DMX REFERENCE

# Sparkly 800 Wash

Cyclops Lighting

| | |
|---|---|
| **Manufacturer** | Cyclops Lighting |
| **GDTF file** | Cyclops_Lighting_Sparkly_800_Wash_60827.gdtf |
| **GDTF revision** | Created by GANZ , Uploaded to GDTF Share. · 2024-04-02 |
| **Generated** | 2026-11-23 |

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# 1 About this manual

This document describes the Sparkly 800 Wash by Cyclops Lighting. It was compiled from the GDTF file Cyclops_Lighting_Sparkly_800_Wash_60827.gdtf from the GDTF-Share library.

File revision: “Created by GANZ , 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 Cyclops Lighting; 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

### DMX modes

| Mode | Channels | Units in one universe | First start addresses |
|---|---|---|---|
| 20 channel | 20 | 25 | 1, 21, 41, 61, ... |
| 30 channel | 30 | 17 | 1, 31, 61, 91, ... |
| 77 channel | 77 | 6 | 1, 78, 155, 232, ... |

### No light? Check these channels

- 20 channel: CH 11 Shutter at 104–107 or 208–211 or 252–255; CH 12 Dimmer above 0
- 30 channel: CH 11 Shutter at 104–107 or 208–211 or 252–255; CH 12 Dimmer above 0; CH 29 Dimmer 2 above 0; CH 30 Dimmer 3 above 0
- 77 channel: CH 11 Shutter at 104–107 or 208–211 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.

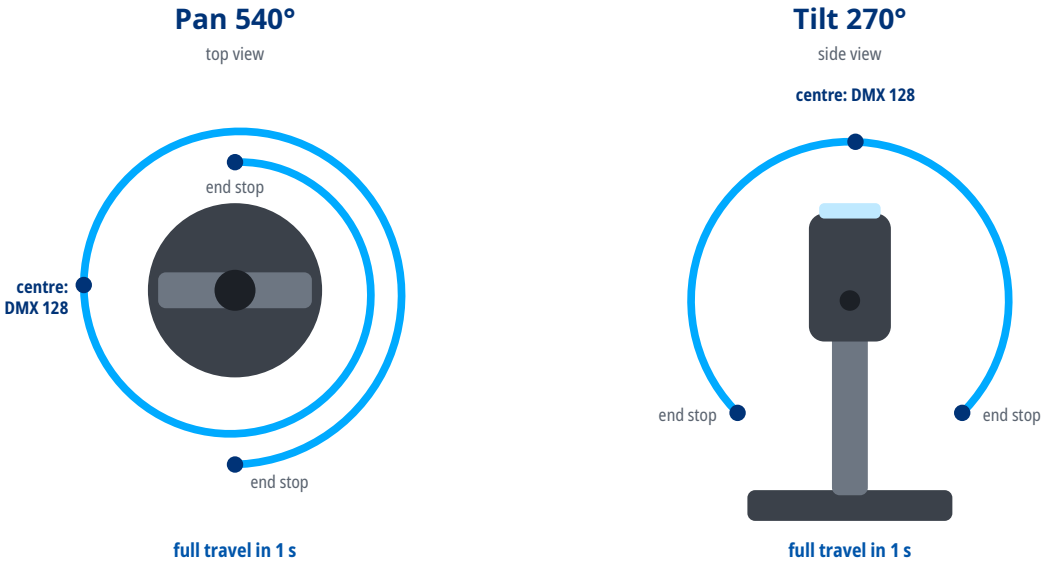
**⚠ CAUTION**

- 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**




Full-travel times as stated in the GDTF file.

# 5 Installation

> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - 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.

