DMX REFERENCE

Futurelight DMH-75

Futurelight DMH-75 LED Spot

Futurelight



Manufacturer	Futurelight
GDTF file	Futurelight_Futurelight_DMH-75_88329.gdtf
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1 About this manual

This document describes the Futurelight DMH-75 LED Spot by Futurelight. It was compiled from the GDTF file Futurelight_Futurelight_DMH-75_88329.gdtf from the GDTF-Share library.

File revision: “pm-040320252226”.

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 Futurelight; 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
Power consumption	850 W
Weight	8.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended	18	28	1, 19, 37, 55, ...
Standard	16	32	1, 17, 33, 49, ...
Basic 16bit	18	28	1, 19, 37, 55, ...
Basic 8bit	12	42	1, 13, 25, 37, ...

No light? Check these channels

- Extended: CH 7 Shutter 1 at 64–255 “No function”; CH 8 Shutter 2 at 224–255 “Open”; CH 9 Dimmer above 0
- Standard: CH 5 Shutter 1 at 64–255 “No function”; CH 6 Shutter 2 at 224–255 “Open”; CH 7 Dimmer above 0
- Basic 16bit: CH 7 Shutter at 32–64, 96–127, 160–191, 224–254 “Open” or 255; CH 8 Dimmer above 0
- Basic 8bit: CH 5 Shutter at 32–64, 96–127, 160–191, 224–254 “Open” or 255; CH 6 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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

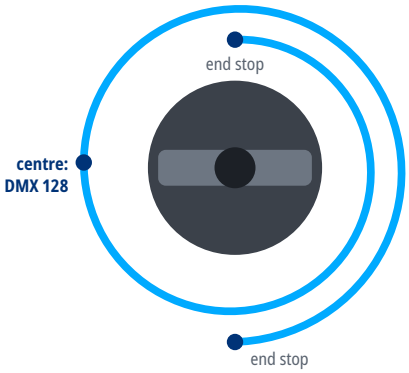
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, 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

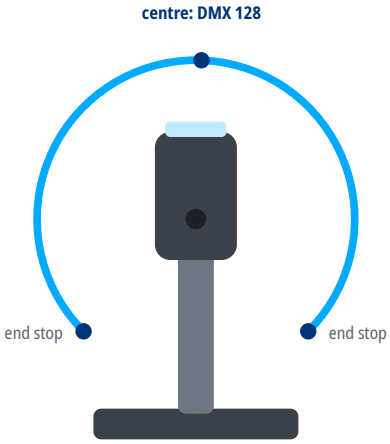
Pan 540°

top view



Tilt 270°

side view



5 Installation

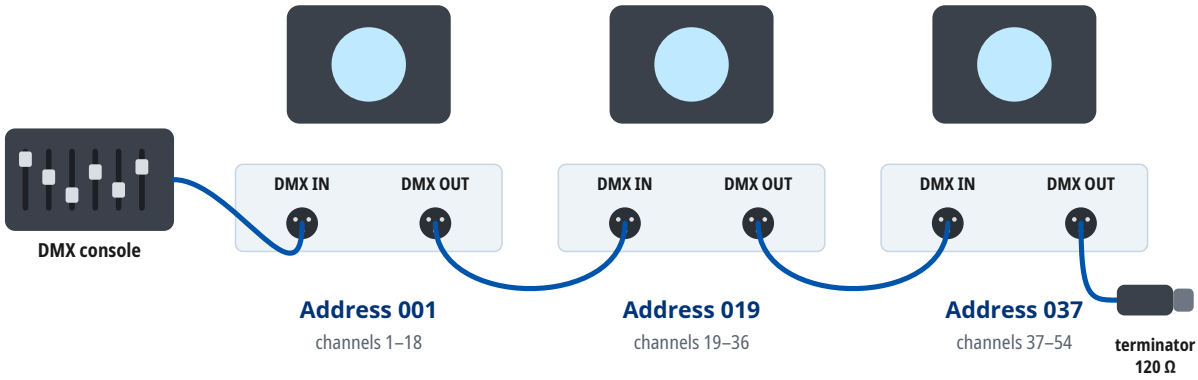
⚠ WARNING

- 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: 8.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Extended: every unit occupies 18 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended”: 18.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Extended”, you can use, for example, the start addresses 1, 19, 37, 55.
- 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

