DMX REFERENCE

FINE 1200E_2 PERF

Fine Art



Manufacturer	Fine Art
GDTF file	Fine_Art_FINE_1200E_2_PERF_122631.gdtf
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1 About this manual

This document describes the FINE 1200E/2 PERF by Fine Art. It was compiled from the GDTF file Fine_Art_FINE_1200E_2_PERF_122631.gdtf from the GDTF-Share library.

File revision: “FINE 1200E_2 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.

This document was not issued or endorsed by Fine Art; 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
EXTN 54	54	9	1, 55, 109, 163, ...
16 bit	35	14	1, 36, 71, 106, ...
Stand32	32	16	1, 33, 65, 97, ...

No light? Check these channels

- EXTN 54: CH 10 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 11 Dimmer above 0
- 16 bit: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0
- Stand32: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 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

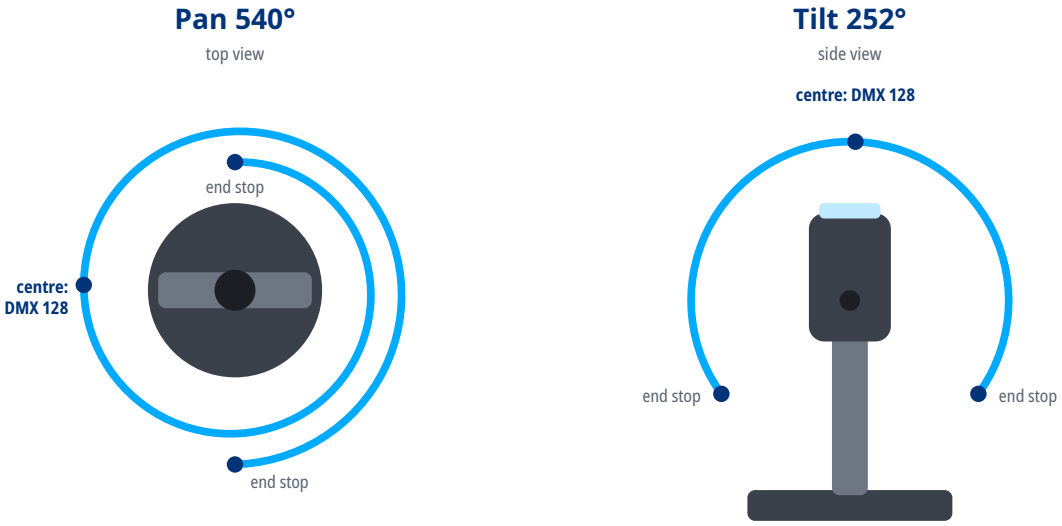
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

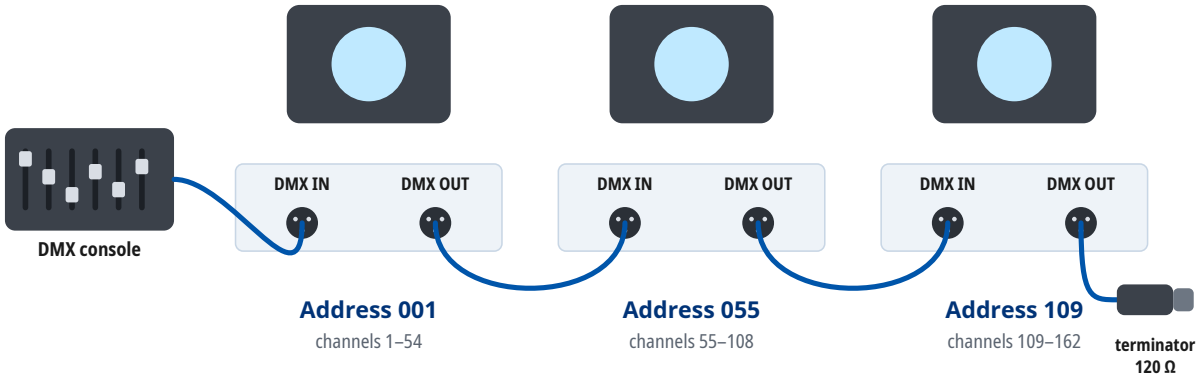
6 Connections

- 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 54: every unit occupies 54 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 54”: 54.
- 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 54”, you can use, for example, the start addresses 1, 55, 109, 163.
- 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