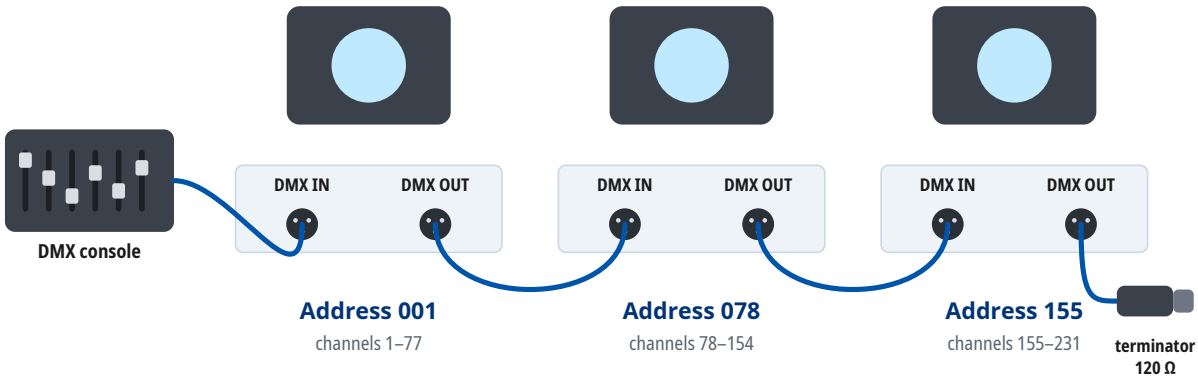
# 6 Connections

- 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 77 channel: every unit occupies 77 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**

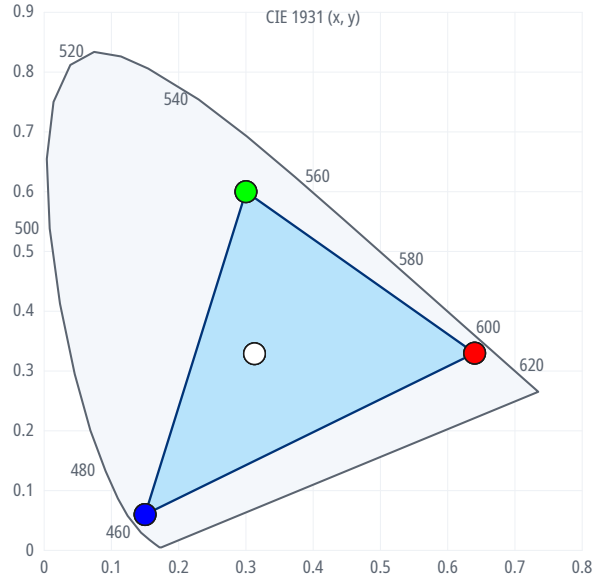
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “77 channel”: 77.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “77 channel”, you can use, for example, the start addresses 1, 78, 155, 232.
- 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

| | 20 channel<br>20 channels | 30 channel<br>30 channels | 77 channel<br>77 channels |
|---|---|---|---|
| Pan / Tilt | 14, 16 | 14, 16 | 14, 16 |
| Dimmer | 12 | 12, 29, 30 | 12 |
| Shutter / strobe | 11 | 11 | 11 |
| Color mixing | 4× (1–7) | 8 channels (1–28) | 61 channels (1–77) |
| Zoom | 20 | 20 | 20 |