	Extended 18 channels	Standard 16 channels	Basic 16bit 18 channels	Basic 8bit 12 channels
Pan / Tilt	1, 3	1, 2	1, 3	1, 2
Pan / Tilt resolution	16 bit	8 bit	16 bit	8 bit
Dimmer	9	7	8	6
Shutter / strobe	8	6	7	5
Color wheel	11	9	9	7
Gobo wheel	13, 14	11, 12	10	8
Gobo rotation			11	9
Prism	16	14	16	10
Focus	17	15	17	11

Gobo wheel 1

1 Open
DMX 0–27

2 Red
DMX 28–55

3 Blue
DMX 56–83

4 Green
DMX 84–111

5 Yellow
DMX 112–139

6 Meganta-blue
DMX 140–167

7 Cyan-red
DMX 168–195

8 Red-purple
DMX 196–223

9 Pruple-white
DMX 224–255

Gobo wheel 2

1 Open
DMX 0–31

2 Wheel Slot 1
DMX 32–63

3 Wheel Slot 2
DMX 64–95

4 Wheel Slot 3
DMX 96–127

5 Wheel Slot 4
DMX 128–159

6 Wheel Slot 5
DMX 160–191

7 Wheel Slot 6
DMX 192–223

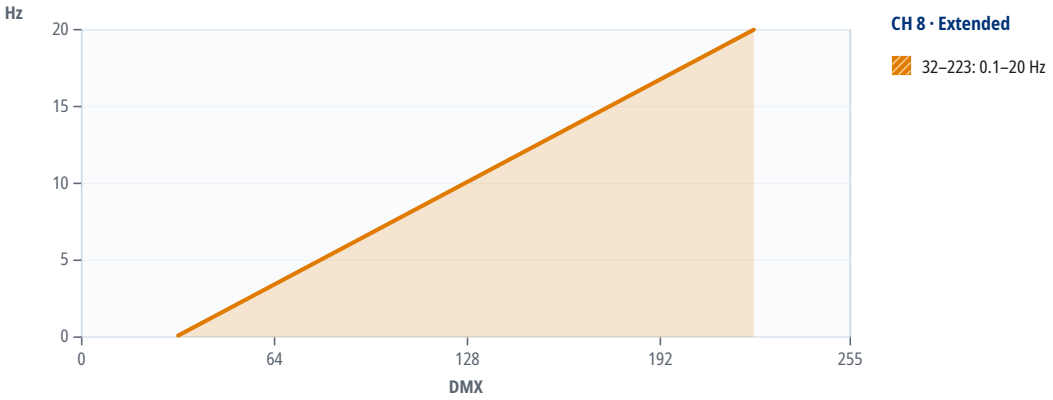
8 Wheel Slot 7
DMX 224–255

Prism

1 Open
DMX 0–4

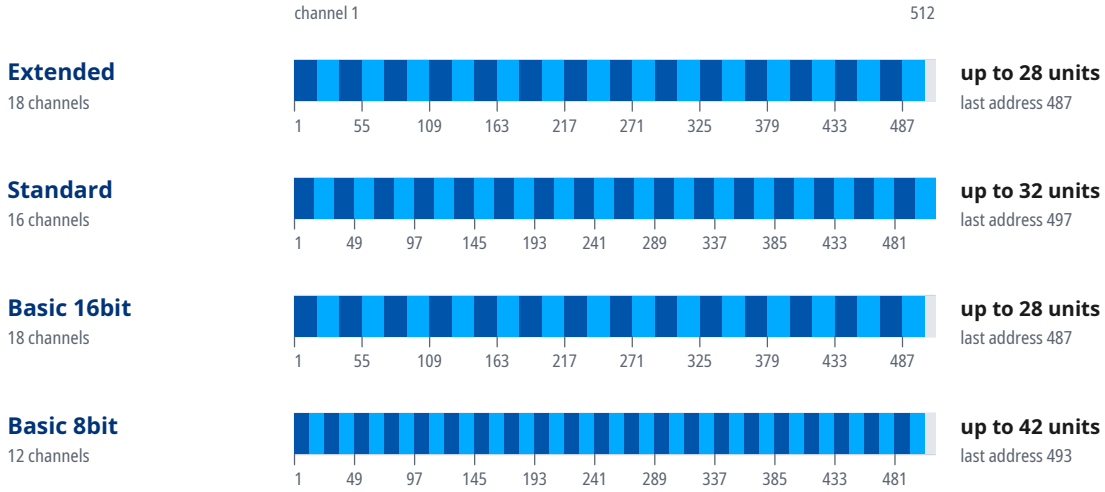
2 3 facets
Prism 1
DMX 4–128

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