	EXTN 54 54 channels	16 bit 35 channels	Stand32 32 channels
Pan / Tilt	**45, 47**	**25, 26**	**25, 26**
Pan / Tilt resolution	16 bit	16 bit	8 bit
Dimmer	**11**	**7**	**7**
Dimmer resolution	16 bit	8 bit	8 bit
Shutter / strobe	**10**	**6**	**6**
Color mixing	**1, 3, 5**	**1–3**	**1–3**
Color temperature	**7**	**4**	**4**
Color wheel	**9**	**5**	**5**
Gobo wheel	**15, 17**	**9, 10**	**9, 10**
Gobo rotation	**18**	**11**	**11**
Zoom	**43**	**24**	**24**
Focus	**41**	**23**	**23**
Iris	**13**	**8**	**8**
Effects / macros	**38, 39**	**21, 22**	**21, 22**

Gobo wheel 1



1. Open — **DMX 0–17**
2. Red — **DMX 36–53**
3. Yellow — **DMX 72–89**
4. Purple — **DMX 108–125**
5. Green — **DMX 144–161**
6. Nacarat — **DMX 180–197**
7. Blue — **DMX 216–233**
8. White+Red — **DMX 18–35**

Gobo wheel 2



1. Open — **DMX 0–50**
2. animation
3. Prism — **DMX 204–255**

Prism

1
Open

2 
4 facets
Prism6

Gobo wheel 3

1
Gobo 1: Open
DMX 0–17

2 
G1
DMX 18–35

3 
G2
DMX 36–53

4 
G3
DMX 54–71

5 
G4
DMX 72–89

6 
G5
DMX 90–107

7 
Gobo6
DMX 108–130

Gobo wheel 4

1
Gobo 2: Open
DMX 0–7

2 
G1
DMX 8–15

3 
G2
DMX 16–23

4 
G3
DMX 24–31

5 
G4
DMX 32–39

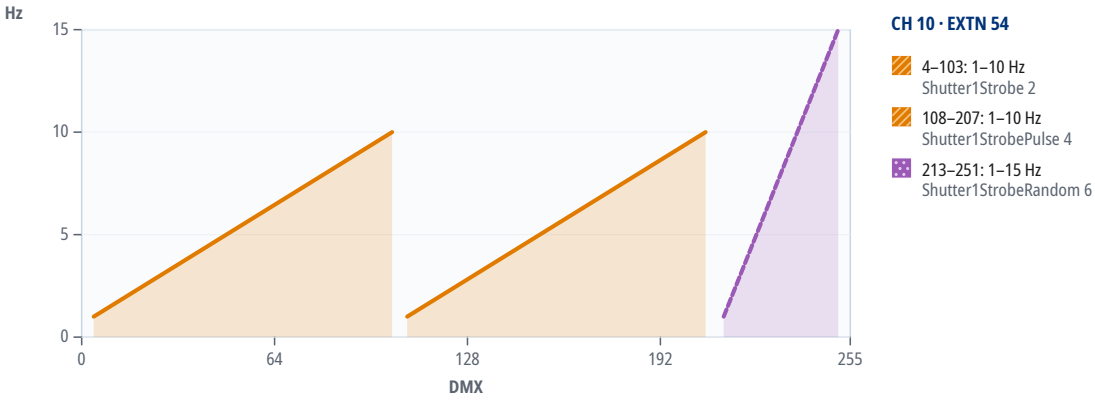
6 
G5
DMX 40–47

7 
G6
DMX 48–55

8 
G7
DMX 56–63

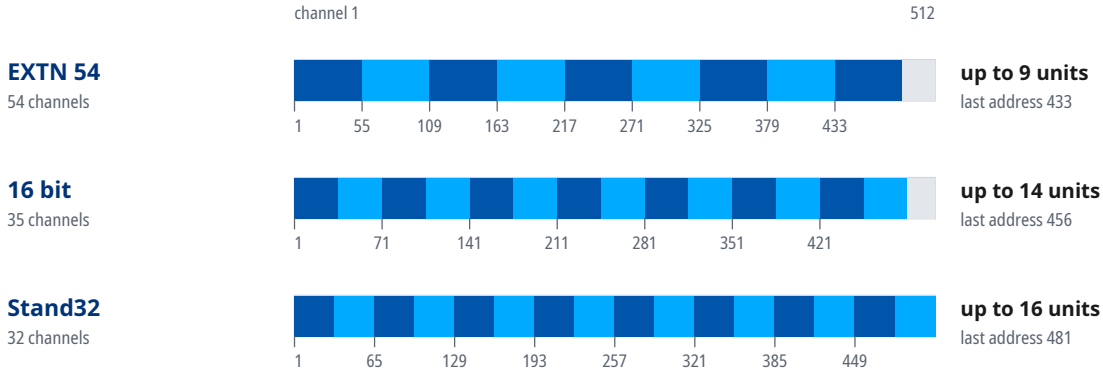
9 
G8
DMX 64–70

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “EXTN 54”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	271	11	U2 · 55	16	U2 · 325
2	55	7	325	12	U2 · 109	17	U2 · 379
3	109	8	379	13	U2 · 163	18	U2 · 433
4	163	9	433	14	U2 · 217	19	U3 · 1
5	217	10	U2 · 1	15	U2 · 271	20	U3 · 55

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 EXTN 54

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 10 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 11 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 3 Magenta 0, CH 5 Yellow 0, CH 7 CTO 0, CH 9 Colors 0, CH 10 Shutter 255, CH 11 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0–255	Min ... Max
		255	Max