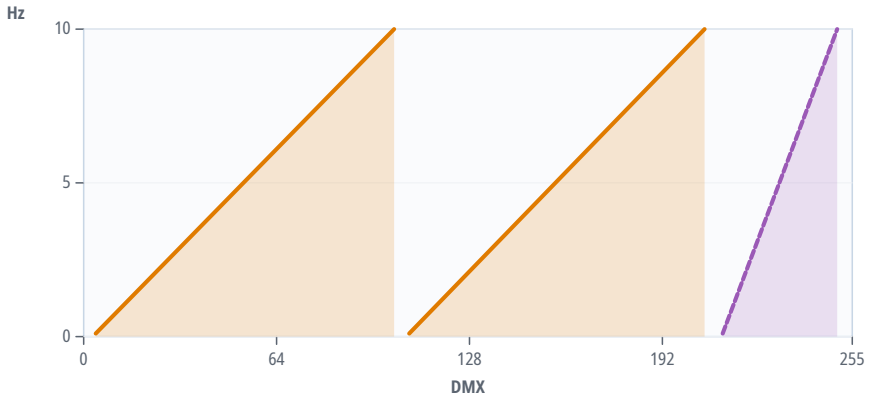
## LED colors and the colors they mix




| LED | x | y |
|---|---|---|
| R__20 channel | 0.640 | 0.330 |
| G__20 channel | 0.300 | 0.600 |
| B__20 channel | 0.150 | 0.060 |
| White__20 channel | 0.313 | 0.329 |
| R__30 channel | 0.640 | 0.330 |
| G__30 channel | 0.300 | 0.600 |
| B__30 channel | 0.150 | 0.060 |
| White__30 channel | 0.313 | 0.329 |
| R__77 channel | 0.640 | 0.330 |
| G__77 channel | 0.300 | 0.600 |
| B__77 channel | 0.150 | 0.060 |
| White__77 channel | 0.313 | 0.329 |

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

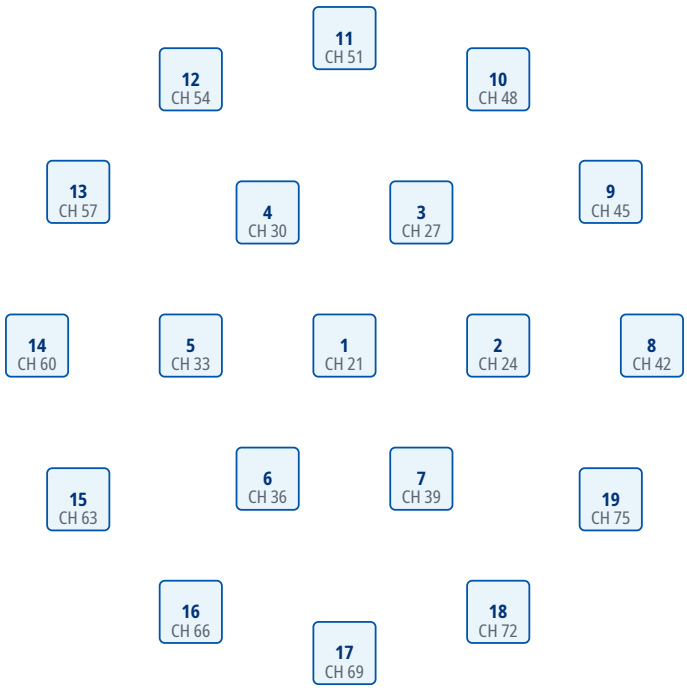
## Strobe rate




**CH 11 · 30 channel**

- 4–103: 0.1–10 Hz
  Shutter1Strobe 2
- 108–206: 0.1–10 Hz
  Shutter1StrobePulse 4
- 212–250: 0.1–10 Hz
  Shutter1StrobeRandom 6

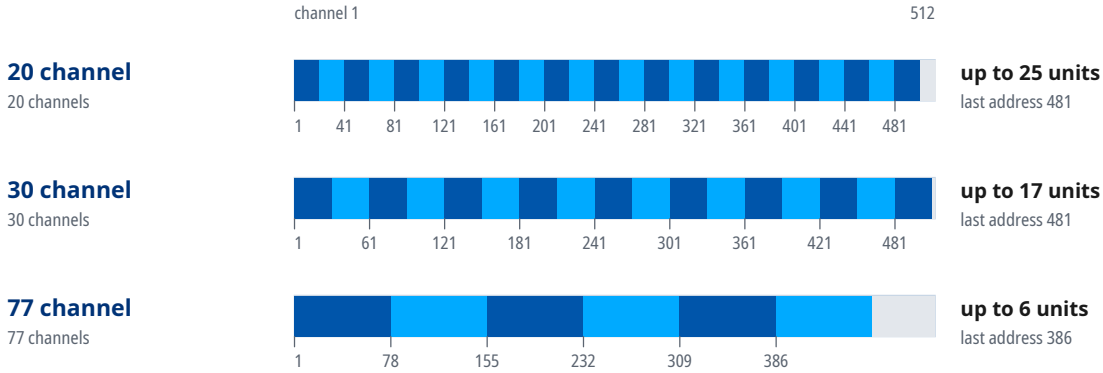
## Cells (pixels)




19 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “30 channel”.

