DMX REFERENCE

IAC

IAC

Manufacturer	IAC
GDTF file	IAC_IAC_121623.gdtf
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1 About this manual

This document describes the IAC by IAC. It was compiled from the GDTF file IAC_IAC_121623.gdtf from the GDTF-Share library.

File revision: “1112”.

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 IAC; 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	5.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 56 CH	56	9	1, 57, 113, 169, ...

No light? Check these channels

- Mode 56 CH: CH 55 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

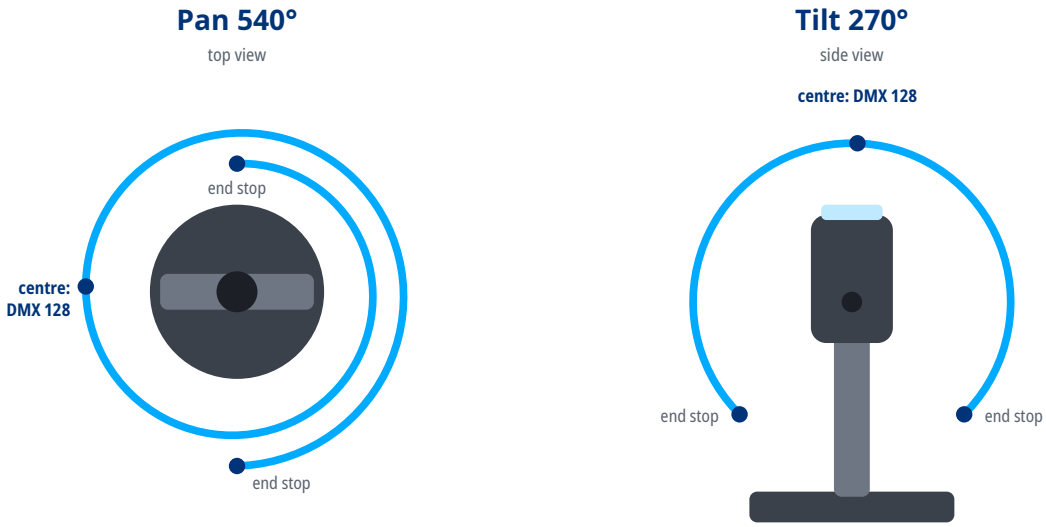
- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do 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



5 Installation

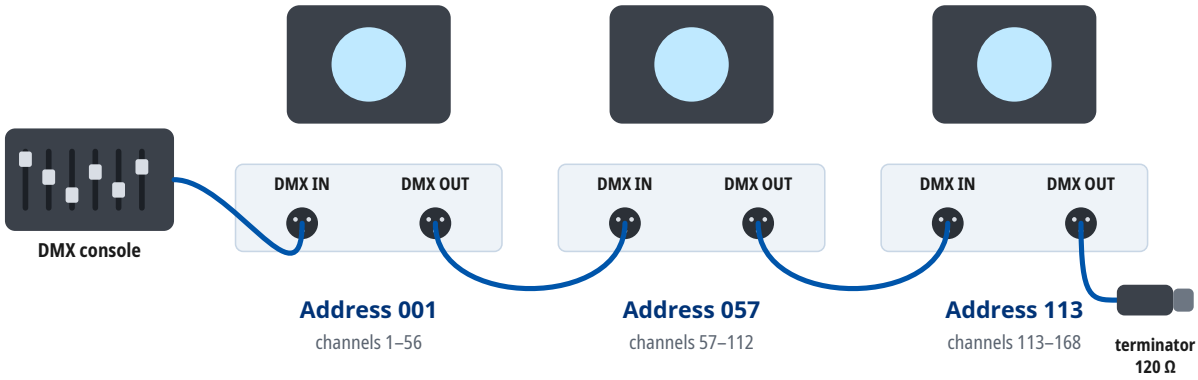
⚠ **WARNING**

- 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: 5.6 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 56 CH: every unit occupies 56 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 “Mode 56 CH”: 56.
- 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 “Mode 56 CH”, you can use, for example, the start addresses 1, 57, 113, 169.
- 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

