DMX REFERENCE

FINE 1000ZLH PERF

Fine Art



Manufacturer	Fine Art
GDTF file	Fine_Art_FINE_1000ZLH_PERF_122648.gdtf
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1 About this manual

This document describes the FINE 1000ZLH PERF by Fine Art. It was compiled from the GDTF file Fine_Art_FINE_1000ZLH_PERF_122648.gdtf from the GDTF-Share library.

File revision: “FINE 1000ZLH PERF”.

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.

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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	40.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
STND	32	16	1, 33, 65, 97, ...
16BT	35	14	1, 36, 71, 106, ...
EXTN	42	12	1, 43, 85, 127, ...

No light? Check these channels

- STND: CH 1 Shutter at 20–49 or 201–210
- 16BT: CH 1 Shutter at 20–49 or 201–210
- EXTN: CH 1 Shutter at 20–49 or 201–210


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

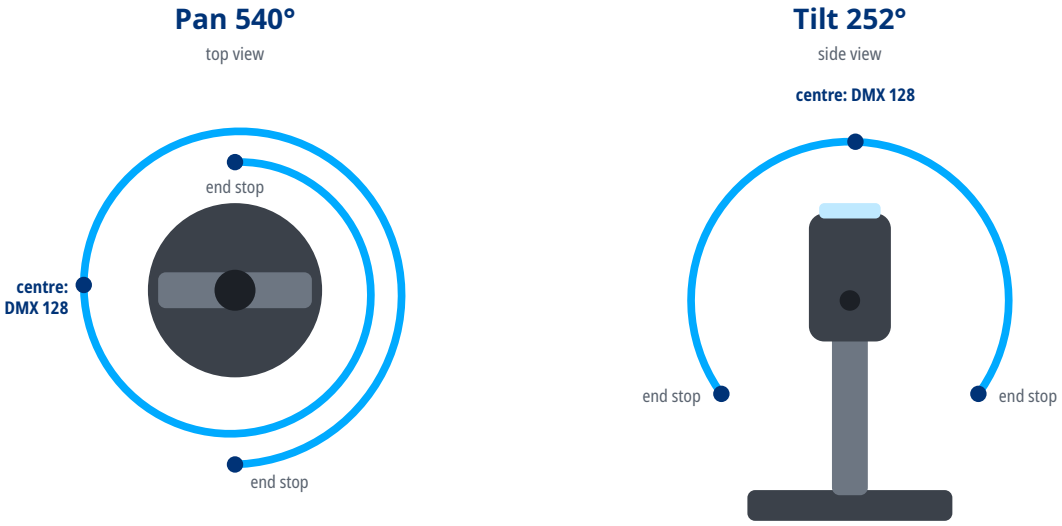
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

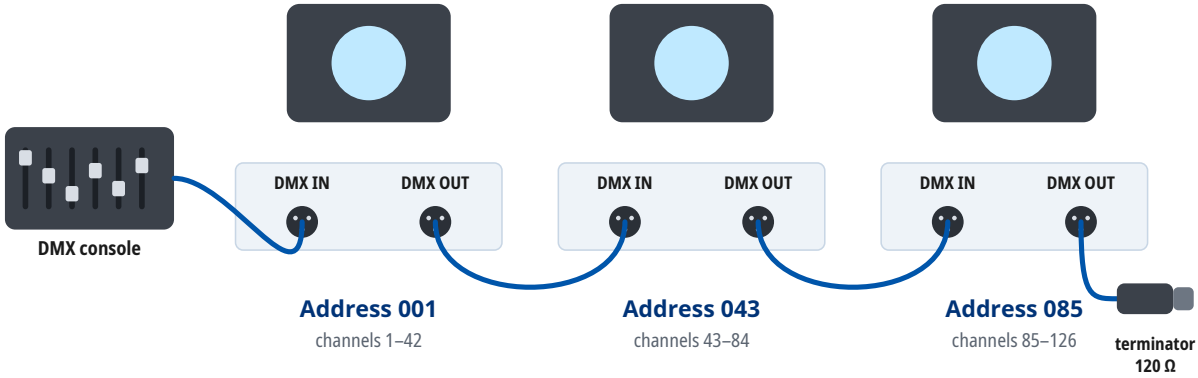
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 40.4 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 EXTN: every unit occupies 42 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 “EXTN”: 42.
- 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 “EXTN”, you can use, for example, the start addresses 1, 43, 85, 127.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