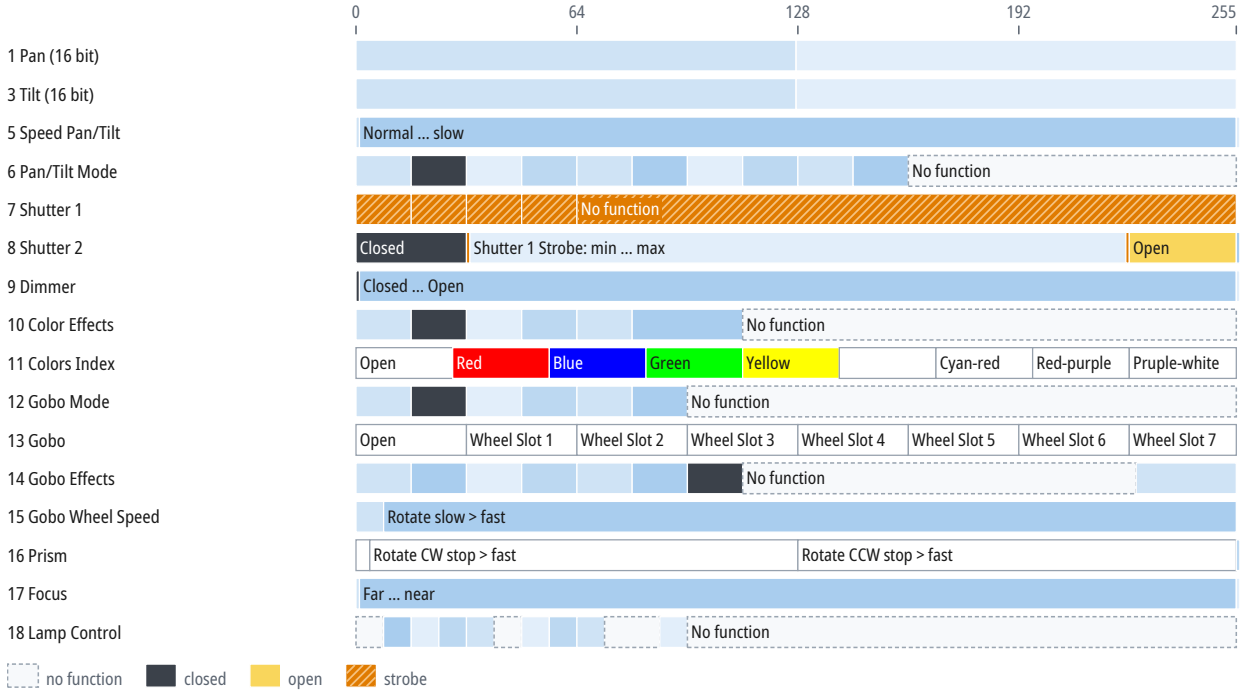
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	91	11	181	16	271
2	19	7	109	12	199	17	289
3	37	8	127	13	217	18	307
4	55	9	145	14	235	19	325
5	73	10	163	15	253	20	343

Mode Extended

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

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Shutter 1 at 64–255 “No function”; CH 8 Shutter 2 at 224–255 “Open”; CH 9 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Shutter 2 254, CH 9 Dimmer 255, CH 10 Color Effects 0, CH 11 Colors Index 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Center
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0	Normal
		1–254	Normal ... slow
		255	Slow
6	Pan/Tilt Mode	0–15	Normal
		16–31	Blackout at pan/tilt-movement
		32–47	Pan rot forwards (Continues)
		48–63	Pan rot backwards (Continues)
		64–79	Tilt rot forwards (Continues)
		80–95	Tilt rot backwards (Continues)

