DMX REFERENCE

Platinum HFX

Elation

Manufacturer	Elation
GDTF file	Elation_Platinum_HFX_169785.gdtf
GDTF revision	26-17-11 Release · 2026-11-17
Generated	2026-11-24

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1 About this manual

This document describes the Platinum HFX by Elation. It was compiled from the GDTF file Elation_Platinum_HFX_169785.gdtf from the GDTF-Share library.

File revision: “26-17-11 Release”.

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 Elation; 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	22.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extend	26	19	1, 27, 53, 79, ...
Stand	19	26	1, 20, 39, 58, ...
Basic	17	30	1, 18, 35, 52, ...

No light? Check these channels

- Extend: CH 21 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”
- Stand: CH 15 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”
- Basic: CH 13 Shutter at 32–63, 96–127, 160–191 or 224–255 “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.

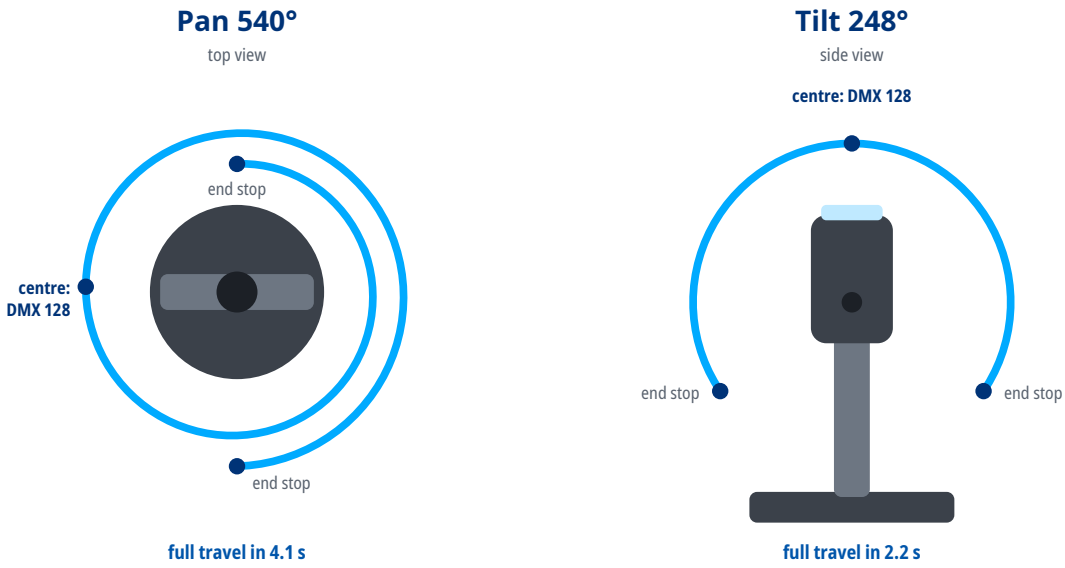
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

“The Platinum HFX™ is a hybrid versatile 3-in-1 luminaire which can be utilized as a beam, spot, or wash fixture, featuring the brand new Philips™ MSD Platinum 14R 280W 80CRI lamp, 7,800K, 12,000 total lumens, 2.3° to 15° zoom in beam mode, 3° to 22° zoom in spot mode, and 10° to 34° zoom in wash mode, 13 dichroic colors including UV and a new Quad Color (RGBY) filter, CTO and CTB color correction, 8 rotating-interchangeable and 12 static-stamped gobos, 8-facet and linear rotating, and 10-facet static prisms, wash frost effects, DMX, RDM (Remote Device Management), Art-NET, and sACN support, 5pin DMX, RJ45 Ethernet, and power cable in/out connections, (6) button control full color 180° reversible menu display, and a multi-voltage universal auto switching power supply (100-240v).”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