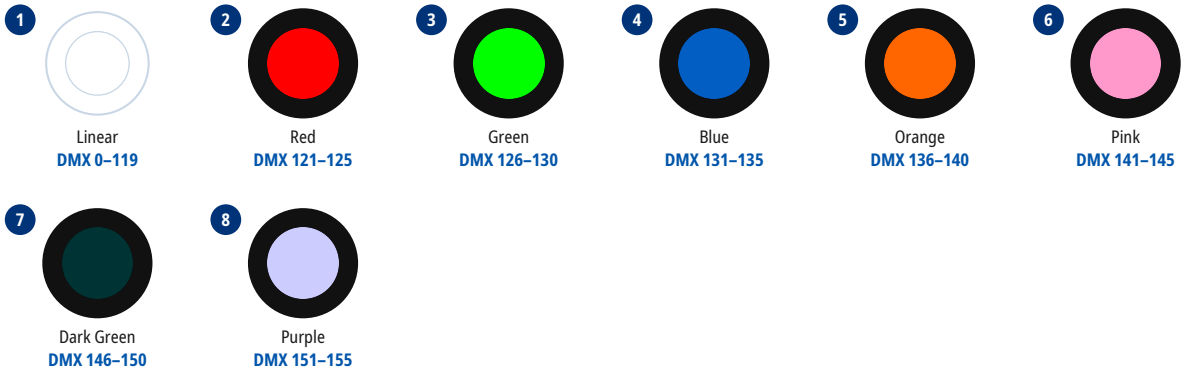
8 Functions at a glance

Functions in each DMX mode

	STND 32 channels	16BT 35 channels	EXTN 42 channels
Pan / Tilt	28, 30	31, 33	38, 40
Dimmer	2	2	2
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	1	1	1
Color mixing	3–5	4–6	4, 6, 8
Color temperature	6	7	10
Color wheel	7	8	12
Gobo wheel	8, 11	9, 12	13, 16
Gobo rotation	9 *	10 *	14, 16
Prism	23, 24	24, 25	30, 31
Frost	22	23	28
Zoom	26	27	34
Focus	27	29	36
Iris	25	26	32

* The function works only when another channel switches it on; see the DMX table.

