GDTF Fixture Reference · by SOH

DMX REFERENCE

HS880

LIGHT SKY



Manufacturer	LIGHT SKY
GDTF file	LIGHT_SKY_HS880_94903.gdtf
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1 About this manual

This document describes the HS880 by LIGHT SKY. It was compiled from the GDTF file LIGHT_SKY_HS880_94903.gdtf from the GDTF-Share library.

File revision: “V1.4”.

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 LIGHT SKY; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	37.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
43CH	43	11	1, 44, 87, 130, ...
55CH	55	9	1, 56, 111, 166, ...

No light? Check these channels

- 43CH: CH 40 Shutter at 0–9 “Open” or 90–119; CH 41 Dimmer above 0
- 55CH: CH 52 Shutter at 0–9 “Open” or 90–119; CH 53 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

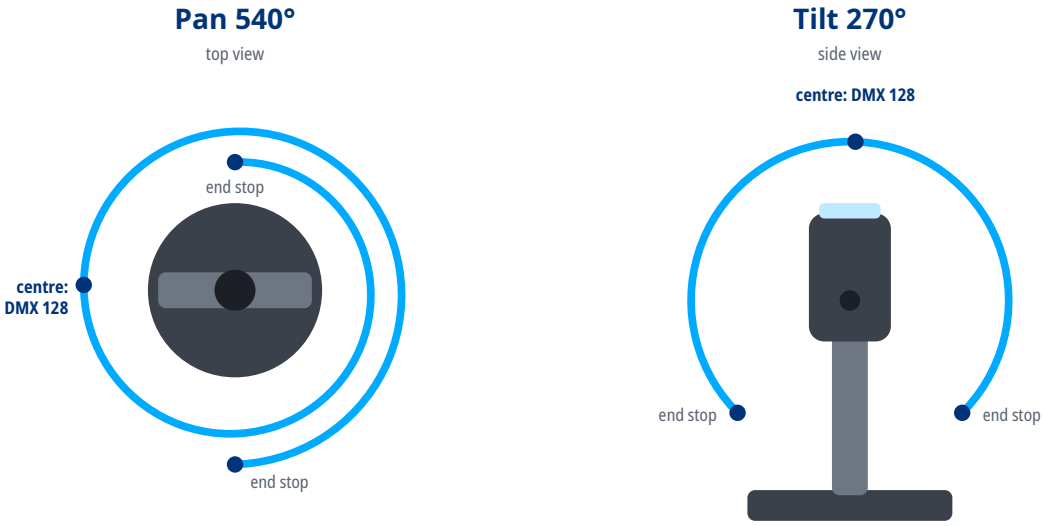
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

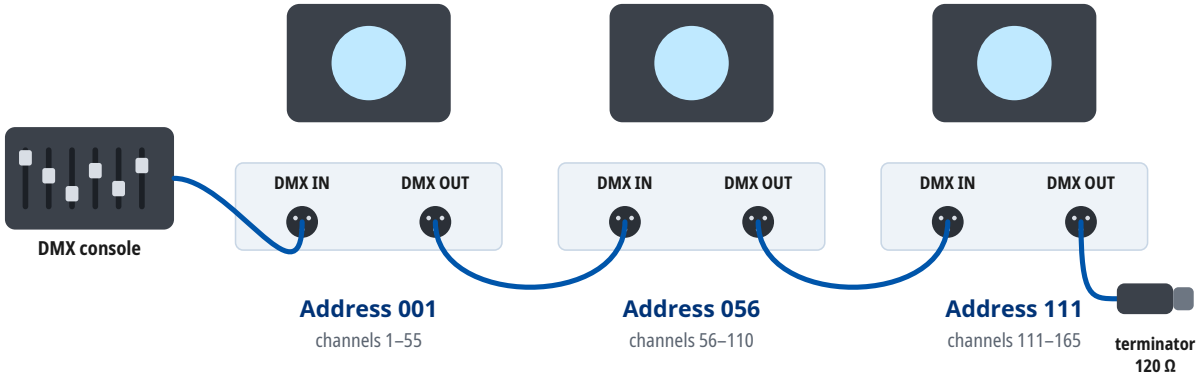
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 37.5 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 55CH: every unit occupies 55 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