	Mode 56 CH 56 channels
Pan / Tilt	1, 3
Dimmer	6, 9, 55
Shutter / strobe	54
Color mixing	14–16
Color temperature	17
Color wheel	10, 12
Gobo wheel	26
Gobo rotation	26, 28
Prism	34–37
Frost	38
Zoom	41
Focus	43
Iris	39
Animation wheel	23, 24
Effects / macros	25

Color wheel



1 COLOR: Open DMX 128
2 Color 1 DMX 130–140
3 Color 2 DMX 142–152
4 Color 3 DMX 154–164
5 Color 4 DMX 166–176
6 Color 5 DMX 178–188

Gobo wheel 1

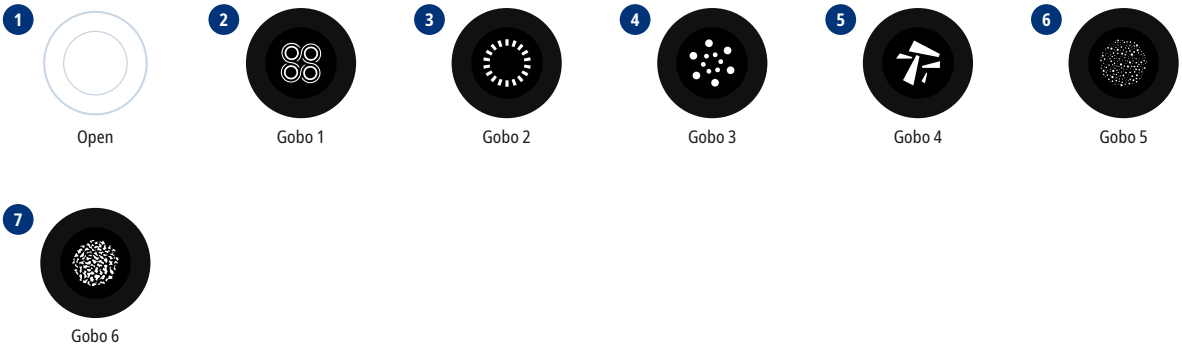


1 Open
2 Gobo 1
3 Gobo 2
4 Gobo 3
5 Gobo 4
6 Gobo 5

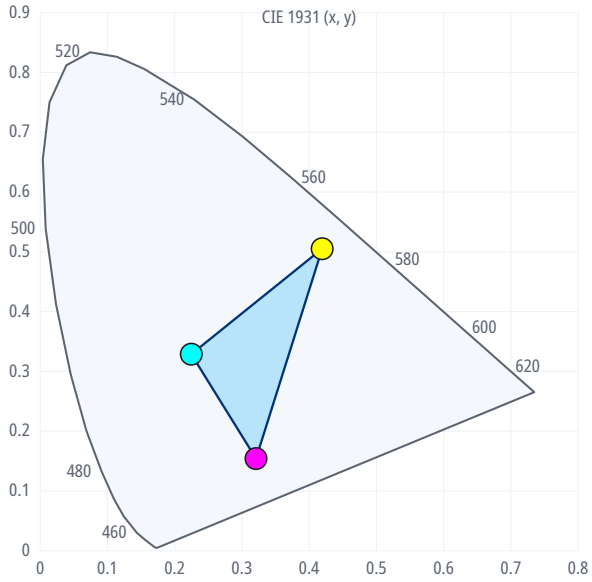


7 Gobo 6

Gobo wheel 2



LED colors and the colors they mix



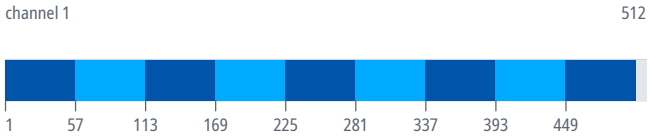
LED	x	y
C	0.225	0.329
M	0.321	0.154
Y	0.419	0.505

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

9 DMX channels

Units in one DMX universe

Mode 56 CH
56 channels



up to 9 units
last address 449

Start addresses of 20 units in the mode “Mode 56 CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	281	11	U2 · 57	16	U2 · 337
2	57	7	337	12	U2 · 113	17	U2 · 393
3	113	8	393	13	U2 · 169	18	U2 · 449
4	169	9	449	14	U2 · 225	19	U3 · 1
5	225	10	U2 · 1	15	U2 · 281	20	U3 · 57