Gobo wheel 1



Gobo wheel 2

1
Open
DMX 157–161

2 
Gobo 1
DMX 121–124

3 
Gobo 2
DMX 125–128

4 
Gobo 3
DMX 129–132

5 
Gobo 4
DMX 133–136

6 
Gobo 5
DMX 137–140

7 
Gobo 6
DMX 141–144

8 
Gobo 7
DMX 145–148

9 
Gobo 8
DMX 149–152

10 
Gobo 9
DMX 153–156

Gobo wheel 3

1
Gobo 1: Open
DMX 0–4

2 
Gobo 1
DMX 5–9

3 
Gobo 2
DMX 10–14

4 
Gobo 3
DMX 15–19

5 
Gobo 4
DMX 20–24

6 
Gobo 5
DMX 25–29

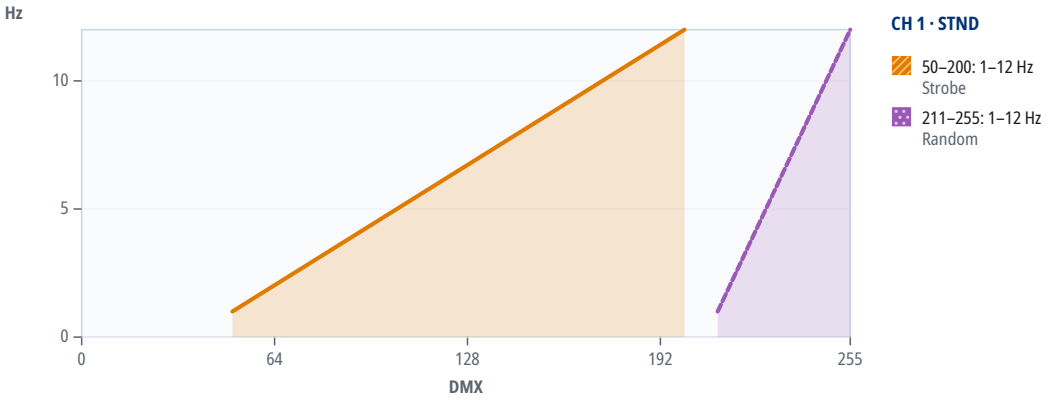
7 
G6
DMX 30–35

Prism

1
Open
DMX 0–11

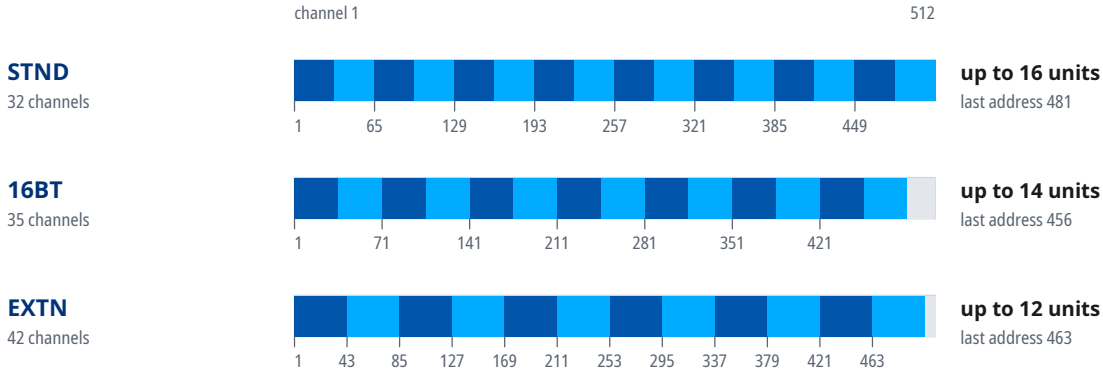
2 
4 facets
4 prism (Circyle)
DMX 11–139

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “EXTN”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	211	11	421	16	U2 · 127
2	43	7	253	12	463	17	U2 · 169
3	85	8	295	13	U2 · 1	18	U2 · 211
4	127	9	337	14	U2 · 43	19	U2 · 253
5	169	10	379	15	U2 · 85	20	U2 · 295

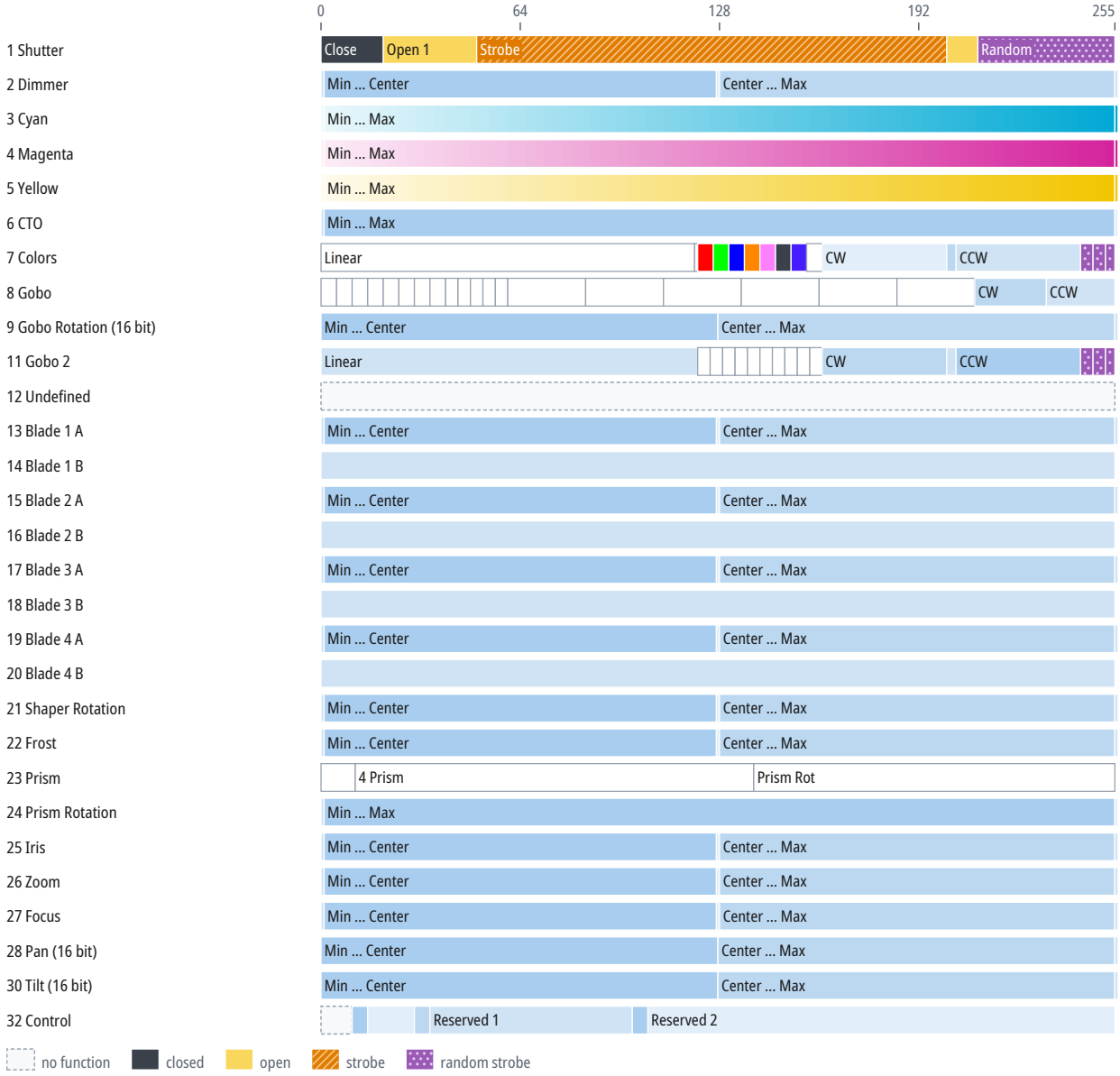
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode STND