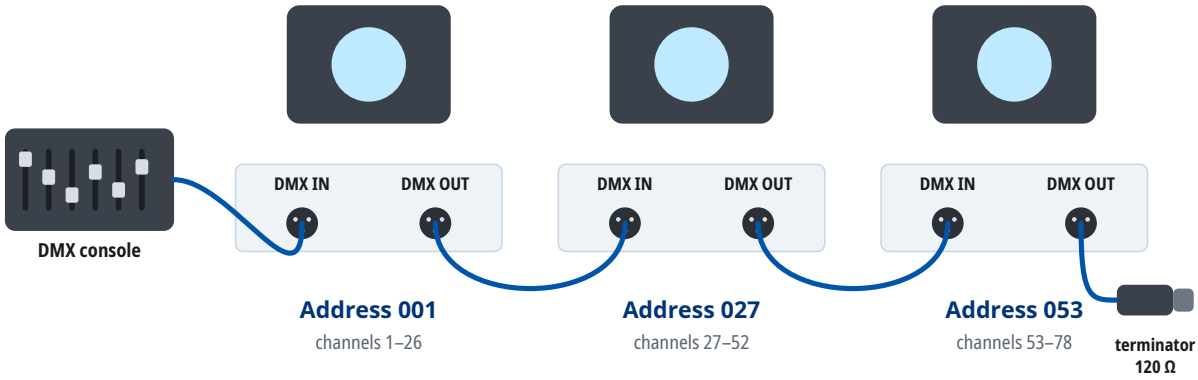
⚠ **WARNING**

- 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.
- Weight of the device: 22.7 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 Extend: every unit occupies 26 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 “Extend”: 26.
- 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 “Extend”, you can use, for example, the start addresses 1, 27, 53, 79.
- 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.

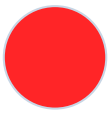
8 Functions at a glance

Functions in each DMX mode

	Extend 26 channels	Stand 19 channels	Basic 17 channels
Pan / Tilt	1, 3	1, 3	1, 2
Pan / Tilt resolution	16 bit	16 bit	8 bit
Dimmer	22	16	14
Dimmer resolution	16 bit	8 bit	8 bit
Shutter / strobe	21	15	13
Color wheel	5	5	3
Gobo wheel	7, 8, 10	6–8	4–6
Gobo rotation	8, 10	7, 8	5, 6
Prism	12, 13	9, 10	7, 8
Frost	24	17	15
Zoom	17	12	10
Focus	15, 19	11, 13	9, 11
Effects / macros	12	9	7

