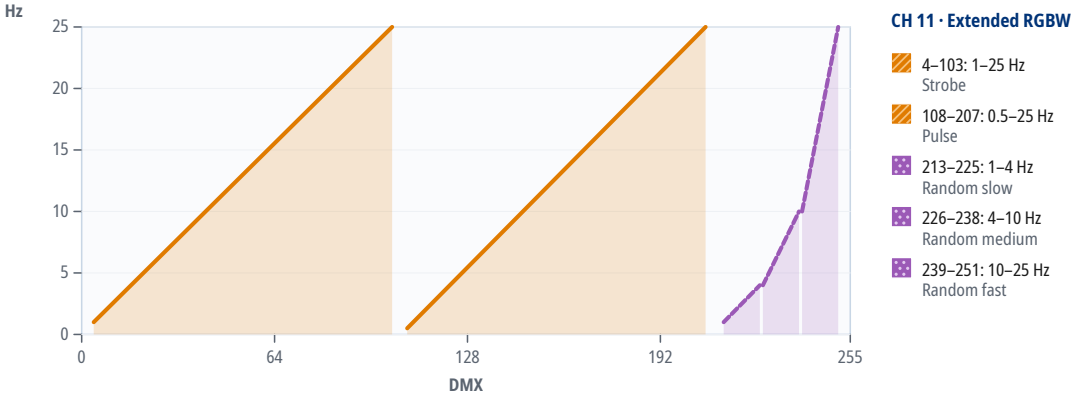
LED colors and the colors they mix



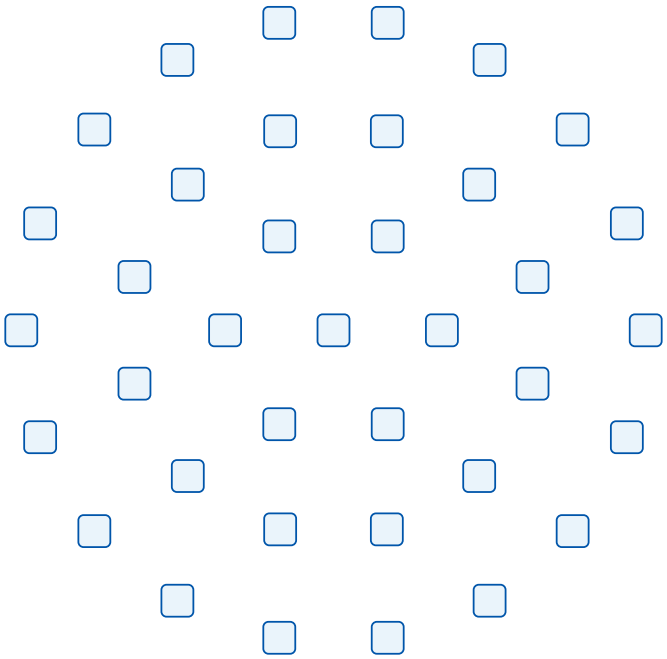
LED	x	y
Red	0.700	0.300
Green	0.162	0.694
Blue	0.156	0.022
White	0.301	0.296

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

Strobe rate



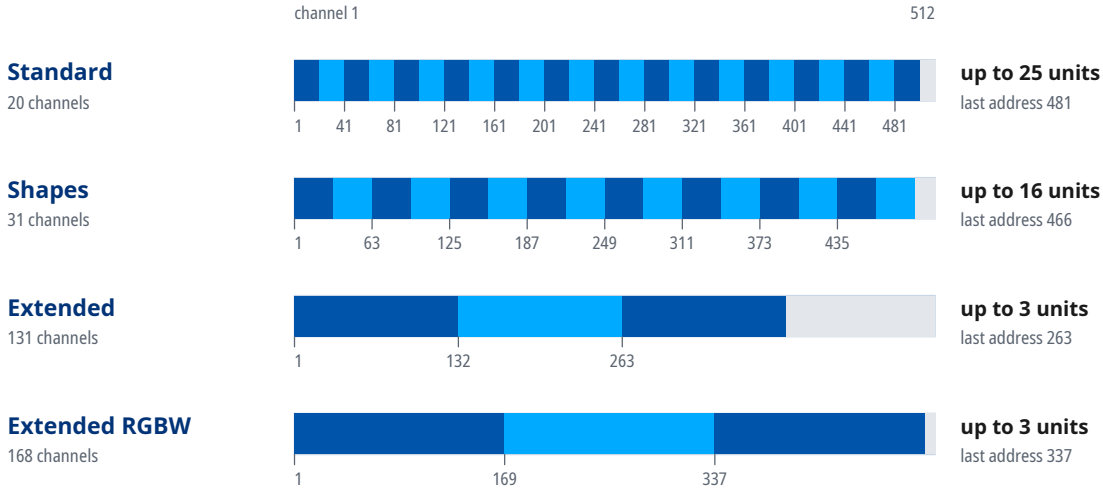
Cells (pixels)