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 1 Shutter at 20–49 or 201–210. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 20, CH 2 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Close
		20–49	Open 1
		50–200	Strobe (1–12 Hz)
		201–210	Open 2
		211–255	Random (1–12 Hz)
2	Dimmer	0	Min

CH	Function	DMX	Description
2	Dimmer (continued)	1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
3	Cyan	0	Min
		1–254	Min ... Max
		255	Max
4	Magenta	0	Min
		1–254	Min ... Max
		255	Max
5	Yellow	0	Min
		1–254	Min ... Max
		255	Max
6	CTO	0	Min
		1–254	Min ... Max
		255	Max
7	Colors	0–119	Linear
		120	White
		121–125	Red
		126–130	Green
		131–135	Blue
		136–140	Orange
		141–145	Pink
		146–150	Dark Green
		151–155	Purple
		156–160	Color: Open
		161–200	CW (900–0.2 °/s)
		201–203	Color 1 Spin: Stop
		204–243	CCW (0.2–900 °/s)
		244–247	Random>>>
		248–251	Random>>
		252–255	Random>
8	Gobo	0–4	Gobo 1: Open
		5–9	Gobo 1
		10–14	Gobo 2
		15–19	Gobo 3
		20–24	Gobo 4
		25–29	Gobo 5
		30–34	Gobo 6
		35–39	Gobo 1 Rot
		40–43	Gobo 2 Rot
		44–47	Gobo 3 Rot

CH	Function	DMX	Description
8	Gobo (continued)	48–51	Gobo 4 Rot
		52–55	Gobo 5 Rot
		56–59	Gobo 6 Rot
		60–84	Gobo 1 Shake (0.1–5 Hz)
		85–109	Gobo 2 Shake (0.1–5 Hz)
		110–134	Gobo 3 Shake (0.1–5 Hz)
		135–159	Gobo 4 Shake (0.1–5 Hz)
		160–184	Gobo 5 Shake (0.1–5 Hz)
		185–209	Gobo 6 Shake (0.1–5 Hz)
		210–232	CW
		233–255	CCW
9	Gobo Rotation		When CH 8 is 0–34:
		0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
10	Gobo Rotation Fine	0–255	Fine adjustment of CH 9
11	Gobo 2	0–120	Linear
		121–124	Gobo 1
		125–128	Gobo 2
		129–132	Gobo 3
		133–136	Gobo 4
		137–140	Gobo 5
		141–144	Gobo 6
		145–148	Gobo 7
		149–152	Gobo 8
		153–156	Gobo 9
		157–160	Gobo: Open
		161–200	CW (900–0.2 °/s)
		201–203	Gobo 2 Spin: Stop
		204–243	CCW (0.2–900 °/s)
		244–247	Random>>>
		248–251	Random>>
		252–255	Random>
12	Undefined	0–255	
13	Blade 1 A	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
14	Blade 1 B	0–255	
15	Blade 2 A	0	Min

CH	Function	DMX	Description
15	Blade 2 A (continued)	1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
16	Blade 2 B	0–255	
17	Blade 3 A	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
18	Blade 3 B	0–255	
19	Blade 4 A	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
20	Blade 4 B	0–255	
21	Shaper Rotation	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
22	Frost	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
23	Prism	0–10	Open
		11–138	4 Prism
		139–255	Prism Rot
24	Prism Rotation		When CH 23 is 11–138:
		0	Min
		1–254	Min … Max
		255	Max
25	Iris	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
26	Zoom	0	Min
		1–126	Min … Center
		127	Center