Gobo wheel 1

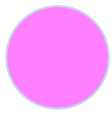
1.
Color Select: Open
DMX 0–10

2. 
Red
DMX 11–19

3. 
Blue
DMX 20–28

4. 
Green
DMX 29–37

5.
Yellow
DMX 38–46

6. 
Pink
DMX 47–55

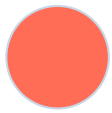
7. 
Orange
DMX 56–64

8. 
Aqua
DMX 65–73

9. 
Magenta
DMX 74–82

10. 
Quad Color
DMX 83–91

11. 
Cyan
DMX 92–100

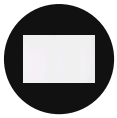
12. 
CTO
DMX 101–109

13.
CTB
DMX 110–118

14. 
UV Filter
DMX 119–128

Gobo wheel 2

1
Beam Open
DMX 0–10

2 
Spot Open
DMX 11–21

3 
Gobo 1 Select: Gobo 1
DMX 22–31

4 
Gobo 1 Select: Gobo 2
DMX 32–41

5 
Gobo 1 Select: Gobo 3
DMX 42–51

6 
Gobo 1 Select: Gobo 4
DMX 52–61

7 
Gobo 1 Select: Gobo 5
DMX 62–71

8 
Gobo 1 Select: Gobo 6
DMX 72–81

9 
Gobo 1 Select: Gobo 7
DMX 82–91

10 
Gobo 8
DMX 92–102

Gobo wheel 3

1
Gobo 2 Select: Open
DMX 0–9

2 
Gobo 2 Select: Gobo 1
DMX 10–17

3 
Gobo 2 Select: Gobo 2
DMX 18–25

4 
Gobo 2 Select: Gobo 3
DMX 26–33

5 
Gobo 2 Select: Gobo 4
DMX 34–41

6 
Gobo 2 Select: Gobo 5
DMX 42–49

7 
Gobo 2 Select: Gobo 6
DMX 50–57

8 
Gobo 2 Select: Gobo 7
DMX 58–65

9 
Gobo 2 Select: Gobo 8
DMX 66–73

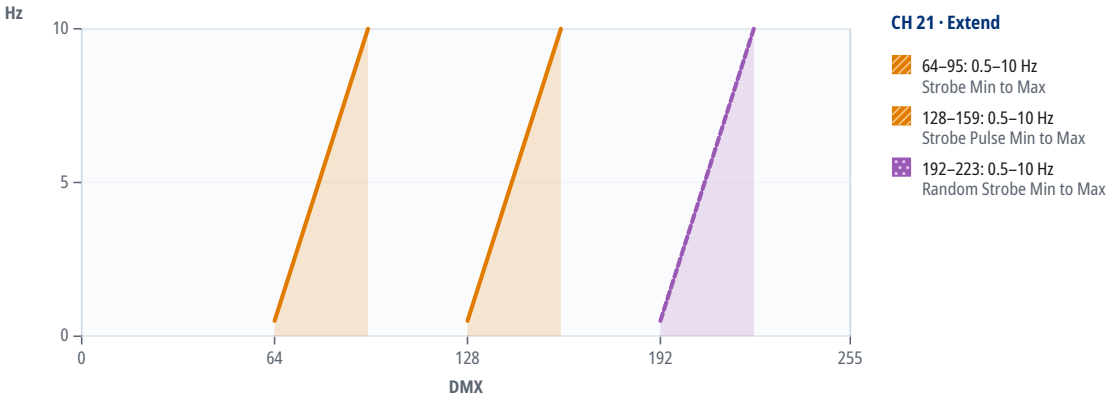
10 
Gobo 2 Select: Gobo 9
DMX 74–81

11 
Gobo 2 Select: Gobo 10
DMX 82–89

12 
Gobo 2 Select: Gobo 11
DMX 90–97

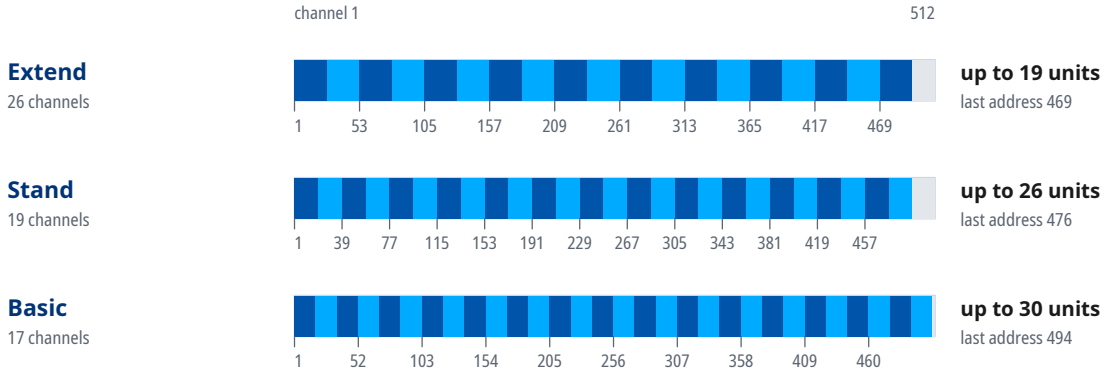
13 
Gobo 12
DMX 98–106

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extend”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	131	11	261	16	391
2	27	7	157	12	287	17	417
3	53	8	183	13	313	18	443
4	79	9	209	14	339	19	469
5	105	10	235	15	365	20	U2 · 1