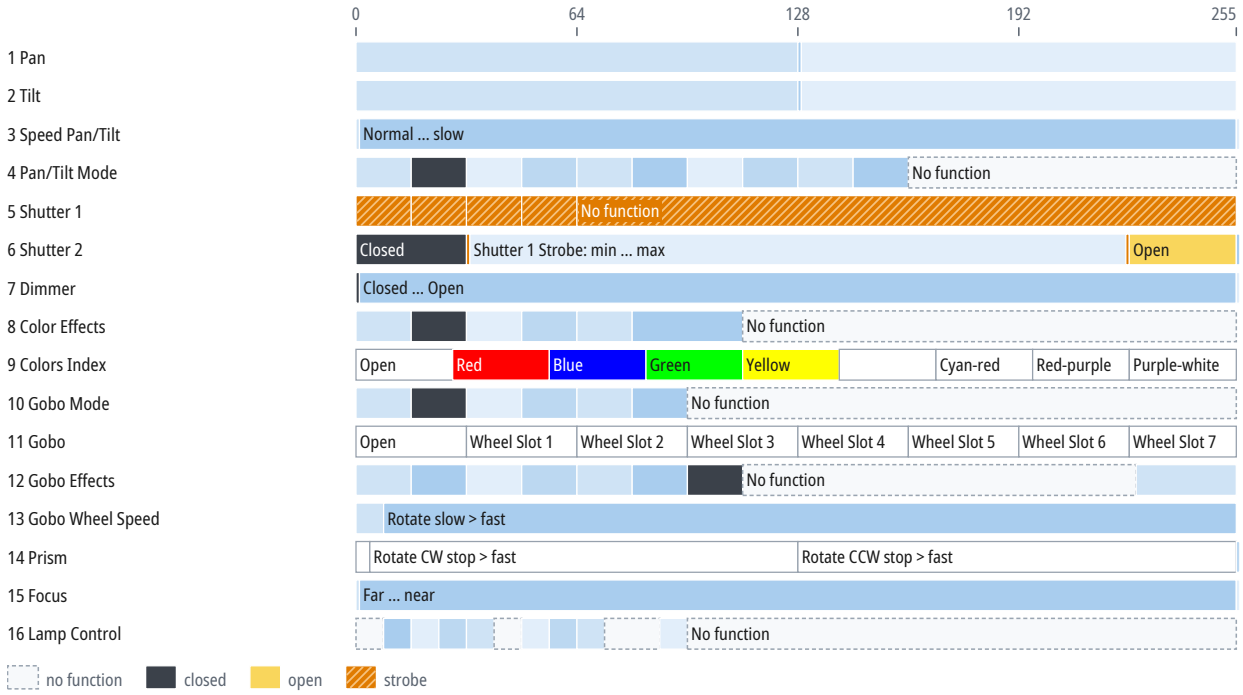
CH	Function	DMX	Description
6	Pan/Tilt Mode (continued)	96–111	Pan/Tilt rot forwards (Continues)
		112–127	Pan/Tilt rot backwards (Continues)
		128–143	Pan rot forwards/Tilt rot backwards (Continues)
		144–159	Pan rot backwards/Tilt rot forwards (Continues)
		160–255	No function
7	Shutter 1	0–15	Linear strobe
		16–31	Ramp up
		32–47	Ramp down
		48–63	Rnd Strobe
		64–255	No function
8	Shutter 2	0–31	Closed
		32	Shutter 1 Strobe: min
		33–222	Shutter 1 Strobe: min ... max
		223	Shutter 1 Strobe: max
		224–255	Open
9	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
10	Color Effects	0–15	Normal color index
		16–31	Blackout at color-change
		32–47	Color rot fast CW
		48–63	Color rot fast CCW
		64–79	Color change at every positions
		80–111	Color wheel shake
		112–255	No function
11	Colors Index	0–27	Open
		28–55	Red
		56–83	Blue
		84–111	Green
		112–139	Yellow
		140–167	Meganta-blue
		168–195	Cyan-red
		196–223	Red-purple
		224–255	Pruple-white
12	Gobo Mode	0–15	Normal gobo change
		16–31	Blackout at gobo change
		32–47	Rotating gobo wheel forwards
		48–63	Rotating gobo wheel backwards
		64–79	Gobo change at every position
		80–95	Gobo Wheel Shake
		96–255	No function
13	Gobo	0–31	Open