# 9 DMX channels

### Units in one DMX universe




### Start addresses of 20 units in the mode “77 channel”

| Unit | Start address | Unit | Start address | Unit | Start address | Unit | Start address |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 6 | 386 | 11 | U2 · 309 | 16 | U3 · 232 |
| 2 | 78 | 7 | U2 · 1 | 12 | U2 · 386 | 17 | U3 · 309 |
| 3 | 155 | 8 | U2 · 78 | 13 | U3 · 1 | 18 | U3 · 386 |
| 4 | 232 | 9 | U2 · 155 | 14 | U3 · 78 | 19 | U4 · 1 |
| 5 | 309 | 10 | U2 · 232 | 15 | U3 · 155 | 20 | U4 · 78 |

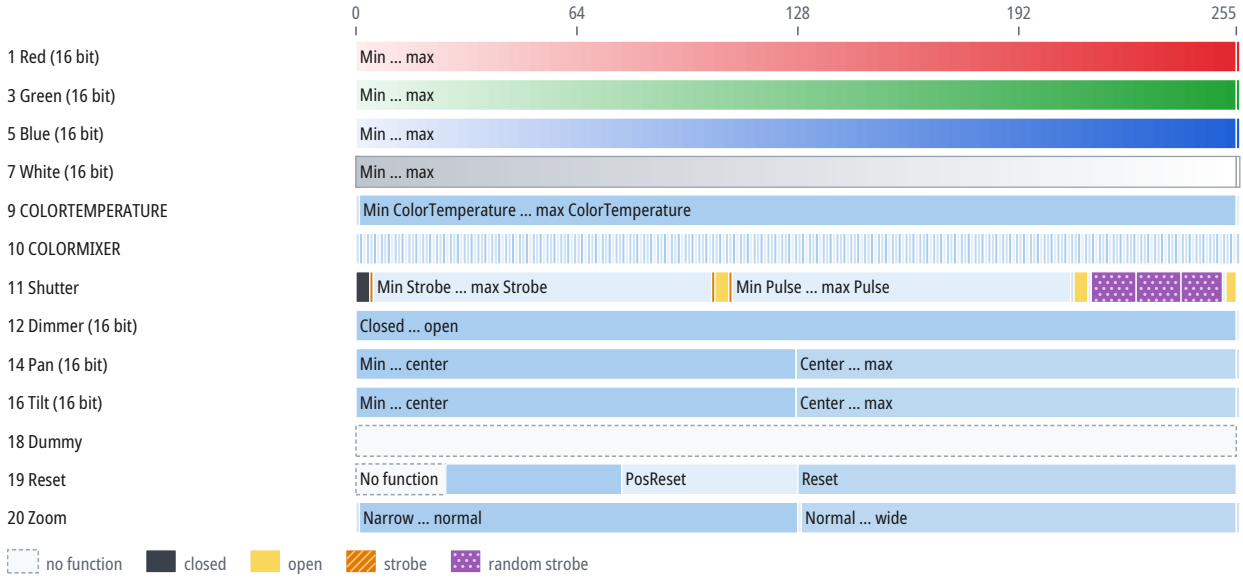
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

## Mode 20 channel

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 or 208–211 or 252–255; CH 12 Dimmer above 0. 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 White 0, CH 12 Dimmer 255.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | | Color RGB_R 1 |
| | | 0–255 | Min ... max |
| | | 255 | Max |
| **2** | Red Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Green | | Color RGB_G 1 |
| | | 0–255 | Min ... max |
| | | 255 | Max |
| **4** | Green Fine | 0–255 | Fine adjustment of CH 3 |
| **5** | Blue | | Color RGB_B 1 |
| | | 0–255 | Min ... max |
| | | 255 | Max |
| **6** | Blue Fine | 0–255 | Fine adjustment of CH 5 |
| **7** | White | | Color RGB_W 1 |
| | | 0–255 | Min ... max |
| | | 255 | Max |
| **8** | White Fine | 0–255 | Fine adjustment of CH 7 |
| **9** | COLORTEMPERATURE | 0 | Min ColorTemperature |
| | | 1–254 | Min ColorTemperature ... max ColorTemperature |
| | | 255 | Max ColorTemperature |
| **10** | COLORMIXER | 0–255 | Entry 0...255 |
| **11** | Shutter | 0–3 | Shutter 1: closed |