Cells where the GDTF file places them (seen from above), 37 in all in the mode “Extended RGBW”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended RGBW”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 337	11	U4 · 169	16	U6 · 1
2	169	7	U3 · 1	12	U4 · 337	17	U6 · 169
3	337	8	U3 · 169	13	U5 · 1	18	U6 · 337
4	U2 · 1	9	U3 · 337	14	U5 · 169	19	U7 · 1
5	U2 · 169	10	U4 · 1	15	U5 · 337	20	U7 · 169

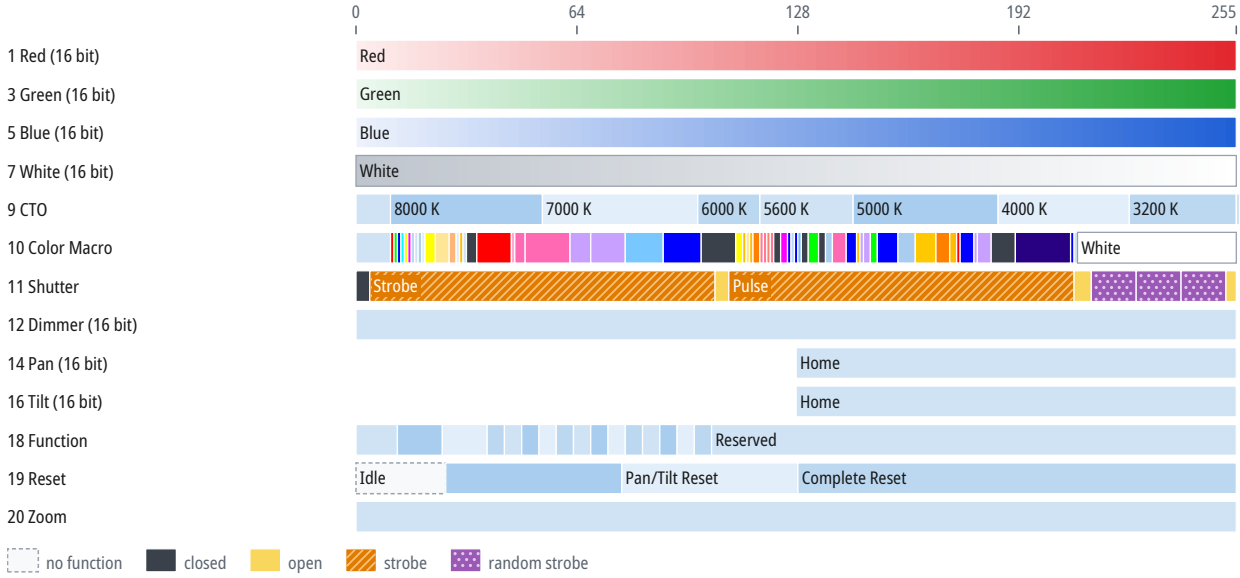
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 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 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0.

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	White	0–255	White
8	White Fine	0–255	Fine adjustment of CH 7
9	CTO	0–9	CTO off
		10–53	8000 K
		54–98	7000 K
		99–116	6000 K
		117–143	5600 K
		144–185	5000 K
		186–223	4000 K
		224–254	3200 K
		255	2500 K
10	Color Macro	0–9	Macro colour off
		10	Red
		11	Green
		12	Blue