CH	Function	DMX	Description
13	Gobo (continued)	32–63	Wheel Slot 1
		64–95	Wheel Slot 2
		96–127	Wheel Slot 3
		128–159	Wheel Slot 4
		160–191	Wheel Slot 5
		192–223	Wheel Slot 6
		224–255	Wheel Slot 7
14	Gobo Effects	0–15	Gobo indexing
		16–31	Rotating gobo wheel forwards
		32–47	Rotating gobo wheel backwards
		48–63	Motion macro forwards
		64–79	Motion macro forwards with blackou
		80–95	Motion macro backwards
		96–111	Motion macro backwards with blackout
		112–225	No function
		226–255	Gobo 1 Rotation Function
15	Gobo Wheel Speed	0–7	Stop
		8–255	Rotate slow > fast
16	Prism	0–3	Open
		4–127	Rotate CW stop > fast
		128–254	Rotate CCW stop > fast
		255	Prism stop > CCW
17	Focus	0	Far
		1–254	Far ... near
		255	Near
18	Lamp Control	0–7	No function
		8–15	Reset all motors
		16–23	Reset pan/tilt
		24–31	Reset colors
		32–39	Reset gobo
		40–47	No function
		48–55	Reset other motors
		56–63	Display off
		64–71	Display on
		72–87	No function
		88–95	Hibernation
		96–255	No function

Mode Standard

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter 1 at 64–255 “No function”; CH 6 Shutter 2 at 224–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 2 254, CH 7 Dimmer 255, CH 8 Color Effects 0, CH 9 Colors Index 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Center
		129–255	Pan
2	Tilt	0–127	Tilt
		128	Center
		129–255	Tilt
3	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 10)
4	Pan/Tilt Mode		Same as CH 6 in the mode “Extended” (p. 10)
5	Shutter 1		Same as CH 7 in the mode “Extended” (p. 11)
6	Shutter 2		Same as CH 8 in the mode “Extended” (p. 11)
7	Dimmer		Same as CH 9 in the mode “Extended” (p. 11)
8	Color Effects		Same as CH 10 in the mode “Extended” (p. 11)
9	Colors Index	0–27	Open
		28–55	Red
		56–83	Blue
		84–111	Green
		112–139	Yellow
		140–167	Magenta-blue

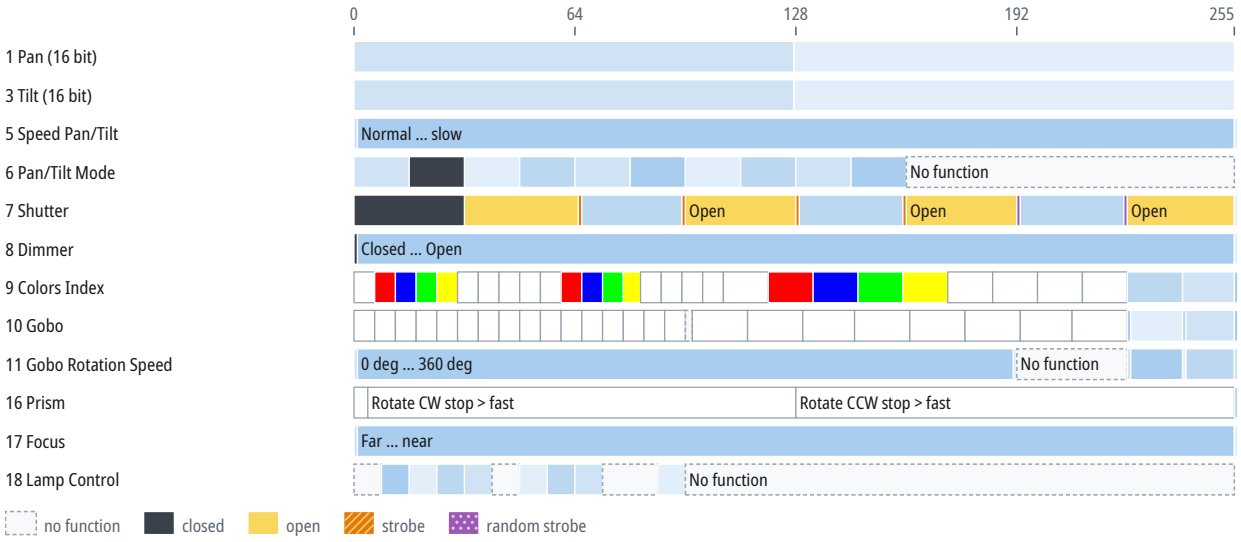
CH	Function	DMX	Description
9	Colors Index (continued)	168–195	Cyan-red
		196–223	Red-purple
		224–255	Purple-white
10	Gobo Mode		Same as CH 12 in the mode “Extended” (p. 11)
11	Gobo		Same as CH 13 in the mode “Extended” (p. 11)
12	Gobo Effects		Same as CH 14 in the mode “Extended” (p. 12)
13	Gobo Wheel Speed		Same as CH 15 in the mode “Extended” (p. 12)
14	Prism		Same as CH 16 in the mode “Extended” (p. 12)
15	Focus		Same as CH 17 in the mode “Extended” (p. 12)
16	Lamp Control		Same as CH 18 in the mode “Extended” (p. 12)