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
Extend	26	1
Stand	19	2
Basic	17	3

Mode Extend

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 21 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 21 Shutter 50, CH 22 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors	0–10	Color Select: Open
		11–19	Red
		20–28	Blue
		29–37	Green
		38–46	Yellow
		47–55	Pink
		56–64	Orange
		65–73	Aqua
		74–82	Magenta
		83–91	Quad Color

CH	Function	DMX	Description
5	Colors (continued)	92–100	Cyan
		101–109	CTO
		110–118	CTB
		119–127	UV Filter
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	Color Wheel Spin: Stop
		194–255	CCW Slow to Fast (10–360 °/s)
6	Colors Fine	0–255	Fine adjustment of CH 5
7	Gobo	0–10	Beam Open
		11–21	Spot Open
		22–31	Gobo 1 Select: Gobo 1
		32–41	Gobo 1 Select: Gobo 2
		42–51	Gobo 1 Select: Gobo 3
		52–61	Gobo 1 Select: Gobo 4
		62–71	Gobo 1 Select: Gobo 5
		72–81	Gobo 1 Select: Gobo 6
		82–91	Gobo 1 Select: Gobo 7
		92–101	Gobo 1 Select: Gobo 8
		102–112	Gobo 1 Shake: Gobo 1 (1–5 Hz)
		113–123	Gobo 1 Shake: Gobo 2 (1–5 Hz)
		124–134	Gobo 1 Shake: Gobo 3 (1–5 Hz)
		135–145	Gobo 1 Shake: Gobo 4 (1–5 Hz)
		146–156	Gobo 1 Shake: Gobo 5 (1–5 Hz)
		157–167	Gobo 1 Shake: Gobo 6 (1–5 Hz)
		168–178	Gobo 1 Shake: Gobo 7 (1–5 Hz)
		179–189	Gobo 1 Shake: Gobo 8 (1–5 Hz)
		190–221	CW Rot Fast to Slow (360–10 °/s)
		222–223	No Rotation
		224–255	CCW Slow to Fast (10–360 °/s)
8	Gobo Rotation	0–127	Gobo Indexing (360°)
		127–189	CW Fast to Slow (360–10 °/s)
		190–193	No Rotation
		194–255	CCW Slow to Fast (10–360 °/s)
9	Gobo Rotation Fine	0–255	Fine adjustment of CH 8
10	Gobo 2	0–9	Gobo 2 Select: Open
		10–17	Gobo 2 Select: Gobo 1
		18–25	Gobo 2 Select: Gobo 2
		26–33	Gobo 2 Select: Gobo 3
		34–41	Gobo 2 Select: Gobo 4
		42–49	Gobo 2 Select: Gobo 5
		50–57	Gobo 2 Select: Gobo 6
		58–65	Gobo 2 Select: Gobo 7