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 56 CH

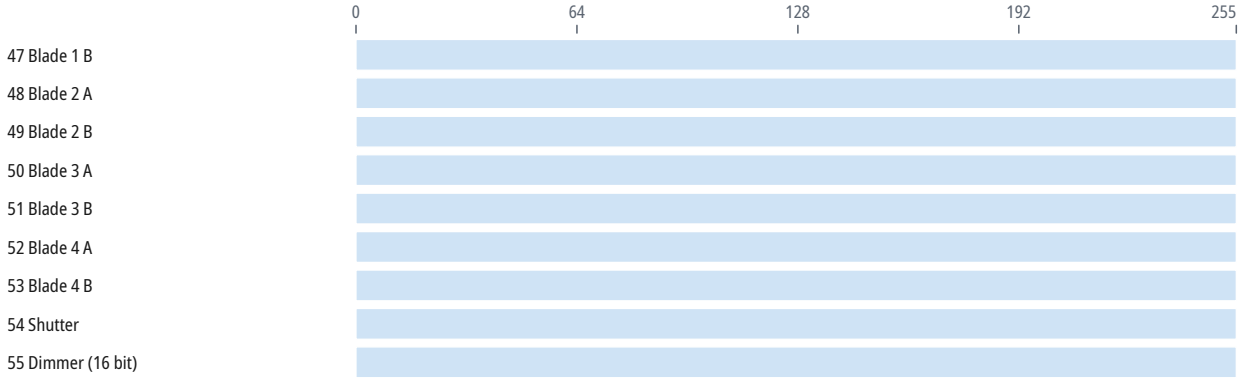
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 55 Dimmer above 0.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min … Center
		127	Center
		128–255	Center … Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min … Center
		127	Center
		128–255	Center … Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	speed	0–255	
6	Function	0–5	Empty Channel Set
		6–7	Standby On
		8–9	Standby Off
		10–19	Null 2
		20–24	Display ON
		25–29	Display OFF
		30–32	Quiet Mode Fans On
		33	Quiet Mode Fans Off
		34–39	Null 3
		40–44	PT Speed Mode
		45–49	PT Time Mode
		50–54	Move in Dark On
		55–59	Move in Dark Off
		60–64	Gobo in Dark On
		65–69	Gobo in Dark Off
		70–74	Col in Dark On
		75–79	Col in Dark Off
		80–84	Fans Auto
		85–89	Fans High

CH	Function	DMX	Description
6	Function (continued)	90–91	Fan Super Quiet
		92–94	Null 4
		95–99	Dim Super Square
		100–104	Focus Tracking On
		105–109	Focus Tracking Off
		110–114	Dim Square
		115–129	Dim Linear
		130–139	All Reset 27
		140–149	P/T Reset
		150–159	Color Reset
		160–179	Gobo Reset 30
		180–189	Reset Beam
		190–199	Iris Reset 32
		200–218	All Reset
		219–220	Gobo Max Spd+Shortcut
		221–222	Gobo Sync spd direction
		223–224	Gobo Hax Spd+Syc Direction
		225–229	Robo Spot On
		230–234	Robo Spot Off
		235–239	Robo Spot Disabled
		240	Quiet Mode Off
		241–255	Fan Speed
7	HZ	0–4	Null
		5–9	300 Hz
		10–14	600 Hz
		15–19	1200 Hz
		20–24	2400 Hz
		25–255	Null 1
8	HZ Fine	0–255	Fine adjustment of CH 7
9	Color Macro	0–10	Null 1
		11–20	Indicate Drop
		21–30	Drop 6-10% (R)
		31–40	Drop 11-15% (G)
		41–50	Drop 16-20% (B)
		51–60	Drop 21-25% (C)
		61–70	Drop 26-30% (M)
		71–80	Drop 31-35% (Y)
		81–90	Drop 36-40% (O)
		91–255	White
10	Colors 1	0–127	Index
		128–129	COLOR: Open
		129	Open ... Color 1