CH	Function	DMX	Description
10	Color Macro (continued)	13	Cyan
		14	Yellow
		15	Magenta
		16	White 7000 K
		17	White 3700 K
		18	White 5000 K
		19	Black
		20–22	Medium Yellow (L010)
		23–26	Straw Tint (L013)
		27–28	Surprise Peach (L017)
		29	Fire (L019)
		30	Medium Amber (L020)
		31	Gold Amber (L021)
		32–34	Dark Amber (L022)
		35–44	Sunrise Red (L025)
		45	Light Pink (L035)
		46–48	Medium Pink (L036)
		49–61	Pink Carnation (L039)
		62–67	Light Lavender (L052)
		68–77	Lavender (L058)
		78–88	Sky Blue (L068)
		89–99	Just Blue (L079)
		100–109	Dark Yellow Green (L090)
		110–111	Spring Yellow (L100)
		112	Light Amber (L102)
		113	Straw (L103)
		114	Deep Amber (L104)
		115–116	Orange (L105)
		117	Light Rose (L107)
		118	English Rose (L108)
		119	Light Salmon (L109)
		120	Middle Rose (L110)
		121–122	Dark Pink (L111)
		123–124	Magenta (L113)
		125	Peacock Blue (L115)
		126	Medium Blue Green (L116)
		127	Steel Blue (L117)
		128	Light Blue (L118)
		129–130	Dark Blue (L119)
		131–133	Leaf Green (L121)
		134–135	Dark Green (L124)
		136–137	Mauve (L126)

CH	Function	DMX	Description
10	Color Macro (continued)	138–141	Bright Pink (L128)
		142–144	Medium Blue (L132)
		145	Deep Golden Amber (L135)
		146	Pale Lavender (L136)
		147–148	Special Lavender (L137)
		149–150	Primary Green (L139)
		151–156	Bright Blue (L141)
		157–161	Apricot (L147)
		162–167	Pale Gold (L152)
		168–171	Deep Orange (L158)
		172–173	Bastard Amber (L162)
		174	Flame Red (L164)
		175–178	Daylight Blue (L165)
		179	Lilac Tint (L169)
		180–183	Deep Lavender (L170)
		184–190	Dark Steel Blue (L174)
		191–206	Congo Blue (L181)
		207	Alice Blue (L197)
		208	Dirty White
		209–255	White
11	Shutter	0–3	Closed
		4–103	Strobe (1–25 Hz)
		104–107	Open
		108–207	Pulse (0.5–25 Hz)
		208–212	Open 1
		213–225	Random slow (1–4 Hz)
		226–238	Random medium (4–10 Hz)
		239–251	Random fast (10–25 Hz)
		252–255	Open 2
12	Dimmer	0–255	
13	Dimmer Fine	0–255	Fine adjustment of CH 12
14	Pan	0–127	Pan
		128–255	Home
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt	0–127	Tilt
		128–255	Home
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function	0–11	Function off - rearmed
		12–24	Pan/Tilt fast (default)
		25–37	Pan/Tilt normal
		38–42	Curve 1 - linear
		43–47	Curve 2 - gamma 1.5