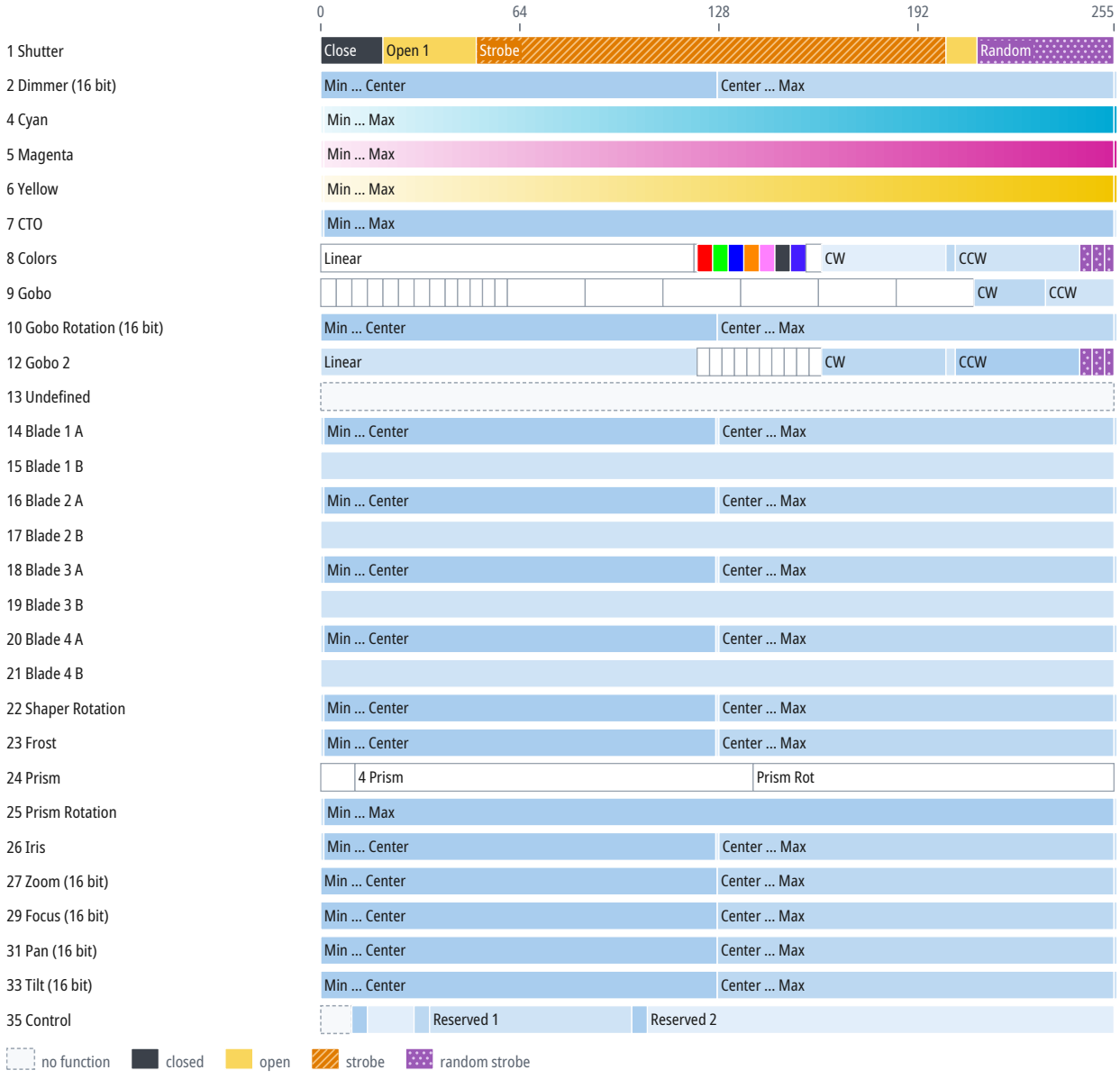
CH	Function	DMX	Description
26	Zoom (continued)	128–254	Center … Max
		255	Max
27	Focus	0	Min
		1–126	Min … Center
		127	Center
		128–254	Center … Max
		255	Max
28	Pan	0–127	Min … Center
		127	Center
		128–255	Center … Max
		255	Max
29	Pan Fine	0–255	Fine adjustment of CH 28
30	Tilt	0–127	Min … Center
		127	Center
		128–255	Center … Max
		255	Max
31	Tilt Fine	0–255	Fine adjustment of CH 30
32	Control	0–9	None
		10–14	Reset
		15–29	Beam Reset
		30–34	Position Reset
		35–99	Reserved 1
		100–104	Filter Insert
		105–255	Reserved 2

Mode 16BT

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 1 Shutter at 20–49 or 201–210. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 20.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Close
		20–49	Open 1
		50–200	Strobe (12–1 Hz)
		201–210	Open 2
		211–255	Random (1–12 Hz)
2	Dimmer	0–127	Min ... Center
		127	Center