| CH | Function | DMX | Description |
|---|---|---|---|
| **11** | Shutter (continued) | 4 | Min Strobe |
| | | 5–102 | Min Strobe ... max Strobe |
| | | 103 | Max Strobe |
| | | 104–107 | Shutter 1: open (2) |
| | | 108 | Min Pulse |
| | | 109–206 | Min Pulse ... max Pulse |
| | | 207 | Max Pulse |
| | | 208–211 | Shutter 1: open (3) |
| | | 212 | Shutter 1 Strobe Random 6 |
| | | 213–225 | Min Rnd |
| | | 226–238 | Rnd 50% |
| | | 239–250 | Max Rnd |
| | | 251 | Shutter 1 7 |
| | | 252–255 | Shutter 1: open (4) |
| **12** | Dimmer | 0–255 | Closed ... open |
| | | 255 | Open |
| **13** | Dimmer Fine | 0–255 | Fine adjustment of CH 12 |
| **14** | Pan | 0–127 | Min ... center |
| | | 128–255 | Center ... max |
| | | 255 | Max |
| **15** | Pan Fine | 0–255 | Fine adjustment of CH 14 |
| **16** | Tilt | 0–127 | Min ... center |
| | | 128–255 | Center ... max |
| | | 255 | Max |
| **17** | Tilt Fine | 0–255 | Fine adjustment of CH 16 |
| **18** | Dummy | 0–255 | |
| **19** | Reset | 0–25 | No function |
| | | 26–76 | ZoomReset |
| | | 77–127 | PosReset |
| | | 128–255 | Reset |
| **20** | Zoom | 0 | Narrow |
| | | 1–127 | Narrow ... normal |
| | | 128 | Normal |
| | | 129–254 | Normal ... wide |
| | | 255 | Wide |

## Mode 30 channel

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 or 208–211 or 252–255; CH 12 Dimmer above 0; CH 29 Dimmer 2 above 0; CH 30 Dimmer 3 above 0. 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 White 0, CH 12 Dimmer 255, CH 25 Color RGB 13 255, CH 26 Color RGB 23 255, CH 27 Color RGB 33 255, CH 28 Color RGB 53 0, CH 29 Dimmer 2 255, CH 30 Dimmer 3 255.