CH	Function	DMX	Description
10	Colors 1 (continued)	130–141	Color 1
		141	Color 1 ... Color 2
		142–153	Color 2
		153	Color 2 ... Color 3
		154–165	Color 3
		165	Color 3 ... Color 4
		166–177	Color 4
		177	Color 4 ... Color 5
		178–189	Color 5
		189–190	COLOR 1
		190–202	>>> ... >>
		202–215	>> ... >
		215	>
		215–218	Stop
		218–219	< ... <<
		219–243	<< ... <<<
		243–244	<<<
		244–250	Open
		250–255	Random
11	Colors 1 Fine	0–255	Fine adjustment of CH 10
12	Colors 2	0–128	Color 2 Index
		128–129	COLOR 2: Open
		129–130	Open ... Color 1
		130–141	Color 1
		141–142	Color 1 ... Color 2
		142–153	Color 2
		153–154	Color 2 ... Color
		154–165	Color
		165–166	Color ... CRI 80
		166–177	CRI 80
		177–178	CRI 80 ... CRI 90
		178–189	CRI 90
		189–190	COLOR 2 2
		190–203	>>> ... >>
		203–215	>> ... >
		215	>
		215–216	>>>
		216–218	Stop
		218–232	< ... <<
		232–244	<< ... <<<
		244	<<<
		244–250	Null

CH	Function	DMX	Description
12	Colors 2 (continued)	250–255	Color Rnd
13	Colors 2 Fine	0–255	Fine adjustment of CH 12
14	Cyan	0–255	
15	Magenta	0–255	
16	Yellow	0–255	
17	CTO	0–255	
18	Green correction	0	Uncorrected white
		1–127	Minus green --> uncorrected white
		128	Uncorrected white (128=default)
		129–255	Uncorrected white --> Plus green
19	Color Effects	0	Open
		1–2	LEE 1
		3–4	LEE 2
		5–6	LEE 3
		7–8	LEE 4
		9–10	LEE 5
		11–12	LEE 6
		13–14	LEE 7
		15–16	LEE 8
		17–18	LEE 9
		19–20	LEE 10
		21–22	LEE 11
		23–24	LEE 12
		25–26	LEE 13
		27–28	LEE 14
		29–30	LEE 15
		31–32	LEE 16
		33–34	LEE 17
		35–36	LEE 18
		37–38	LEE 19
		39–40	LEE 20
		41–42	LEE 21
		43–44	LEE 22
		45–46	LEE 23
		47–48	LEE 24
		49–50	LEE 25
		51–52	LEE 26
		53–54	LEE 27
		55–56	LEE 28
		57–58	LEE 29
		59–60	LEE 30
		61–62	LEE 31

CH	Function	DMX	Description
19	Color Effects (continued)	63–64	LEE 32
		65–66	LEE 33
		67–68	LEE 34
		69–70	LEE 35
		71–72	LEE 36
		73–74	LEE 37
		75–76	LEE 38
		77–78	LEE 39
		79–80	LEE 40
		81–82	LEE 41
		83–84	LEE 42
		85–86	LEE 43
		87–88	LEE 44
		89–90	LEE 45
		91–92	LEE 46
		93–94	LEE 47
		95–96	LEE 48
		97–98	LEE 49
		99–100	LEE 50
		101–102	LEE 51
		103–104	LEE 52
		105–106	LEE 53
		107–108	LEE 54
		109–110	LEE 55
		111–112	LEE 56
		113–114	LEE 57
		115–116	LEE 58
		117–118	LEE 59
		119–120	LEE 60
		121–122	LEE 61
		123–124	LEE 62
		125–126	LEE 63
		127–128	LEE 64
		129–130	LEE 65
		131–132	LEE 66
		133–255	Null
20	Color Mix Speed	0	>>>
		1–127	>>> ... >>
		128	>>
		129–254	>> ... >
		255	>
21	Color Time	0	Null