2	Cyan Fine	0–255	Fine adjustment of CH 1

CH	Function	DMX	Description
3	Magenta	0–255	Min ... Max
		255	Max
4	Magenta Fine	0–255	Fine adjustment of CH 3
5	Yellow	0–255	Min ... MAX
		255	MAX
6	Yellow Fine	0–255	Fine adjustment of CH 5
7	CTO	0–255	6500–2700 K
8	CTO Fine	0–255	Fine adjustment of CH 7
9	Colors	0–17	Open
		18–35	White+Red
		36–53	Red
		54–71	Red+Yellow
		72–89	Yellow
		90–107	Yellow+Purple
		108–125	Purple
		126–143	Purple+Green
		144–161	Green
		162–179	Green+Nacarat
		180–197	Nacarat
		198–215	Nacarat+Blue
		216–233	Blue
		234–255	Blue+White
10	Shutter	0–3	Close
		4	Min Strobe
		5–102	Min Strobe ... Max Strobe
		103	Max Strobe
		104–107	Open
		108	Min Pulse
		109–206	Min Pulse ... Max Pulse
		207	Max Pulse
		208–212	Open
		213–225	Random 1%
		226–238	Random 50%
		239–251	Random 100%
		252–255	Open
11	Dimmer	0–255	
12	Dimmer Fine	0–255	Fine adjustment of CH 11
13	Iris	0	Iris: Min
		0–131	Iris: Min>>>Max
		131	Iris: Min>>>Max ... Max
		131	Iris: Max
		131–132	Iris 1

CH	Function	DMX	Description
13	Iris (continued)	132–172	Iris Pulse Open 2 (1–10 Hz)
		172–212	Iris Pulse Open 3 (1–10 Hz)
		212–252	Iris Pulse Close 4 (1–10 Hz)
		252–255	Open
14	Iris Fine	0–255	Fine adjustment of CH 13
15	Gobo 2	0–7	Gobo 2: Open
		8–15	G1
		16–23	G2
		24–31	G3
		32–39	G4
		40–47	G5
		48–55	G6
		56–63	G7
		64–71	G8
		71–72	Gobo 2 1
		72–113	CW (900–1 °/s)
		114–117	Gobo 2 Wheel Spin: Stop
		118–159	CCW (1–900 °/s)
		159–160	Gobo 2 Wheel Spin 2
		160–175	G2<> (1–10 Hz)
		176–191	G3<> (1–10 Hz)
		192–207	G4<> (1–10 Hz)
		208–223	G5<> (1–10 Hz)
		224–239	G6<> (1–10 Hz)
		240–255	G7<> (1–10 Hz)
16	Gobo 2 Fine	0–255	Fine adjustment of CH 15
17	Gobo	0–17	Gobo 1: Open
		18–35	G1
		36–53	G2
		54–71	G3
		72–89	G4
		90–107	G5
		108–129	G6
		130–150	G1<> (1–10 Hz)
		151–171	G2<> (1–10 Hz)
		172–192	G3<> (1–10 Hz)
		193–203	G4<> (1–10 Hz)
		204–234	G5<> (1–10 Hz)
		235–255	G6<> (1–10 Hz)
18	Gobo Rotation	0–63	Gobo 1 Pos: Min ... Center
		63–127	Gobo 1 Pos: Center ... Max
		127	Gobo 1 Pos: Max