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | | Same as CH 1 in the mode “20 channel” (p. 10) |
| **2** | Red Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Green | | Same as CH 3 in the mode “20 channel” (p. 10) |
| **4** | Green Fine | 0–255 | Fine adjustment of CH 3 |
| **5** | Blue | | Same as CH 5 in the mode “20 channel” (p. 10) |
| **6** | Blue Fine | 0–255 | Fine adjustment of CH 5 |
| **7** | White | | Same as CH 7 in the mode “20 channel” (p. 10) |
| **8** | White Fine | 0–255 | Fine adjustment of CH 7 |
| **9** | COLORTEMPERATURE | | Same as CH 9 in the mode “20 channel” (p. 10) |
| **10** | COLORMIXER | 0–255 | Entry 0...255 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **11** | Shutter | | Same as CH 11 in the mode “20 channel” (p. 10) |
| **12** | Dimmer | | Same as CH 12 in the mode “20 channel” (p. 11) |
| **13** | Dimmer Fine | 0–255 | Fine adjustment of CH 12 |
| **14** | Pan | | Same as CH 14 in the mode “20 channel” (p. 11) |
| **15** | Pan Fine | 0–255 | Fine adjustment of CH 14 |
| **16** | Tilt | | Same as CH 16 in the mode “20 channel” (p. 11) |
| **17** | Tilt Fine | 0–255 | Fine adjustment of CH 16 |
| **18** | Dummy | 0–255 | |
| **19** | Reset | | Same as CH 19 in the mode “20 channel” (p. 11) |
| **20** | Zoom | | Same as CH 20 in the mode “20 channel” (p. 11) |
| **21** | PIXELMASK | 0–5 | PixelMaskNone |
| | | 6–9 | Entry 1 |
| | | 10–14 | Entry 2 |
| | | 15–19 | Entry 3 |
| | | 20–24 | Entry 4 |
| | | 25–29 | Entry 5 |
| | | 30–34 | Entry 6 |
| | | 35–39 | Entry 7 |
| | | 40–44 | Entry 8 |
| | | 45–49 | Entry 9 |
| | | 50–54 | Entry 10 |
| | | 55–59 | Entry 11 |
| | | 60–64 | Entry 12 |
| | | 65–69 | Entry 13 |
| | | 70–74 | Entry 14 |
| | | 75–79 | Entry 15 |
| | | 80–84 | Entry 16 |
| | | 85–89 | Entry 17 |
| | | 90–94 | Entry 18 |
| | | 95–99 | Entry 19 |
| | | 100–104 | Entry 20 |
| | | 105–109 | Entry 21 |
| | | 110–114 | Entry 22 |
| | | 115–119 | Entry 23 |
| | | 120–124 | Entry 24 |
| | | 125–129 | Entry 25 |
| | | 130–134 | Entry 26 |
| | | 135–139 | Entry 27 |
| | | 140–144 | Entry 28 |
| | | 145–149 | Entry 29 |
| | | 150–154 | Entry 30 |
| | | 155–159 | Entry 31 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **21** | PIXELMASK (continued) | 160–164 | Entry 32 |
| | | 165–169 | Entry 33 |
| | | 170–174 | Entry 34 |
| | | 175–179 | Entry 35 |
| | | 180–184 | Entry 36 |
| | | 185–189 | Entry 37 |
| | | 190–203 | Entry 38 |
| | | 204 | PIXELMASKEFFECTRATE 3 |
| | | 205 | Max PixelMaskEffectRate |
| | | 206–224 | PixelMaskEffectRate 100 1% |
| | | 225–234 | PixelMaskEffectRate 0% |
| | | 235–254 | PixelMaskEffectRate -1 -100% |
| | | 255 | Min PixelMaskEffectRate |
| **22** | PIXELMASK 2 | 0–5 | PixelMaskNone |
| | | 6–14 | Shape Scroll |
| | | 15–24 | Entry 2 |
| | | 25–34 | Entry 3 |
| | | 35–44 | Entry 4 |
| | | 45–54 | Entry 5 |
| | | 55–64 | Entry 6 |
| | | 65–74 | Entry 7 |
| | | 75–84 | Entry 8 |
| | | 85–94 | Entry 9 |
| | | 95–104 | Entry 10 |
| | | 105–114 | Entry 11 |
| | | 115–124 | Entry 12 |
| | | 125–134 | Entry 13 |
| | | 135–144 | Entry 14 |
| | | 145–154 | Entry 15 |
| | | 155–164 | Entry 16 |
| | | 165–174 | Entry 17 |
| | | 175–184 | Entry 18 |
| | | 185–194 | Entry 19 |
| | | 195–203 | Entry 20 |
| | | 204 | PIXELMASKNONE 3 |
| | | 205–255 | PixelMaskNone (2) |
| **23** | PIXELMASKEFFECTTIME | 0 | Min PixelMaskEffectRate |
| | | 1–254 | Min PixelMaskEffectRate ... max PixelMaskEffectRate |
| | | 255 | Max PixelMaskEffectRate |
| **24** | PIXELMASKEFFECTCROSSFADETIME | 0 | Min PixelMaskEffectCrossfadeTime |
| | | 1–254 | Min PixelMaskEffectCrossfadeTime ... max PixelMaskEffectCrossfadeTime |