CH	Function	DMX	Description
2	Dimmer (continued)	128–255	Center … Max
		255	Max
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Cyan		Same as CH 3 in the mode “STND” (p. 11)
5	Magenta		Same as CH 4 in the mode “STND” (p. 11)
6	Yellow		Same as CH 5 in the mode “STND” (p. 11)
7	CTO		Same as CH 6 in the mode “STND” (p. 11)
8	Colors	0–119	Linear
		120	White
		121–125	Red
		126–130	Green
		131–135	Blue
		136–140	Orange
		141–145	Pink
		146–150	Dark Green
		151–155	Purple
		156–160	White
		161–200	CW (900–1 °/s)
		201–203	Color 1 Spin: Stop
		204–243	CCW (1–900 °/s)
		244–247	Random>>>
		248–251	Random>>
		252–255	Random>
9	Gobo	0–4	Gobo 1: Open
		5–9	Gobo 1
		10–14	Gobo 1: Gobo 2
		15–19	Gobo 1: Gobo 3
		20–24	Gobo 1: Gobo 4
		25–29	Gobo 1: Gobo 5
		30–34	Gobo 1: Gobo 6
		35–39	Gobo 1
		40–43	Gobo 1: Gobo 2
		44–47	Gobo 1: Gobo 3
		48–51	Gobo 1: Gobo 4
		52–55	Gobo 1: Gobo 5
		56–59	Gobo 1: Gobo 6
		60–84	Gobo 1 Shake (0.1–5 Hz)
		85–109	Gobo 2 Shake (0.1–5 Hz)
		110–134	Gobo 3 Shake (0.1–5 Hz)
		135–159	Gobo 4 Shake (0.1–5 Hz)
		160–184	Gobo 5 Shake (0.1–5 Hz)
		185–209	Gobo 6 Shake (0.1–5 Hz)

CH	Function	DMX	Description
9	Gobo (continued)	210–232	CW (900–0.2 °/s)
		233–255	CCW (0.2–900 °/s)
10	Gobo Rotation		When CH 9 is 0–34:
		0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
11	Gobo Rotation Fine	0–255	Fine adjustment of CH 10
12	Gobo 2	0–120	Linear
		121–124	Gobo 1
		125–128	Gobo 2
		129–132	Gobo 3
		133–136	Gobo 4
		137–140	Gobo 5
		141–144	Gobo 6
		145–148	Gobo 7
		149–152	Gobo 8
		153–156	Gobo 9
		157–160	White
		161–200	CW (600–0.2 °/s)
		201–203	Gobo 2 Spin: Stop
		204–243	CCW (0.2–600 °/s)
		244–247	Random>>>
		248–251	Random>>
		252–255	Random>
13	Undefined	0–255	
14	Blade 1 A		Same as CH 13 in the mode “STND” (p. 12)
15	Blade 1 B	0–255	
16	Blade 2 A		Same as CH 15 in the mode “STND” (p. 12)
17	Blade 2 B	0–255	
18	Blade 3 A		Same as CH 17 in the mode “STND” (p. 13)
19	Blade 3 B	0–255	
20	Blade 4 A		Same as CH 19 in the mode “STND” (p. 13)
21	Blade 4 B	0–255	
22	Shaper Rotation		Same as CH 21 in the mode “STND” (p. 13)
23	Frost		Same as CH 22 in the mode “STND” (p. 13)
24	Prism		Same as CH 23 in the mode “STND” (p. 13)
25	Prism Rotation		When CH 24 is 11–138:
		0	Min
		1–254	Min ... Max
		255	Max
26	Iris		Same as CH 25 in the mode “STND” (p. 13)