CH	Function	DMX	Description
18	Gobo Rotation (continued)	127–128	Gobo 1 Pos 1
		128–190	CW 100%>>1% (900–1 °/s)
		190–191	CW 100%>>1% ... Stop
		191–192	Gobo 1 Pos Rotate: Stop
		192–193	Stop ... CCW1%>>>100%
		193–255	CCW1%>>>100% (1–900 °/s)
19	Gobo Rotation Fine	0–255	Fine adjustment of CH 18
20	Blade 1 A	0–255	
21	Blade 1 A Fine	0–255	Fine adjustment of CH 20
22	Blade 1 B	0–255	
23	Blade 1 B Fine	0–255	Fine adjustment of CH 22
24	Blade 2 A	0–255	
25	Blade 2 A Fine	0–255	Fine adjustment of CH 24
26	Blade 2 B	0–255	
27	Blade 2 B Fine	0–255	Fine adjustment of CH 26
28	Blade 3 A	0–255	
29	Blade 3 A Fine	0–255	Fine adjustment of CH 28
30	Blade 3 B	0–255	
31	Blade 3 B Fine	0–255	Fine adjustment of CH 30
32	Blade 4 A	0–255	
33	Blade 4 A Fine	0–255	Fine adjustment of CH 32
34	Blade 4 B	0–255	
35	Blade 4 B Fine	0–255	Fine adjustment of CH 34
36	Shaper Rotation	0–124	Min ... Center
		125–255	Center ... Max
		255	Max
37	Shaper Rotation Fine	0–255	Fine adjustment of CH 36
38	Effects	0–50	Open
		51–101	Lens
		102–152	Mild Frost
		153–203	Heavy Frost
		204–255	Prism
39	Effects Rotation Speed	0–63	Effects 1 Pos Rotate: Min ... Center
		63–127	Effects 1 Pos Rotate: Center ... Max
		127	Effects 1 Pos Rotate: Max
		127–191	CW100%>>>1% ... Stop
		191	Effects 1 Pos Rotate: Stop
		191–255	Stop ... CCW1%>>>100%
		255	CCW1%>>>100%
40	Effects Rotation Speed Fine	0–255	Fine adjustment of CH 39
41	Focus	0–127	Max ... Center
		127	Center

CH	Function	DMX	Description
41	Focus (continued)	128–255	Center ... Min
		255	Min
42	Focus Fine	0–255	Fine adjustment of CH 41
43	Zoom	0–127	Max ... Center
		127	Center
		128–255	Center ... Min
		255	Min
44	Zoom Fine	0–255	Fine adjustment of CH 43
45	Pan	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
46	Pan Fine	0–255	Fine adjustment of CH 45
47	Tilt	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
48	Tilt Fine	0–255	Fine adjustment of CH 47
49	Reset	0–25	Open
		26–76	MP Reset
		77–127	XY Reset
		128–255	Reset
50	Lamp Control	0–15	Open
		16–20	Fan 100%
		21–25	Fan 50%
		26–100	Lamp OFF
		101–179	Lamp Half power
		180–255	Lamp On
51	Pan/Tilt Mode	0–254	Fast>>>Slow
		255	Fast
52	Colors Mode		Color 1 Mode 1
		0–254	Fast>>>Slow
		255	Fast
53	Zoom Speed	0–254	Fast>>>Slow
		255	Fast
54	Gobo Wheel Speed	0–254	Fast>>>Slow
		255	Fast