CH	Function	DMX	Description
10	Gobo 2 (continued)	66–73	Gobo 2 Select: Gobo 8
		74–81	Gobo 2 Select: Gobo 9
		82–89	Gobo 2 Select: Gobo 10
		90–97	Gobo 2 Select: Gobo 11
		98–105	Gobo 2 Select: Gobo 12
		106–111	Gobo 2 Shake: Open (1–1.31 Hz)
		112–118	Gobo 2 Shake: Gobo 1 (1.31–1.62 Hz)
		119–124	Gobo 2 Shake: Gobo 2 (1.62–1.92 Hz)
		125–131	Gobo 2 Shake: Gobo 3 (1.92–2.23 Hz)
		132–137	Gobo 2 Shake: Gobo 4 (2.23–2.54 Hz)
		138–144	Gobo 2 Shake: Gobo 5 (2.54–2.85 Hz)
		145–150	Gobo 2 Shake: Gobo 6 (2.85–3.15 Hz)
		151–157	Gobo 2 Shake: Gobo 7 (3.15–3.46 Hz)
		158–163	Gobo 2 Shake: Gobo 8 (3.46–3.77 Hz)
		164–170	Gobo 2 Shake: Gobo 9 (3.77–4.08 Hz)
		171–176	Gobo 2 Shake: Gobo 10 (4.08–4.38 Hz)
		177–183	Gobo 2 Shake: Gobo 11 (4.38–4.69 Hz)
		184–189	Gobo 2 Shake: Gobo 12 (4.69–5 Hz)
		190–221	CW Rot Fast to Slow (360–10 °/s)
		222–223	No Rotation
		224–255	CCW Slow to Fast (10–360 °/s)
11	Gobo 2 Fine	0–255	Fine adjustment of CH 10
12	Prism	0–31	Prism Select: Open
		32–79	8-FACET Prism
		80–127	LINEAR Rotating Prism
		128–135	Macro 1
		136–143	Macro 2
		144–151	Macro 3
		152–159	Macro 4
		160–167	Macro 5
		168–175	Macro 6
		176–183	Macro 7
		184–191	Macro 8
		192–199	Macro 9
		200–207	Macro 10
		208–215	Macro 11
		216–223	Macro 12
		224–231	Macro 13
		232–239	Macro 14
		240–247	Macro 15
		248–255	Macro 16
13	Prism Rotation	0–127	Prism Indexing (540°)

CH	Function	DMX	Description
13	Prism Rotation (continued)	128–189	CW Fast to Slow (360–10 °/s)
		190–193	No Rot
		194–255	CCW Slow to Fast (10–360 °/s)
14	Prism Rotation Fine	0–255	Fine adjustment of CH 13
15	Focus	0–255	Near to Far
16	Focus Fine	0–255	Fine adjustment of CH 15
17	Zoom	0–255	Small to Big (10–34°)
18	Zoom Fine	0–255	Fine adjustment of CH 17
19	Focus Distance	0–50	Auto Focus OFF
		51–150	15m
		151–255	20m
20	Focus Distance Fine	0–255	Fine adjustment of CH 19
21	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64–95	Strobe Min to Max (0.5–10 Hz)
		96–127	Shutter Open: Open
		128–159	Strobe Pulse Min to Max (0.5–10 Hz)
		160–191	Shutter Open_: Open
		192–223	Random Strobe Min to Max (0.5–10 Hz)
		224–255	Shutter Open__: Open
22	Dimmer	0–25	0% ... 10%
		25–51	10% ... 20%
		51–63	20% ... 25%
		64–76	25% ... 30%
		76–102	30% ... 40%
		102–127	40% ... 50%
		128–153	50% ... 60%
		153–179	60% ... 70%
		179–191	70% ... 75%
		191	75%
		192–204	75% ... 80%
		204–230	80% ... 90%
		230–255	90% ... 100%
		255	100%
23	Dimmer Fine	0–255	Fine adjustment of CH 22
24	Frost	0–127	Open
		128–255	100 %
25	Speed Pan/Tilt	0–225	Position MSpeed: Max to Min speed
		226–235	Blackout by Movement
		236–245	Blackout by All Wheel Changing
		246–255	No Function
26	Function	0–19	Color Change Normal

CH	Function	DMX	Description
26	Function (continued)	20–29	Color Change to Any Position
		30–39	Color Static-Fixed Gobo Change to Any Position
		40–59	LAMP ON
		60–79	LAMP Switch OFF
		80–84	ALL Motors Reset
		85–87	PAN TILT Motors Reset
		88–90	COLORS Motor Reset
		91–93	GOBO Motors Reset
		94–96	SHUTTER DIMMER Motor Reset
		97–99	OTHER Motors Reset
		100–119	Internal Program 1
		120–139	Internal Program 2
		140–159	Internal Program 3
		160–179	Internal Program 4
		180–199	Internal Program 5
		200–219	Internal Program 6
		220–239	Internal Program 7
		240–255	Reserved