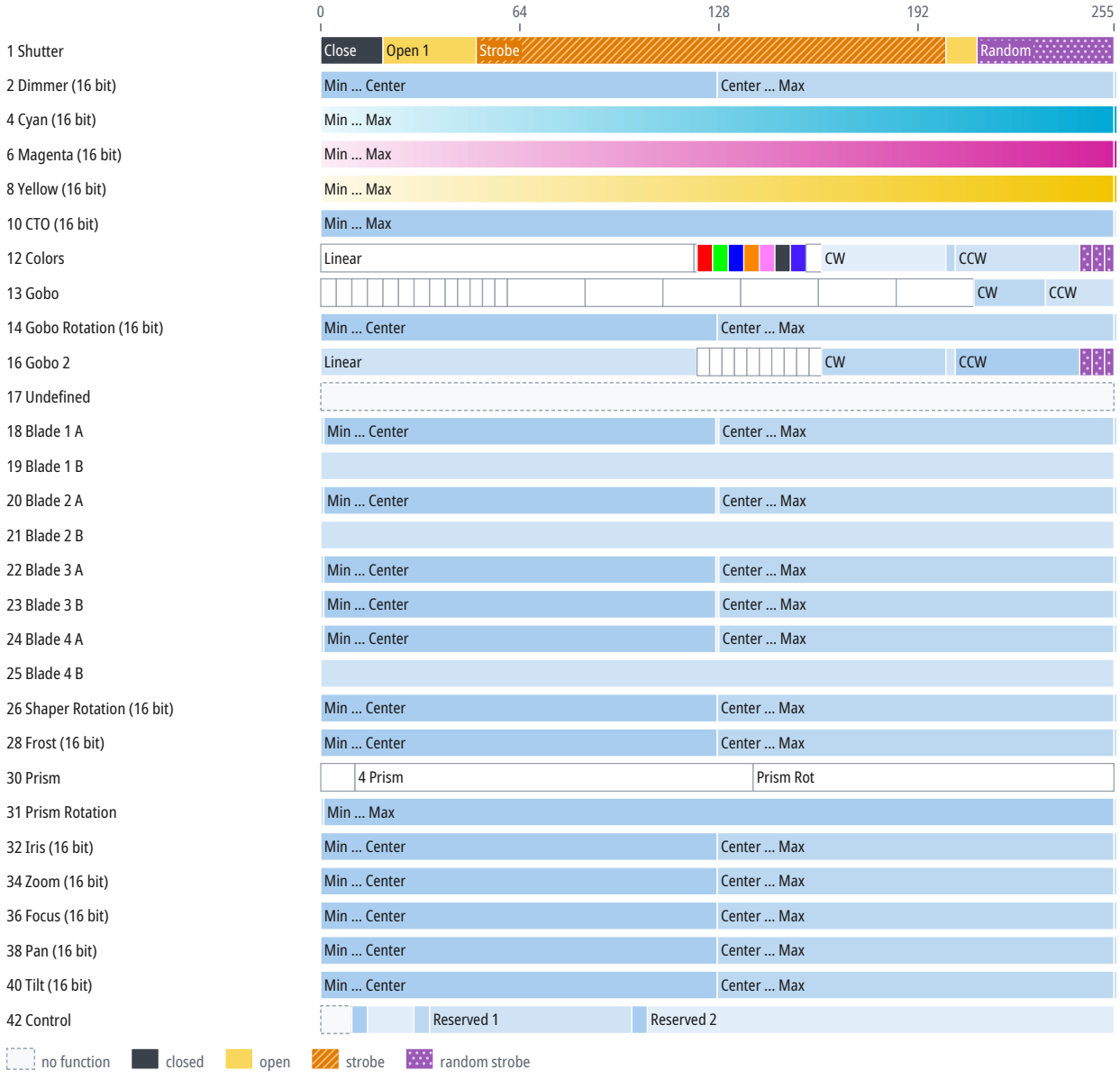
CH	Function	DMX	Description
27	Zoom	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
28	Zoom Fine	0–255	Fine adjustment of CH 27
29	Focus	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
30	Focus Fine	0–255	Fine adjustment of CH 29
31	Pan		Same as CH 28 in the mode “STND” (p. 14)
32	Pan Fine	0–255	Fine adjustment of CH 31
33	Tilt		Same as CH 30 in the mode “STND” (p. 14)
34	Tilt Fine	0–255	Fine adjustment of CH 33
35	Control		Same as CH 32 in the mode “STND” (p. 14)

Mode EXTN

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 1 Shutter at 20–49 or 201–210. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 20.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “16BT” (p. 15)
2	Dimmer		Same as CH 2 in the mode “16BT” (p. 15)
3	Dimmer Fine	0–255	Fine adjustment of CH 2
4	Cyan	0–255	Min ... Max
		255	Max
5	Cyan Fine	0–255	Fine adjustment of CH 4
6	Magenta	0–255	Min ... Max

CH	Function	DMX	Description
6	Magenta (continued)	255	Max
7	Magenta Fine	0–255	Fine adjustment of CH 6
8	Yellow	0–255	Min ... Max
		255	Max
9	Yellow Fine	0–255	Fine adjustment of CH 8
10	CTO	0–255	Min ... Max
		255	Max
11	CTO Fine	0–255	Fine adjustment of CH 10
12	Colors	0–119	Linear
		120	White
		121–125	Red
		126–130	Green
		131–135	Blue
		136–140	Orange
		141–145	Pink
		146–150	Dark Green
		151–155	Purple
		156–160	White
		161–200	CW (900–1 °/s)
		201–203	Color 1 Spin: Stop
		204–243	CCW (900–1 °/s)
		244–247	Random>>>
		248–251	Random>>
		252–255	Random>
13	Gobo		Same as CH 9 in the mode “16BT” (p. 16)
14	Gobo Rotation		When CH 13 is 0–34:
		0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
			When CH 13 is 60–209:
		0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
15	Gobo Rotation Fine	0–255	Fine adjustment of CH 14
16	Gobo 2	0–120	Linear
		121–124	Gobo 1
		125–128	Gobo 2
		129–132	Gobo 3
		133–136	Gobo 4
		137–140	Gobo 5