Mode Basic 16bit

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 7 Shutter at 32–64, 96–127, 160–191, 224–254 “Open” or 255; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Shutter 32, CH 8 Dimmer 255, CH 9 Colors Index 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 10)
6	Pan/Tilt Mode		Same as CH 6 in the mode “Extended” (p. 10)
7	Shutter	0–31	Open/Closed: Closed
		32–64	Open/Closed: Open
		65	Strobe: min
		66–94	Strobe: min ... max

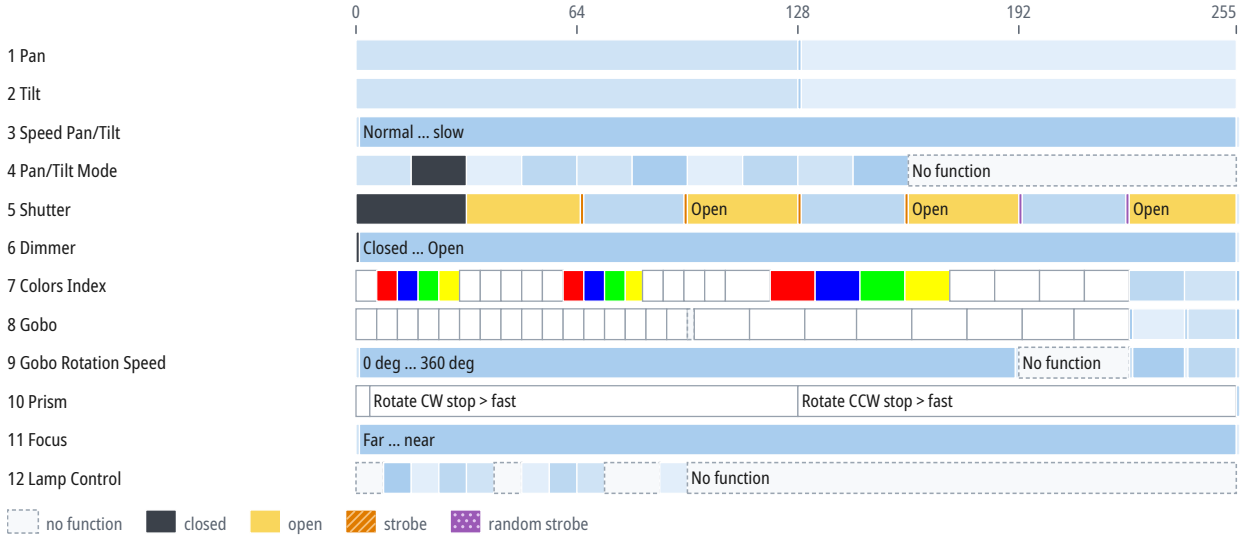
CH	Function	DMX	Description
7	Shutter (continued)	95	Strobe: max
		96–127	Open
		128	Pulse: min
		129–158	Pulse: min ... max
		159	Pulse: max
		160–191	Open
		192	Shutter 1 Strobe Random: min
		193–222	Shutter 1 Strobe Random: min ... max
		223	Shutter 1 Strobe Random: max
		224–254	Open
		255	Open 4
8	Dimmer		Same as CH 9 in the mode “Extended” (p. 11)
9	Colors Index	0–5	Color: Open
		6–11	Red
		12–17	Blue
		18–23	Green
		24–29	Yellow
		30–35	Magenta-blue
		36–41	Cyan-red
		42–47	Red-purple
		48–53	Purple-white
		54–59	Color 1 (black at change): Open
		60–65	Color 1 (black at change): Wheel Slot 1
		66–71	Color 1 (black at change): Wheel Slot 2
		72–77	Color 1 (black at change): Wheel Slot 3
		78–82	Color 1 (black at change): Wheel Slot 4
		83–88	Color 1 (black at change): Wheel Slot 5
		89–94	Color 1 (black at change): Wheel Slot 6
		95–100	Color 1 (black at change): Wheel Slot 7
		101–106	Color 1 (black at change): Wheel Slot 8
		107–119	Color Wheel Shake: Open
		120–132	Color Wheel Shake: Wheel Slot 1
		133–145	Color Wheel Shake: Wheel Slot 2
		146–158	Color Wheel Shake: Wheel Slot 3
		159–171	Color Wheel Shake: Wheel Slot 4
		172–184	Color Wheel Shake: Wheel Slot 5
		185–197	Color Wheel Shake: Wheel Slot 6
		198–210	Color Wheel Shake: Wheel Slot 7
		211–223	Color Wheel Shake: Wheel Slot 8
		224–239	CW slow to fast
		240–254	CCW slow to fast
		255	Color 1 Wheel Spin 4