Mode 16 bit

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

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 4 CTO 0, CH 5 Colors 0, CH 6 Shutter 255, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
2	Magenta	0	Min
		1–254	Min ... Max
		255	Max
3	Yellow	0	Min
		1–254	Min ... MAX
		255	MAX
4	CTO	0–255	6500–2700 K
5	Colors		Same as CH 9 in the mode “EXTN 54” (p. 11)
6	Shutter		Same as CH 10 in the mode “EXTN 54” (p. 11)
7	Dimmer	0–255	
8	Iris	0	Iris: Min
		1–130	Iris: Min>>>Max
		131	Iris: Max
		132	Iris 1
		133–172	Iris Pulse Open 2 (1–10 Hz)
		173–212	Iris Pulse Open 3 (1–10 Hz)
		213–251	Iris Pulse Close 4 (1–10 Hz)
		252–255	Open
9	Gobo 2	0–7	Gobo 2: Open
		8–15	G1
		16–23	G2
		24–31	G3
		32–39	G4
		40–47	G5
		48–55	G6
		56–63	G7
		64–71	G8
		72–113	CW (900–1 °/s)
		114–117	Gobo 2 Wheel Spin: Stop
		118–159	CCW (1–900 °/s)
		160–175	G2<> (1–10 Hz)
		176–191	G3<> (1–10 Hz)
		192–207	G4<> (1–10 Hz)
		208–223	G5<> (1–10 Hz)
		224–239	G6<> (1–10 Hz)
		240–255	G7<> (1–10 Hz)
10	Gobo		Same as CH 17 in the mode “EXTN 54” (p. 12)
11	Gobo Rotation		Same as CH 18 in the mode “EXTN 54” (p. 12)
12	Blade 1 A	0–255	
13	Blade 1 B	0–255	
14	Blade 2 A	0–255	
15	Blade 2 B	0–255	

CH	Function	DMX	Description
16	Blade 3 A	0–255	
17	Blade 3 B	0–255	
18	Blade 4 A	0–255	
19	Blade 4 B	0–255	
20	Shaper Rotation	0	Min
		1–124	Min ... Center
		125	Center
		126–254	Center ... Max
		255	Max
21	Effects		Same as CH 38 in the mode “EXTN 54” (p. 13)
22	Effects Rotation Speed	0	Effects 1 Pos Rotate: Min
		1–62	Effects 1 Pos Rotate: Min ... Center
		63	Effects 1 Pos Rotate: Center
		64–126	Effects 1 Pos Rotate: Center ... Max
		127	Effects 1 Pos Rotate: Max
		128	CW100%>>>1%
		129–190	CW100%>>>1% ... Stop
		191	Effects 1 Pos Rotate: Stop
		192–254	Stop ... CCW1%>>>100%
		255	CCW1%>>>100%
23	Focus	0	Max
		1–126	Max ... Center
		127	Center
		128–254	Center ... Min
		255	Min
24	Zoom	0	Max
		1–126	Max ... Center
		127	Center
		128–254	Center ... Min
		255	Min
25	Pan		Same as CH 45 in the mode “EXTN 54” (p. 14)
26	Tilt		Same as CH 47 in the mode “EXTN 54” (p. 14)
27	Reset		Same as CH 49 in the mode “EXTN 54” (p. 14)
28	Lamp Control		Same as CH 50 in the mode “EXTN 54” (p. 14)
29	Pan Fine	0–255	Fine adjustment of CH 25
30	Tilt Fine	0–255	Fine adjustment of CH 26
31	Gobo Rotation Fine	0–255	Fine adjustment of CH 11
32	Pan/Tilt Mode		Same as CH 51 in the mode “EXTN 54” (p. 14)
33	Colors Mode		Same as CH 52 in the mode “EXTN 54” (p. 14)
34	Zoom Speed		Same as CH 53 in the mode “EXTN 54” (p. 14)
35	Gobo Wheel Speed		Same as CH 54 in the mode “EXTN 54” (p. 14)

Mode Stand32

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 4 CTO 0, CH 5 Colors 0, CH 6 Shutter 255, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan		Same as CH 1 in the mode “16 bit” (p. 15)
2	Magenta		Same as CH 2 in the mode “16 bit” (p. 16)
3	Yellow		Same as CH 3 in the mode “16 bit” (p. 16)
4	CTO	0–255	6500–2700 K
5	Colors		Same as CH 9 in the mode “EXTN 54” (p. 11)