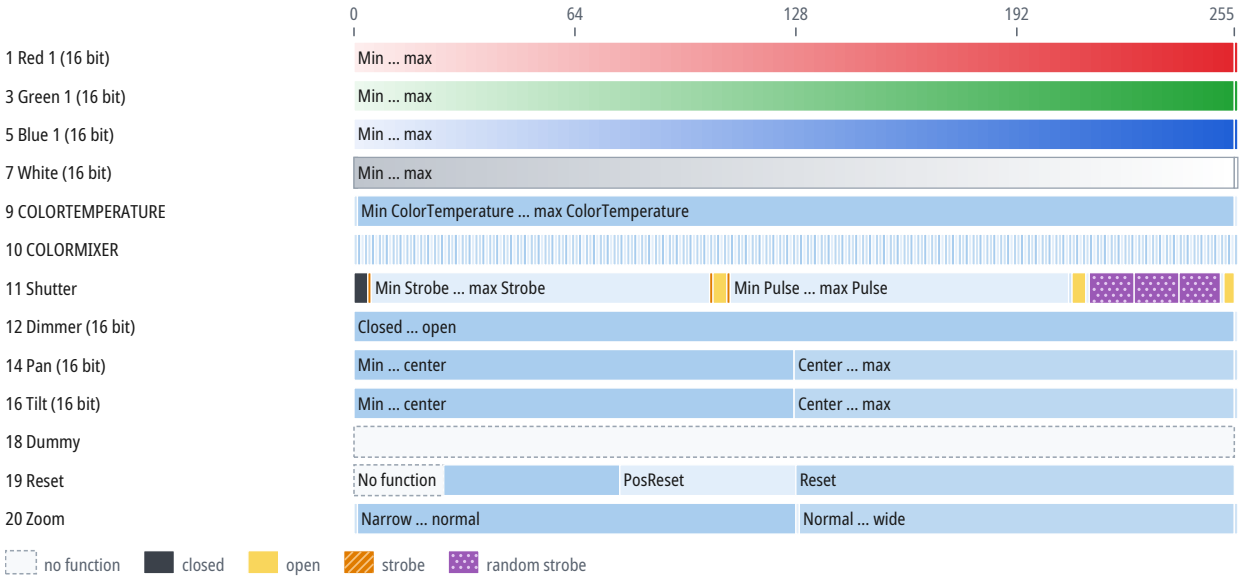
| CH | Function | DMX | Description |
|---|---|---|---|
| **24** | PIXELMASKEFFECTCROSSFADETIME (continued) | 255 | Max PixelMaskEffectCrossfadeTime |
| **25** | Color RGB 13 | | Color RGB_R 1 |
| | | 0 | Min |
| | | 1–254 | Min … max |
| | | 255 | Max |
| **26** | Color RGB 23 | | Color RGB_G 1 |
| | | 0 | Min |
| | | 1–254 | Min … max |
| | | 255 | Max |
| **27** | Color RGB 33 | | Color RGB_B 1 |
| | | 0 | Min |
| | | 1–254 | Min … max |
| | | 255 | Max |
| **28** | Color RGB 53 | | Color RGB_W 1 |
| | | 0 | Min |
| | | 1–254 | Min … max |
| | | 255 | Max |
| **29** | Dimmer 2 | 0 | Closed |
| | | 1–254 | Closed … open |
| | | 255 | Open |
| **30** | Dimmer 3 | 0 | Closed |
| | | 1–254 | Closed … open |
| | | 255 | Open |

## Mode 77 channel

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 or 208–211 or 252–255; CH 12 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 0, CH 12 Dimmer 255, CH 21 Red 255 (the same in each of the 19 cells), CH 22 Green 255 (the same in each of the 19 cells), CH 23 Blue 255 (the same in each of the 19 cells).