CH	Function	DMX	Description
10	Gobo	0–5	Gobo 1 Index: Open
		6–11	Gobo 1 Index: Wheel Slot 1
		12–17	Gobo 1 Index: Wheel Slot 2
		18–23	Gobo 1 Index: Wheel Slot 3
		24–29	Gobo 1 Index: Wheel Slot 4
		30–35	Gobo 1 Index: Wheel Slot 5
		36–41	Gobo 1 Index: Wheel Slot 6
		42–47	Gobo 1 Index: Wheel Slot 7
		48–53	Gobo 1 Index (blackout at change): Open
		54–59	Gobo 1 Index (blackout at change): Wheel Slot 1
		60–65	Gobo 1 Index (blackout at change): Wheel Slot 2
		66–71	Gobo 1 Index (blackout at change): Wheel Slot 3
		72–77	Gobo 1 Index (blackout at change): Wheel Slot 4
		78–83	Gobo 1 Index (blackout at change): Wheel Slot 5
		84–89	Gobo 1 Index (blackout at change): Wheel Slot 6
		90–95	Gobo 1 Index (blackout at change): Wheel Slot 7
		96–97	No function
		98–113	Gobo 1 Shake: Open
		114–129	Gobo 1 Shake: Wheel Slot 1
		130–144	Gobo 1 Shake: Wheel Slot 2
		145–160	Gobo 1 Shake: Wheel Slot 3
		161–176	Gobo 1 Shake: Wheel Slot 4
		177–192	Gobo 1 Shake: Wheel Slot 5
		193–207	Gobo 1 Shake: Wheel Slot 6
		208–223	Gobo 1 Shake: Wheel Slot 7
		224	Gobo 1 Wheel Spin: Stop
		225–239	CW slow > fast
		240	Gobo 1 Wheel Spin: Stop
		241–254	CCW slow > fast
		255	Gobo 1 Wheel Spin
11	Gobo Rotation Speed	0	0 deg
		1–190	0 deg ... 360 deg
		191	360 deg
		192–223	No function
		224	Gobo 1 Pos Rotate: Stop
		225–239	CW slow > fast (0.1–10 °/s)
		240	Gobo 1 Pos Rotate: Stop
		241–254	CCW slow > fast (up to 10 °/s (1.7 rpm))
		255	Gobo 1 Pos Rotate 3
16	Prism		Same as CH 16 in the mode “Extended” (p. 12)
17	Focus		Same as CH 17 in the mode “Extended” (p. 12)
18	Lamp Control		Same as CH 18 in the mode “Extended” (p. 12)