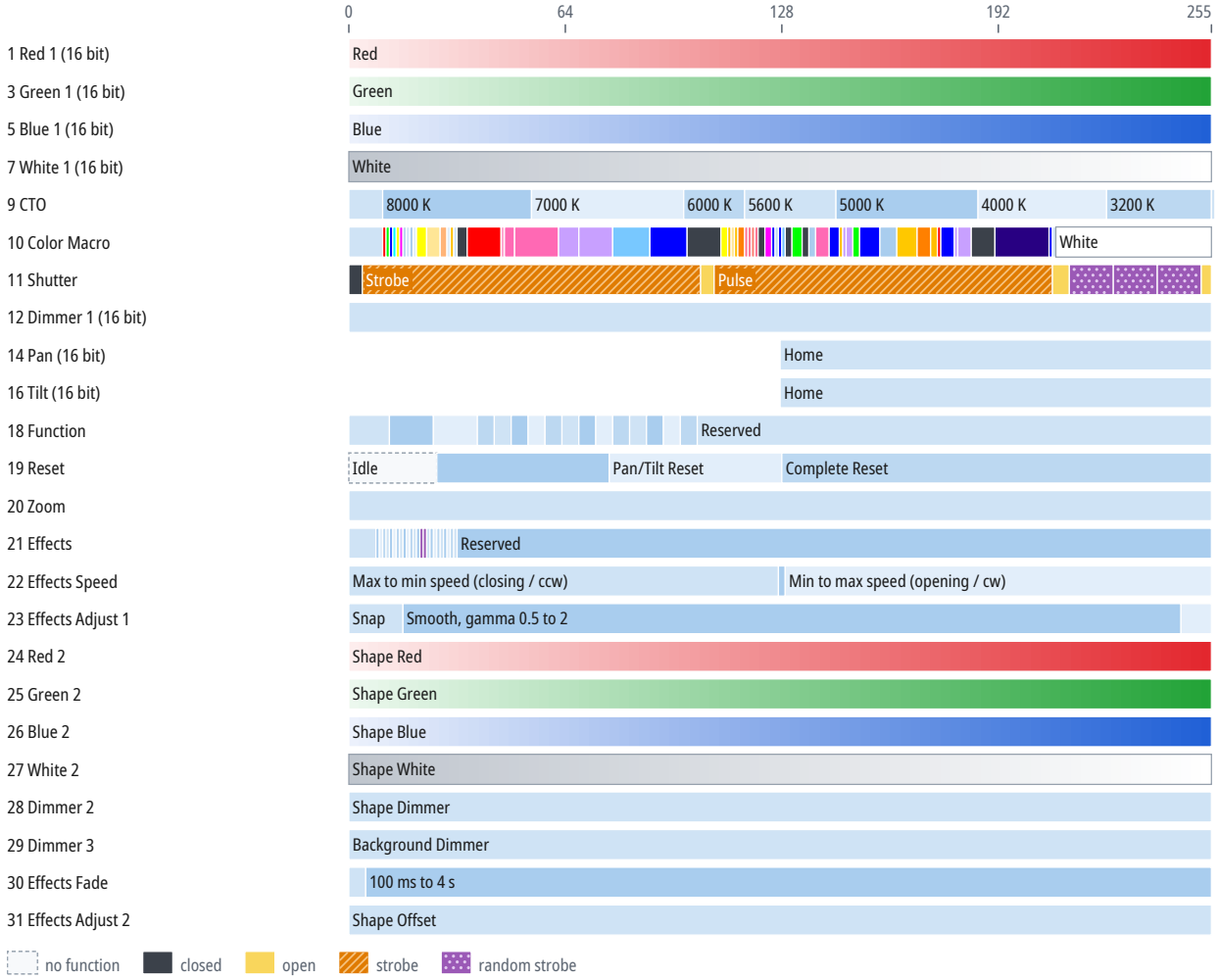
CH	Function	DMX	Description
18	Function (continued)	48–52	Curve 3 - gamma 2.0
		53–57	Curve 4 - S
		58–62	Gamma 1.0
		63–67	Gamma 1.5
		68–72	Gamma 2.0
		73–77	Halogen Simulation: Off (default)
		78–82	Type 1 - 750 W
		83–87	Type 2 - 1000 W
		88–92	Type 3 - 1200 W
		93–97	Type 4 - 2000 W
		98–102	Type 5 - 2500 W
		103–255	Reserved
19	Reset	0–25	Idle
		26–76	Zoom Reset
		77–127	Pan/Tilt Reset
		128–255	Complete Reset
20	Zoom	0–255	14–70°

Mode Shapes

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 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer 1 above 0; CH 28 Dimmer 2 above 0; CH 29 Dimmer 3 above 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	Red
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	Green
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	Blue
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1	0–255	White
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	CTO		Same as CH 9 in the mode “Standard” (p. 10)
10	Color Macro		Same as CH 10 in the mode “Standard” (p. 10)
11	Shutter		Same as CH 11 in the mode “Standard” (p. 12)