### Channel functions at a glance




| CH | Function | DMX | Description |
|---|---|---|---|
| **1** | Red 1 | | Color RGB_R 1 |
| | | 0–255 | Min ... max |
| | | 255 | Max |
| **2** | Red 1 Fine | 0–255 | Fine adjustment of CH 1 |
| **3** | Green 1 | | Color RGB_G 1 |
| | | 0–255 | Min ... max |
| | | 255 | Max |
| **4** | Green 1 Fine | 0–255 | Fine adjustment of CH 3 |
| **5** | Blue 1 | | Color RGB_B 1 |
| | | 0–255 | Min ... max |
| | | 255 | Max |
| **6** | Blue 1 Fine | 0–255 | Fine adjustment of CH 5 |
| **7** | White | | Same as CH 7 in the mode “20 channel” (p. 10) |
| **8** | White Fine | 0–255 | Fine adjustment of CH 7 |
| **9** | COLORTEMPERATURE | | Same as CH 9 in the mode “20 channel” (p. 10) |
| **10** | COLORMIXER | 0–255 | Entry 0...255 |
| **11** | Shutter | | Same as CH 11 in the mode “20 channel” (p. 10) |
| **12** | Dimmer | | Same as CH 12 in the mode “20 channel” (p. 11) |
| **13** | Dimmer Fine | 0–255 | Fine adjustment of CH 12 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **14** | Pan | | Same as CH 14 in the mode “20 channel” (p. 11) |
| **15** | Pan Fine | 0–255 | Fine adjustment of CH 14 |
| **16** | Tilt | | Same as CH 16 in the mode “20 channel” (p. 11) |
| **17** | Tilt Fine | 0–255 | Fine adjustment of CH 16 |
| **18** | Dummy | 0–255 | |
| **19** | Reset | | Same as CH 19 in the mode “20 channel” (p. 11) |
| **20** | Zoom | | Same as CH 20 in the mode “20 channel” (p. 11) |
| **21** | Red 2 | | Color RGB_R 1 |
| | | 0 | Min |
| | | 1–254 | Min ... max |
| | | 255 | Max |
| **22** | Green 2 | | Color RGB_G 1 |
| | | 0 | Min |
| | | 1–254 | Min ... max |
| | | 255 | Max |
| **23** | Blue 2 | | Color RGB_B 1 |
| | | 0 | Min |
| | | 1–254 | Min ... max |
| | | 255 | Max |

CH 21–77: 19 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 | | | | | | | | |

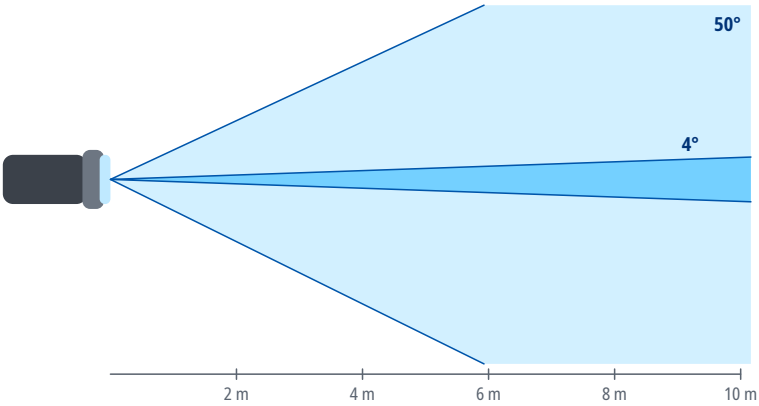
# 10 Technical specifications

| Parameter | Value |
|---|---|
| Zoom | 4–50° |
| Pan | 540° |
| Tilt | 270° |
| Operating temperature | 0 to 40 °C |

### Speeds and ranges

| Parameter | Value |
|---|---|
| Strobe frequency | 0.1–10 Hz |

### Spot diameter




| Distance | Ø 4° | Ø 50° |
|---|---|---|
| 2 m | 0.14 m | 1.9 m |
| 4 m | 0.28 m | 3.7 m |
| 6 m | 0.42 m | 5.6 m |
| 8 m | 0.56 m | 7.5 m |
| 10 m | 0.7 m | 9.3 m |
| 15 m | 1 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. |
| 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.