Mode Basic 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Shutter at 32–64, 96–127, 160–191, 224–254 “Open” or 255; CH 6 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Shutter 32, CH 6 Dimmer 255, CH 7 Colors Index 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard” (p. 13)
2	Tilt		Same as CH 2 in the mode “Standard” (p. 13)
3	Speed Pan/Tilt		Same as CH 5 in the mode “Extended” (p. 10)
4	Pan/Tilt Mode		Same as CH 6 in the mode “Extended” (p. 10)
5	Shutter		Same as CH 7 in the mode “Basic 16bit” (p. 14)
6	Dimmer		Same as CH 9 in the mode “Extended” (p. 11)
7	Colors Index	0–5	Color: Open
		6–11	Red
		12–17	Blue
		18–23	Green
		24–29	Yellow
		30–35	Magenta
		36–41	Cyan-red
		42–47	Red-purple
		48–53	Purple-white
		54–59	Color 1 (black at change): Open
		60–65	Color 1 (black at change): Wheel Slot 1
		66–71	Color 1 (black at change): Wheel Slot 2
		72–77	Color 1 (black at change): Wheel Slot 3
		78–82	Color 1 (black at change): Wheel Slot 4
		83–88	Color 1 (black at change): Wheel Slot 5
		89–94	Color 1 (black at change): Wheel Slot 6
		95–100	Color 1 (black at change): Wheel Slot 7

CH	Function	DMX	Description
7	Colors Index (continued)	101–106	Color 1 (black at change): Wheel Slot 8
		107–119	Color Wheel Shake: Open
		120–132	Color Wheel Shake: Wheel Slot 1
		133–145	Color Wheel Shake: Wheel Slot 2
		146–158	Color Wheel Shake: Wheel Slot 3
		159–171	Color Wheel Shake: Wheel Slot 4
		172–184	Color Wheel Shake: Wheel Slot 5
		185–197	Color Wheel Shake: Wheel Slot 6
		198–210	Color Wheel Shake: Wheel Slot 7
		211–223	Color Wheel Shake: Wheel Slot 8
		224–239	CW slow to fast
		240–254	CCW slow to fast
		255	Color 1 Wheel Spin 4
8	Gobo		Same as CH 10 in the mode “Basic 16bit” (p. 16)
9	Gobo Rotation Speed		Same as CH 11 in the mode “Basic 16bit” (p. 16)
10	Prism		Same as CH 16 in the mode “Extended” (p. 12)
11	Focus		Same as CH 17 in the mode “Extended” (p. 12)
12	Lamp Control		Same as CH 18 in the mode “Extended” (p. 12)

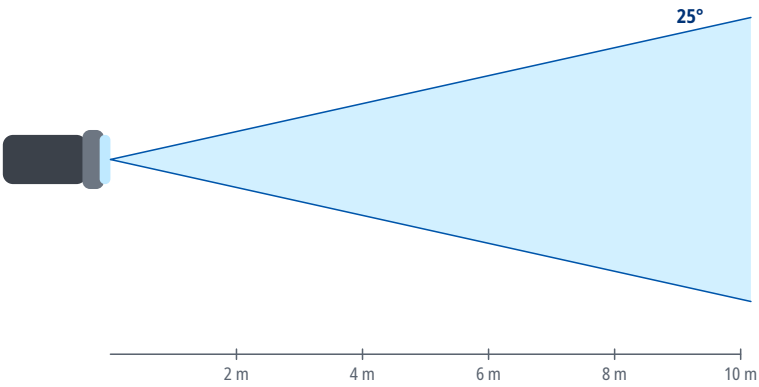
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	700 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	85
Optics	
Beam angle	25°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	850 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	8.5 kg
Operating environment	
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–20 Hz
Color wheel 1 rotation	up to 10 °/s (1.7 rpm)
Gobo wheel 2 rotation	up to 10 °/s (1.7 rpm)
Gobo 2 rotation	up to 10 °/s (1.7 rpm)

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 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.