CH	Function	DMX	Description
6	Shutter		Same as CH 10 in the mode “EXTN 54” (p. 11)
7	Dimmer	0–255	
8	Iris		Same as CH 8 in the mode “16 bit” (p. 16)
9	Gobo 2		Same as CH 9 in the mode “16 bit” (p. 16)
10	Gobo		Same as CH 17 in the mode “EXTN 54” (p. 12)
11	Gobo Rotation	0	Gobo 1 Pos: Min
		1–62	Gobo 1 Pos: Min ... Center
		63	Gobo 1 Pos: Center
		64–126	Gobo 1 Pos: Center ... Max
		127	Gobo 1 Pos: Max
		128–190	CW 100%>>1% (900–1 °/s)
		191–192	Gobo 1 Pos Rotate: Stop
		193–255	CCW1%>>>100% (1–900 °/s)
12	Blade 1 A	0–255	
13	Blade 1 B	0–255	
14	Blade 2 A	0–255	
15	Blade 2 B	0–255	
16	Blade 3 A	0–255	
17	Blade 3 B	0–255	
18	Blade 4 A	0–255	
19	Blade 4 B	0–255	
20	Shaper Rotation		Same as CH 20 in the mode “16 bit” (p. 17)
21	Effects		Same as CH 38 in the mode “EXTN 54” (p. 13)
22	Effects Rotation Speed		Same as CH 22 in the mode “16 bit” (p. 17)
23	Focus		Same as CH 23 in the mode “16 bit” (p. 17)
24	Zoom		Same as CH 24 in the mode “16 bit” (p. 17)
25	Pan	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
26	Tilt	0	Min
		1–126	Min ... Center
		127	Center
		128–254	Center ... Max
		255	Max
27	Reset		Same as CH 49 in the mode “EXTN 54” (p. 14)
28	Lamp Control		Same as CH 50 in the mode “EXTN 54” (p. 14)
29	Pan/Tilt Mode		Same as CH 51 in the mode “EXTN 54” (p. 14)
30	Colors Mode		Same as CH 52 in the mode “EXTN 54” (p. 14)
31	Zoom Speed		Same as CH 53 in the mode “EXTN 54” (p. 14)
32	Gobo Wheel Speed		Same as CH 54 in the mode “EXTN 54” (p. 14)

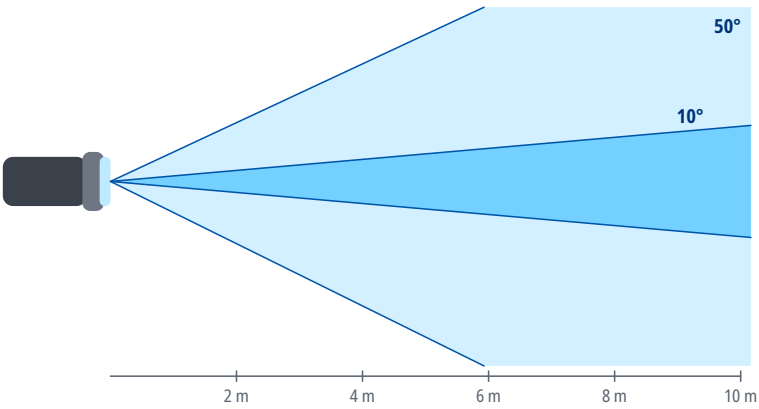
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,450 W
Luminous flux	45,000 lm
Color temperature	6,300 K
Color rendering index (CRI)	95
Optics	
Zoom	10–50°
Movement	
Pan	540°
Tilt	252°
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6500 K
Strobe frequency	1–10 Hz
Gobo wheel 4 rotation	up to 900 °/s (150 rpm)
Gobo 3 rotation	up to 900 °/s (150 rpm)
Effect rotation	up to 900 °/s (150 rpm)

Spot diameter



Distance	Ø 10°	Ø 50°
2 m	0.35 m	1.9 m
4 m	0.7 m	3.7 m
6 m	1 m	5.6 m
8 m	1.4 m	7.5 m
10 m	1.7 m	9.3 m
15 m	2.6 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.