Mode Stand

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 15 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 15 Shutter 50, CH 16 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extend” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extend” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Colors		Same as CH 5 in the mode “Extend” (p. 11)
6	Gobo		Same as CH 7 in the mode “Extend” (p. 12)
7	Gobo Rotation	0–127	Gobo Indexing (360°)
		128–189	CW Fast to Slow (360–10 °/s)
		190–193	No Rotation
		194–255	CCW Slow to Fast (10–360 °/s)
8	Gobo 2		Same as CH 10 in the mode “Extend” (p. 12)
9	Prism		Same as CH 12 in the mode “Extend” (p. 13)
10	Prism Rotation		Same as CH 13 in the mode “Extend” (p. 13)
11	Focus	0–255	Near to Far
12	Zoom	0–255	Small to Big (10–34°)
13	Focus Distance		Same as CH 19 in the mode “Extend” (p. 14)
14	Focus Distance Fine	0–255	Fine adjustment of CH 13
15	Shutter		Same as CH 21 in the mode “Extend” (p. 14)
16	Dimmer	0	0%
		1–24	0% … 10%
		25	10%
		26–50	10% … 20%
		51	20%
		52–63	20% … 25%
		64	25%
		65–75	25% … 30%
		76	30%
		77–101	30% … 40%
		102	40%
		103–127	40% … 50%
		128	50%
		129–152	50% … 60%
		153	60%
		154–178	60% … 70%
		179	70%
		180–190	70% … 75%
		191	75%
		192–203	75% … 80%
		204	80%
		205–229	80% … 90%
		230	90%

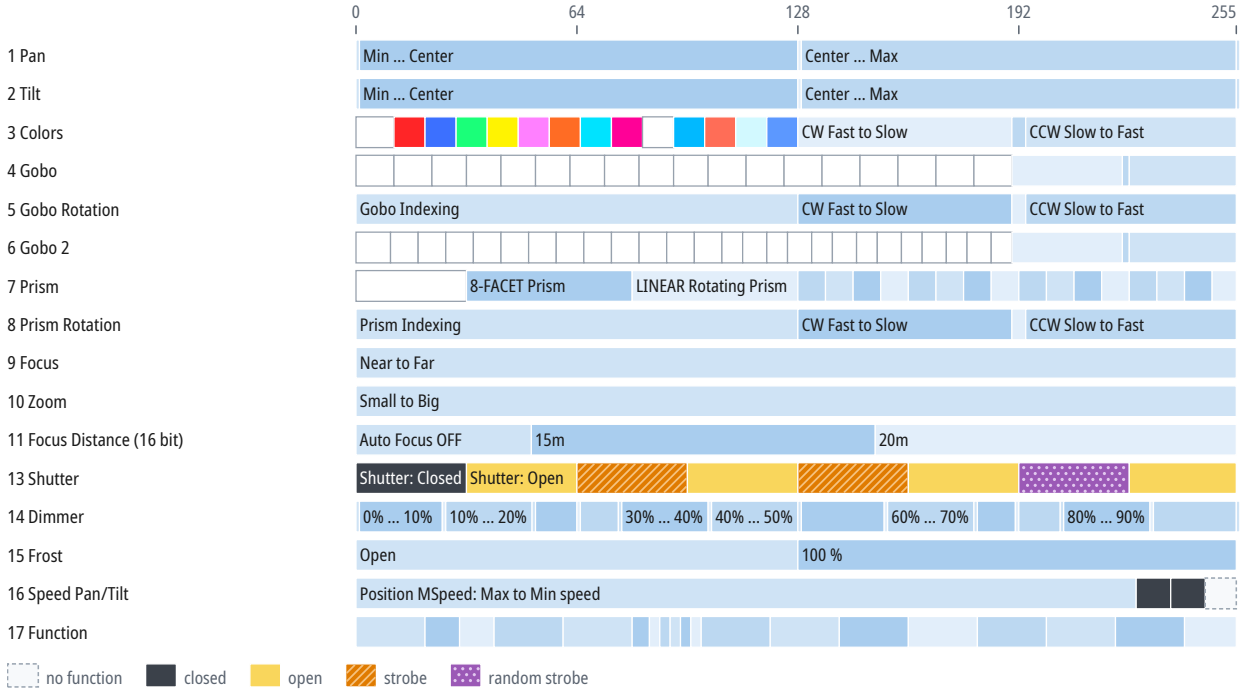
CH	Function	DMX	Description
16	Dimmer (continued)	231–254	90% … 100%
		255	100%
17	Frost		Same as CH 24 in the mode “Extend” (p. 14)
18	Speed Pan/Tilt		Same as CH 25 in the mode “Extend” (p. 14)
19	Function		Same as CH 26 in the mode “Extend” (p. 14)