CH	Function	DMX	Description
21	Color Time (continued)	1	1 Time
		2–127	1 Time ... 12Time
		128	12Time
		129–254	12Time ... 25ime
		255	25ime
22	Beam Time	0	Null
		1–11	1Sm Time
		12–127	1Sm Time ... 25 Sm Time
		128	25 Sm Time
		129–254	25 Sm Time ... 50Sm Time
		255	50Sm Time
23	Animatonwheel	0–19	Null
		20–127	Index
		128	Max min speed: >>>
		129–148	Max min speed: >>> ... >>
		149	Max min speed: >>
		150–169	Max min speed: >> ... >
		170	Max min speed: >
		171	Max min speed: >>>
		172–191	Max min speed: >>> ... >>
		192	Max min speed: >>
		193–212	Max min speed: >> ... >
		213	Max min speed: >
		214	Max min speed: >>>
		215–234	Max min speed: >>> ... >>
		235	Max min speed: >>
		236–254	Max min speed: >> ... >
		255	Max min speed: >
24	Animatonwheel Rotation	0	Null
		1	>>>
		2–63	>>> ... >>
		64	>>
		65–126	>> ... >
		127	>
		128	s Stop: Stop
		129	<
		130–191	< ... <<
		192	<<
		193–254	<< ... <<<
		255	<<<
25	Animatonwheel Macro	0–7	Null
		8–9	Macro 1

CH	Function	DMX	Description
25	Animatonwheel Macro (continued)	10–11	Macro 2
		12–13	Macro 3
		14–15	Macro 4
		16–17	Macro 5
		18–19	Macro 6
		20–21	Macro 7
		22–23	Macro 8
		24–25	Macro 9
		26–27	Macro 10
		28–255	Null
26	Gobo 1	0–4	Gobo 1: Open
		4–5	Open ... Gobo 1
		5–8	Gobo 1
		8–9	Gobo 1 ... Gobo 2
		9–13	Gobo 1: Gobo 2
		13–14	Gobo 1: Gobo 2 ... Gobo 3
		14–17	Gobo 1: Gobo 3
		17–18	Gobo 1: Gobo 3 ... Gobo 4
		18–22	Gobo 1: Gobo 4
		22–23	Gobo 1: Gobo 4 ... Gobo 5
		23–26	Gobo 1: Gobo 5
		26–27	Gobo 1: Gobo 5 ... Gobo 6
		27–31	Gobo 1: Gobo 6
		31–32	Gobo 1 1
		32–35	Gobo 1 Wheel Index: Gobo 1
		35–36	Gobo 1 Wheel Index: Gobo 1 ... Gobo 2
		36–40	Gobo 1 Wheel Index: Gobo 2
		40–41	Gobo 1 Wheel Index: Gobo 2 ... Gobo 3
		41–44	Gobo 1 Wheel Index: Gobo 3
		44–45	Gobo 1 Wheel Index: Gobo 3 ... Gobo 4
		45–49	Gobo 1 Wheel Index: Gobo 4
		49–50	Gobo 1 Wheel Index: Gobo 4 ... Gobo 5
		50–54	Gobo 1 Wheel Index: Gobo 5
		54–55	Gobo 1 Wheel Index: Gobo 5 ... Gobo 6
		55–59	Gobo 1 Wheel Index: Gobo 6
		59–60	Gobo 1 Wheel Index 2
		60–69	Gobo 1: Open
		69–70	Open ... Gobo 1
		70–79	Gobo 1
		79–80	Gobo 1 ... Gobo 2
		80–89	Gobo 1: Gobo 2
		89–90	Gobo 1: Gobo 2 ... Gobo 3