CH	Function	DMX	Description
12	Dimmer 1	0–255	
13	Dimmer 1 Fine	0–255	Fine adjustment of CH 12
14	Pan		Same as CH 14 in the mode “Standard” (p. 12)
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt		Same as CH 16 in the mode “Standard” (p. 12)
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function		Same as CH 18 in the mode “Standard” (p. 12)
19	Reset		Same as CH 19 in the mode “Standard” (p. 13)
20	Zoom	0–255	14–70°
21	Effects	0–7	Macro off
		8	Ring 1
		9	Ring 2
		10	Ring 3
		11	Ring 4
		12	Ring 1 + 2
		13	Ring 1 + 3
		14	Ring 1 + 4
		15	Ring opening (closing)
		16	Ring opening (closing) filled
		17	Ring open/close
		18	Ring open/close filled
		19	Ring with variable radius
		20	Ring with variable radius, filled
		21	Random pixels on many fixtures
		22	Random pixels, variable density
		23	Rainbow 1, variable speed
		24	Rainbow 2, fixed speed
		25	Fan (3 arms)
		26	Bar (2 arms)
		27	Half moon
		28	Triangle
		29	Two rotating bars, different colours
		30	Two rotating arcs, different colours
		31	Two rotating arcs, different colours and direction
		32–255	Reserved
22	Effects Speed		Shape Speed
		0–126	Max to min speed (closing / ccw)
		127–128	Stop
		129–255	Min to max speed (opening / cw)
23	Effects Adjust 1		Shape Fade
		0–15	Snap
		16–245	Smooth, gamma 0.5 to 2

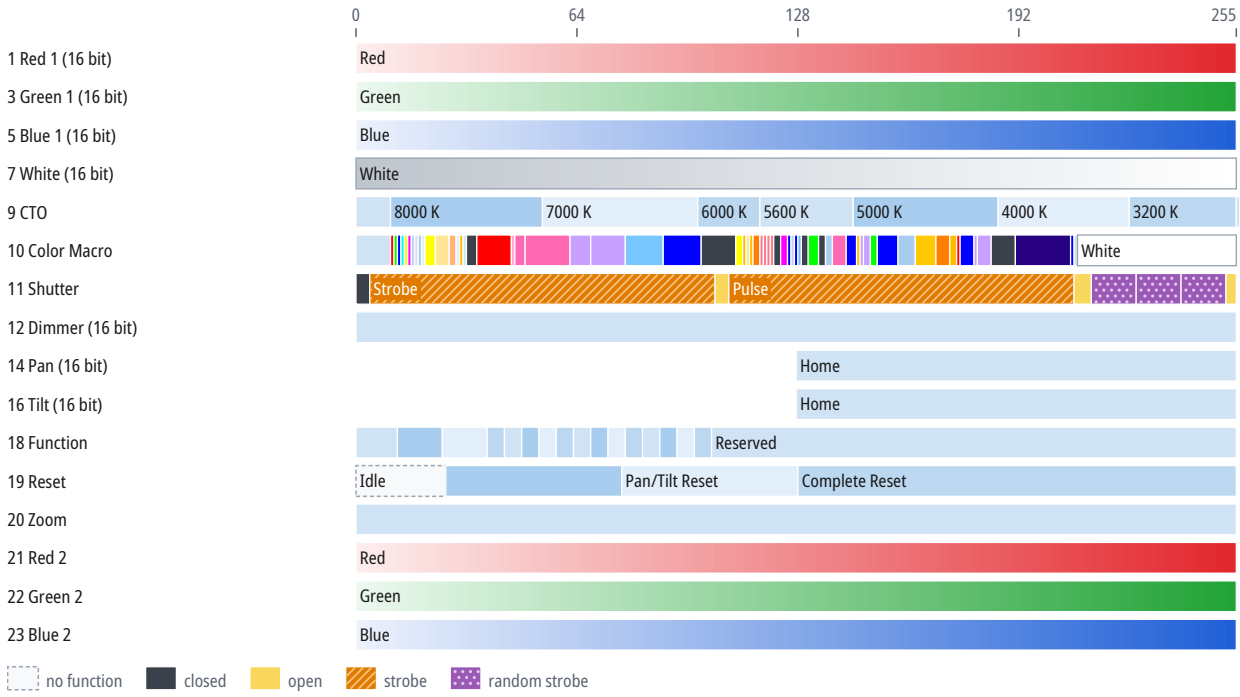
CH	Function	DMX	Description
23	Effects Adjust 1 (continued)	246–255	Smooth, automatic gamma
24	Red 2		Shape Red
		0–255	Shape Red
25	Green 2		Shape Green
		0–255	Shape Green
26	Blue 2		Shape Blue
		0–255	Shape Blue
27	White 2		Shape White
		0–255	Shape White
28	Dimmer 2		Shape Dimmer
		0–255	Shape Dimmer
29	Dimmer 3		Background Dimmer
		0–255	Background Dimmer
30	Effects Fade		Shape Transition
		0–4	No fade
		5–255	100 ms to 4 s
31	Effects Adjust 2		Shape Offset
		0–255	Shape Offset