Mode Basic

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 13 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 13 Shutter 50, CH 14 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
2	Tilt	0	Min
		1–127	Min … Center
		128	Center
		129–254	Center … Max
		255	Max
3	Colors		Same as CH 5 in the mode “Extend” (p. 11)
4	Gobo		Same as CH 7 in the mode “Extend” (p. 12)

CH	Function	DMX	Description
5	Gobo Rotation		Same as CH 7 in the mode “Stand” (p. 16)
6	Gobo 2		Same as CH 10 in the mode “Extend” (p. 12)
7	Prism		Same as CH 12 in the mode “Extend” (p. 13)
8	Prism Rotation		Same as CH 13 in the mode “Extend” (p. 13)
9	Focus	0–255	Near to Far
10	Zoom	0–255	Small to Big (10–34°)
11	Focus Distance		Same as CH 19 in the mode “Extend” (p. 14)
12	Focus Distance Fine	0–255	Fine adjustment of CH 11
13	Shutter		Same as CH 21 in the mode “Extend” (p. 14)
14	Dimmer		Same as CH 16 in the mode “Stand” (p. 16)
15	Frost		Same as CH 24 in the mode “Extend” (p. 14)
16	Speed Pan/Tilt		Same as CH 25 in the mode “Extend” (p. 14)
17	Function		Same as CH 26 in the mode “Extend” (p. 14)

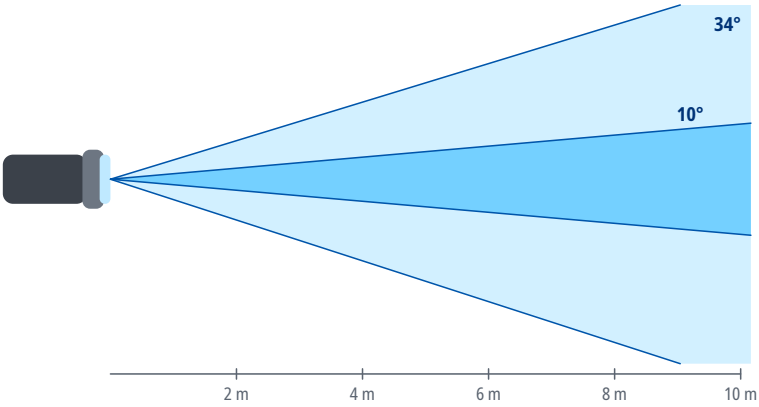
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	280 W
Luminous flux	12,000 lm
Color temperature	7,800 K
Color rendering index (CRI)	80
Optics	
Zoom	10–34°
Movement	
Pan	540°
Tilt	248°
Control	
RDM	yes (manufacturer ID 0x22A6, device model ID 0x0023)
Dimensions and construction	
Weight	22.7 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–10 Hz
Color wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo wheel 3 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 10°	Ø 34°
2 m	0.35 m	1.2 m
4 m	0.7 m	2.4 m
6 m	1 m	3.7 m
8 m	1.4 m	4.9 m
10 m	1.7 m	6.1 m
15 m	2.6 m	9.2 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.