CH	Function	DMX	Description
16	Gobo 2 (continued)	141–144	Gobo 6
		145–148	Gobo 7
		149–152	Gobo 8
		153–156	Gobo 9
		157–160	Gobo 2: Open
		161–200	CW (600–0.2 °/s)
		201–203	Gobo 2 Spin: Stop
		204–243	CCW (0.2–600 °/s)
		244–247	Random>>>
		248–251	Random>>
		252–255	Random>
17	Undefined	0–255	
18	Blade 1 A		Same as CH 13 in the mode “STND” (p. 12)
19	Blade 1 B	0–255	
20	Blade 2 A		Same as CH 15 in the mode “STND” (p. 12)
21	Blade 2 B	0–255	
22	Blade 3 A		Same as CH 17 in the mode “STND” (p. 13)
23	Blade 3 B	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
24	Blade 4 A		Same as CH 19 in the mode “STND” (p. 13)
25	Blade 4 B	0–255	
26	Shaper Rotation	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
27	Shaper Rotation Fine	0–255	Fine adjustment of CH 26
28	Frost	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
29	Frost Fine	0–255	Fine adjustment of CH 28
30	Prism		Same as CH 23 in the mode “STND” (p. 13)
31	Prism Rotation		When CH 30 is 11–138:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 30 is 139–255:
		0–2	Stop 1
		3–126	CCW (600–0.2 °/s)

CH	Function	DMX	Description
31	Prism Rotation (continued)	127–129	Stop 2
		130–253	CW (0.2–600 °/s)
		254–255	Stop 3
32	Iris	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
33	Iris Fine	0–255	Fine adjustment of CH 32
34	Zoom		Same as CH 27 in the mode “16BT” (p. 18)
35	Zoom Fine	0–255	Fine adjustment of CH 34
36	Focus		Same as CH 29 in the mode “16BT” (p. 18)
37	Focus Fine	0–255	Fine adjustment of CH 36
38	Pan		Same as CH 28 in the mode “STND” (p. 14)
39	Pan Fine	0–255	Fine adjustment of CH 38
40	Tilt		Same as CH 30 in the mode “STND” (p. 14)
41	Tilt Fine	0–255	Fine adjustment of CH 40
42	Control		Same as CH 32 in the mode “STND” (p. 14)

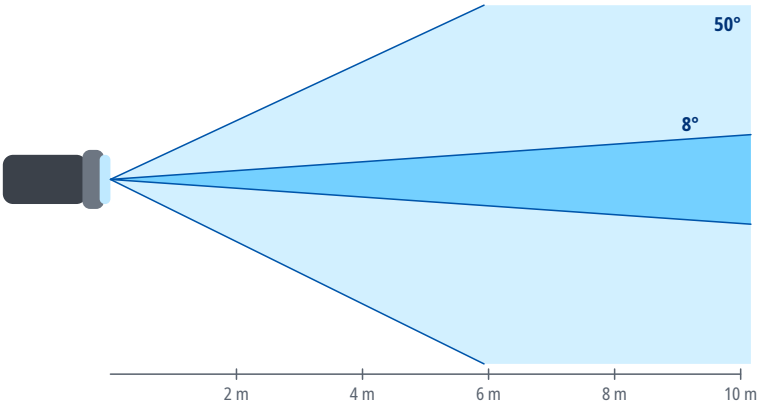
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,330 W
Luminous flux	35,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	90
Optics	
Zoom	8–50°
Movement	
Pan	540°
Tilt	252°
Dimensions and construction	
Weight	40.4 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6500 K
Strobe frequency	1–12 Hz
Color wheel 1 rotation	up to 900 °/s (150 rpm)
Gobo wheel 2 rotation	up to 600 °/s (100 rpm)
Gobo wheel 3 rotation	up to 900 °/s (150 rpm)
Gobo 3 rotation	up to 900 °/s (150 rpm)
Prism rotation	up to 600 °/s (100 rpm)

Spot diameter



Distance	Ø 8°	Ø 50°
2 m	0.28 m	1.9 m
4 m	0.56 m	3.7 m
6 m	0.84 m	5.6 m
8 m	1.1 m	7.5 m
10 m	1.4 m	9.3 m
15 m	2.1 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.