Mode 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 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	Red
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	Green
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	Blue
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White	0–255	White
8	White Fine	0–255	Fine adjustment of CH 7
9	CTO		Same as CH 9 in the mode “Standard” (p. 10)
10	Color Macro		Same as CH 10 in the mode “Standard” (p. 10)
11	Shutter		Same as CH 11 in the mode “Standard” (p. 12)
12	Dimmer	0–255	
13	Dimmer Fine	0–255	Fine adjustment of CH 12
14	Pan		Same as CH 14 in the mode “Standard” (p. 12)
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt		Same as CH 16 in the mode “Standard” (p. 12)
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function		Same as CH 18 in the mode “Standard” (p. 12)
19	Reset		Same as CH 19 in the mode “Standard” (p. 13)
20	Zoom	0–255	14–70°
21	Red 2	0–255	Red
22	Green 2	0–255	Green
23	Blue 2	0–255	Blue

CH 21–131: 37 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 21–23); the table below gives each cell's channel numbers.

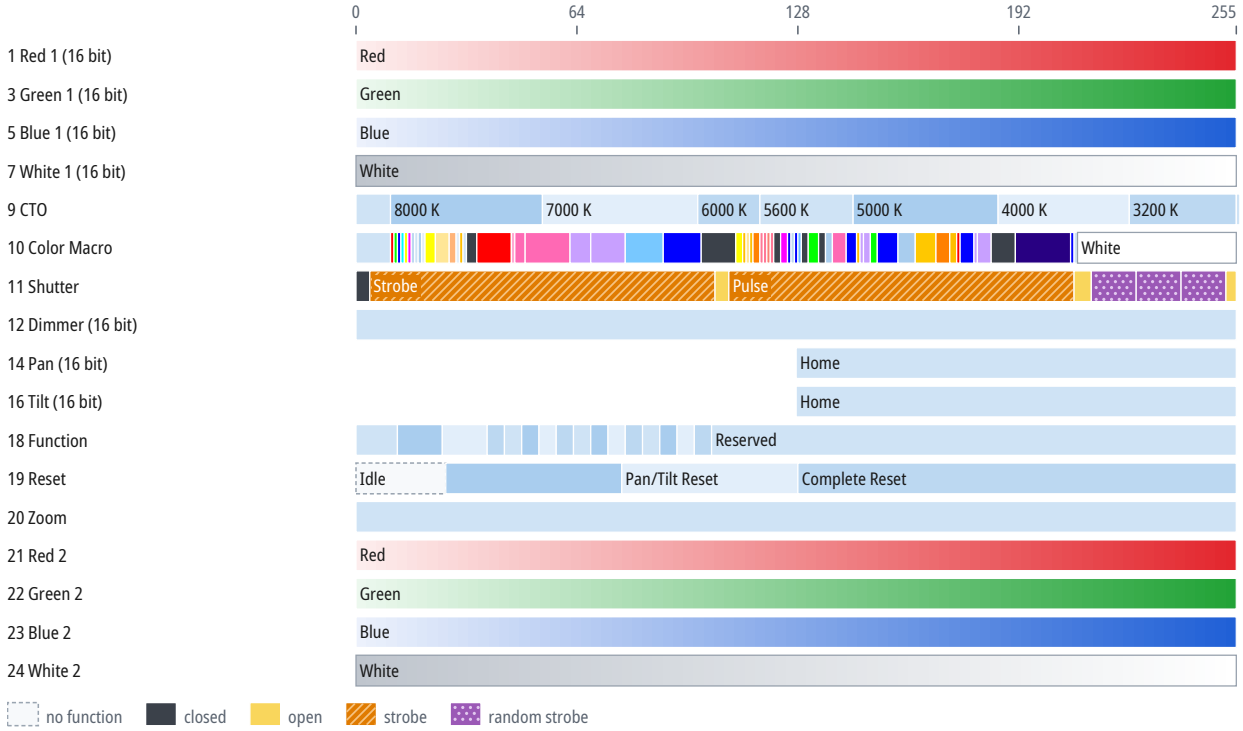
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	21	22	23	2	24	25	26	3	27	28	29
4	30	31	32	5	33	34	35	6	36	37	38
7	39	40	41	8	42	43	44	9	45	46	47
10	48	49	50	11	51	52	53	12	54	55	56
13	57	58	59	14	60	61	62	15	63	64	65
16	66	67	68	17	69	70	71	18	72	73	74
19	75	76	77	20	78	79	80	21	81	82	83
22	84	85	86	23	87	88	89	24	90	91	92
25	93	94	95	26	96	97	98	27	99	100	101
28	102	103	104	29	105	106	107	30	108	109	110
31	111	112	113	32	114	115	116	33	117	118	119
34	120	121	122	35	123	124	125	36	126	127	128
37	129	130	131								