CH	Function	DMX	Description
26	Gobo 1 (continued)	90–99	Gobo 1: Gobo 3
		99–100	Gobo 1: Gobo 3 ... Gobo 4
		100–109	Gobo 1: Gobo 4
		109–110	Gobo 1: Gobo 4 ... Gobo 5
		110–119	Gobo 1: Gobo 5
		119–120	Gobo 1: Gobo 5 ... Gobo 6
		120–129	Gobo 1: Gobo 6
		129–130	Gobo 1: Gobo 6 ... Open
		130	Gobo 1: Open
		130–131	Gobo 1 Pos Shake 4
		131–140	Gobo 1 Pos Shake: Open
		140–141	Gobo 1 Pos Shake: Open ... Gobo 1
		141–150	Gobo 1 Pos Shake: Gobo 1
		150–151	Gobo 1 Pos Shake 4
		151–160	Gobo 1 Pos Shake: Gobo 1
		160–161	Gobo 1 ... Gobo 3
		161–170	Gobo 1 Pos Shake: Gobo 3
		170–171	Gobo 1 Pos Shake: Gobo 3 ... Gobo 4
		171–180	Gobo 1 Pos Shake: Gobo 4
		180–181	Gobo 1 Pos Shake: Gobo 4 ... Gobo 5
		181–190	Gobo 1 Pos Shake: Gobo 5
		190–191	Gobo 1 Pos Shake: Gobo 5 ... Gobo 6
		191–200	Gobo 1 Pos Shake: Gobo 6
		200–201	Gobo 1 Pos Shake: Gobo 6 ... Open
		201	Gobo 1 Pos Shake: Open
		201–202	Gobo 1 Pos Shake 4
		202–212	<<< ... <<
		212–222	<< ... <
		222	<
		222–223	<<<
		223–232	> ... >>
		232–243	>> ... >>>
		243–244	>>>
		244–249	Null
		249–250	Gobo Rnd
		250–255	Gobo Rnd
27	Gobo 1 Fine	0–255	Fine adjustment of CH 26
28	Gobo 1 Rotation	0	Gobo 1 Pos 1
		0–63	>>> ... >>
		63–127	>> ... >
		127	>
		127–128	>>>

CH	Function	DMX	Description
28	Gobo 1 Rotation (continued)	128–129	Stop
		129–192	< ... <<
		192–255	<< ... <<<
		255	<<<
29	Gobo 1 Rotation Fine	0–255	Fine adjustment of CH 28
30	Gobo 2	0–255	
31	Gobo 2 Fine	0–255	Fine adjustment of CH 30
32	Gobo 2 Rotation	0–255	
33	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 32
34	Prism 1	0–255	
35	Prism 1 Rotation	0–255	
36	Prism 2	0–255	
37	Prism 2 Rotation	0–255	
38	Frost	0–255	
39	Iris	0–255	
40	Iris Fine	0–255	Fine adjustment of CH 39
41	Zoom	0–255	
42	Zoom Fine	0–255	Fine adjustment of CH 41
43	Focus	0–255	
44	Focus Fine	0–255	Fine adjustment of CH 43
45	Blade 1 Rotation	0	-60
		1–127	-60 ... 0
		128	0
		129–254	0 ... 60
		255	60
46	Blade 1 A	0–255	
47	Blade 1 B	0–255	
48	Blade 2 A	0–255	
49	Blade 2 B	0–255	
50	Blade 3 A	0–255	
51	Blade 3 B	0–255	
52	Blade 4 A	0–255	
53	Blade 4 B	0–255	
54	Shutter	0–255	
55	Dimmer	0–255	
56	Dimmer Fine	0–255	Fine adjustment of CH 55

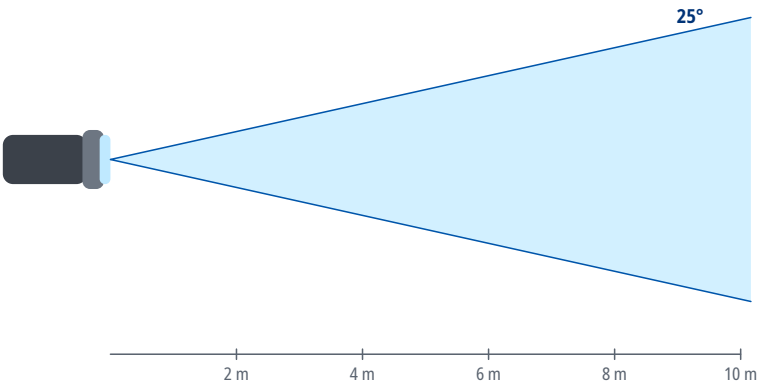
10 Technical specifications

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, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	850 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	5.6 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color wheel rotation	up to 43200 °/s (7200 rpm)
Animation wheel rotation	up to 120 °/s (20 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.