Mode Extended RGBW

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 11 Shutter at 104–107 “Open” or 208–212 or 252–255; CH 12 Dimmer above 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	Red
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	Green
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	Blue
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1	0–255	White
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	CTO		Same as CH 9 in the mode “Standard” (p. 10)
10	Color Macro		Same as CH 10 in the mode “Standard” (p. 10)
11	Shutter		Same as CH 11 in the mode “Standard” (p. 12)
12	Dimmer	0–255	
13	Dimmer Fine	0–255	Fine adjustment of CH 12
14	Pan		Same as CH 14 in the mode “Standard” (p. 12)
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt		Same as CH 16 in the mode “Standard” (p. 12)
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function		Same as CH 18 in the mode “Standard” (p. 12)

CH	Function	DMX	Description
19	Reset		Same as CH 19 in the mode “Standard” (p. 13)
20	Zoom	0–255	14–70°
21	Red 2	0–255	Red
22	Green 2	0–255	Green
23	Blue 2	0–255	Blue
24	White 2	0–255	White

CH 21–168: 37 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 21–24); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	21	22	23	24	2	25	26	27	28
3	29	30	31	32	4	33	34	35	36
5	37	38	39	40	6	41	42	43	44
7	45	46	47	48	8	49	50	51	52
9	53	54	55	56	10	57	58	59	60
11	61	62	63	64	12	65	66	67	68
13	69	70	71	72	14	73	74	75	76
15	77	78	79	80	16	81	82	83	84
17	85	86	87	88	18	89	90	91	92
19	93	94	95	96	20	97	98	99	100
21	101	102	103	104	22	105	106	107	108
23	109	110	111	112	24	113	114	115	116
25	117	118	119	120	26	121	122	123	124
27	125	126	127	128	28	129	130	131	132
29	133	134	135	136	30	137	138	139	140
31	141	142	143	144	32	145	146	147	148
33	149	150	151	152	34	153	154	155	156
35	157	158	159	160	36	161	162	163	164
37	165	166	167	168					

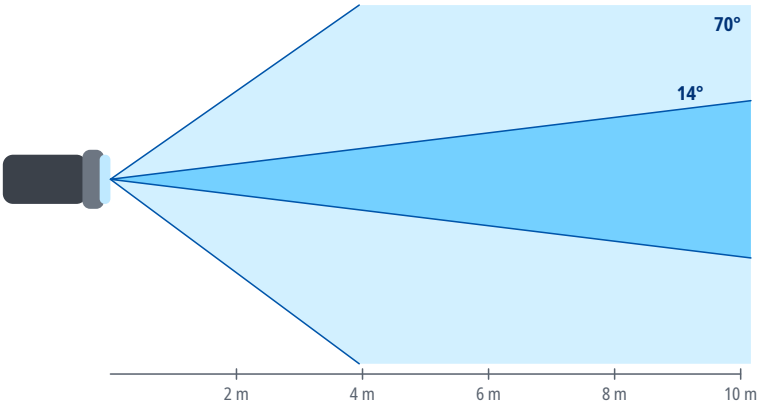
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	14–70°
Pan	540°
Tilt	270°
Weight	19.5 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2500–8000 K
Strobe frequency	1–25 Hz

Spot diameter



Distance	Ø 14°	Ø 70°
2 m	0.49 m	2.8 m
4 m	0.98 m	5.6 m
6 m	1.5 m	8.4 m
8 m	2 m	11.2 m
10 m	2.5 m	14 m
15 m	3.7 m	21 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.