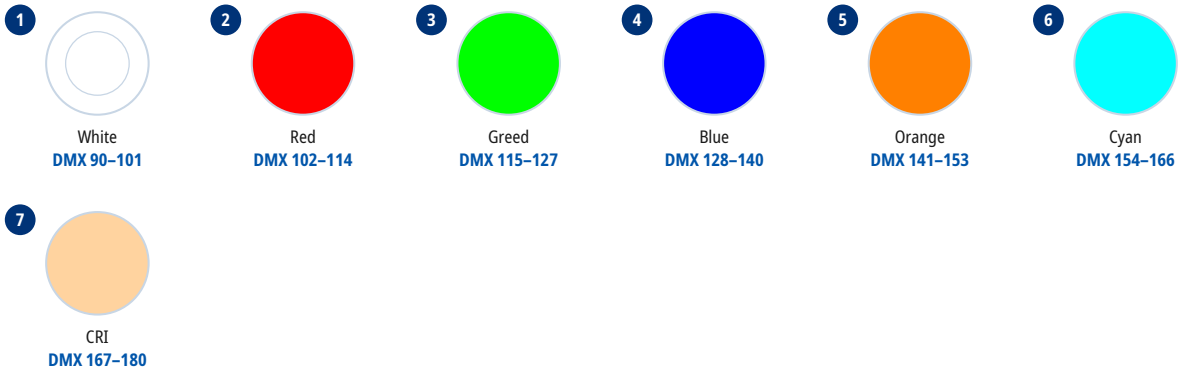
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “55CH”: 55.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “55CH”, you can use, for example, the start addresses 1, 56, 111, 166.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	43CH 43 channels	55CH 55 channels
Pan / Tilt	1, 3	1, 3
Dimmer	41	53
Shutter / strobe	40	52
Color mixing	7–9	7, 9, 11
Color temperature	10	13
Color wheel	11	15
Gobo wheel	12, 14	16, 18
Gobo rotation	13, 15	17, 19
Prism	27, 28	39, 40
Frost	31, 32	43, 44
Zoom	34	46
Focus	36, 38, 39	48, 50, 51
Iris	33	45
Animation wheel	29, 30	41, 42
Effects / macros	25, 43	37, 55

Color wheel

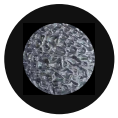


Gobo wheel 1

1
Gobo: White
DMX 0–9

2 
Gobo 1
DMX 10–19

3 
Gobo 2
DMX 20–29

4 
Gobo 3
DMX 30–39

5 
Gobo 4
DMX 40–49

6 
Gobo 5
DMX 50–59

7 
Gobo 6
DMX 60–69

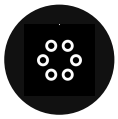
8 
Gobo 7
DMX 70–80

Gobo wheel 2

1
Gobo: White
DMX 0–9

2 
Gobo 1
DMX 10–19

3 
Gobo 2
DMX 20–29

4 
Gobo 3
DMX 30–39

5 
Gobo 4
DMX 40–49

6 
Gobo 5
DMX 50–59

7 
Gobo 6
DMX 60–69

8 
Gobo 7
DMX 70–80

Prism

1
White
DMX 0–10

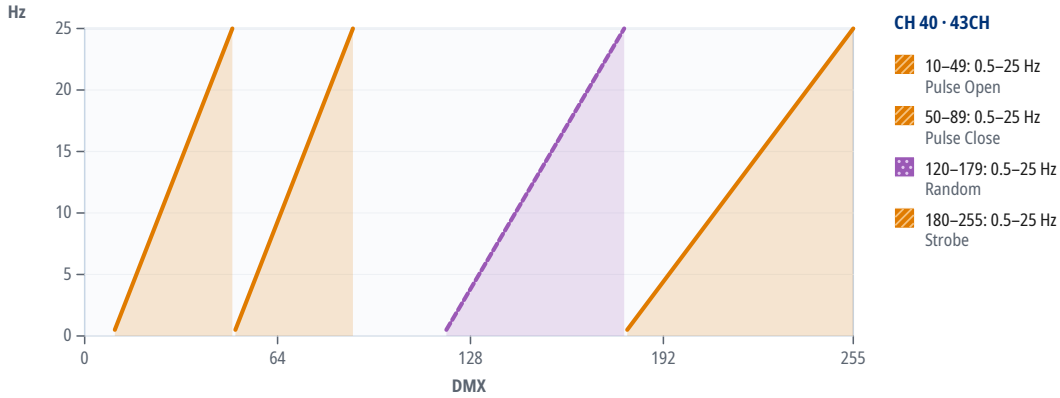
2 
4 facets
Prism 1
DMX 11–100

3 
4 facets
Prism 2
DMX 101–190

Animation wheel

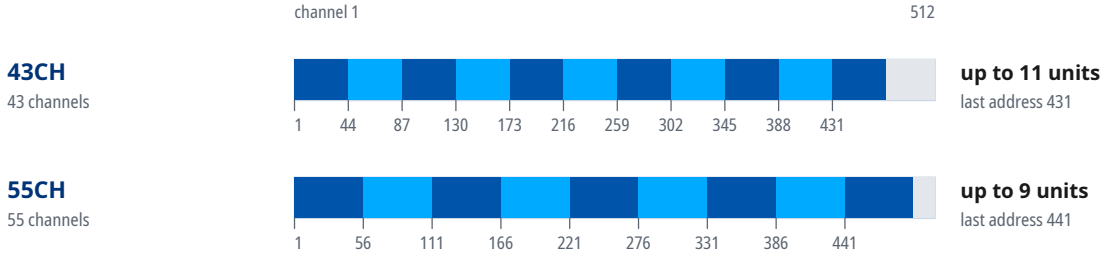
1	White	**DMX 0–9**	2	Effect	**DMX 10–240**

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “55CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	276	11	U2 · 56	16	U2 · 331
2	56	7	331	12	U2 · 111	17	U2 · 386
3	111	8	386	13	U2 · 166	18	U2 · 441
4	166	9	441	14	U2 · 221	19	U3 · 1
5	221	10	U2 · 1	15	U2 · 276	20	U3 · 56

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 43CH

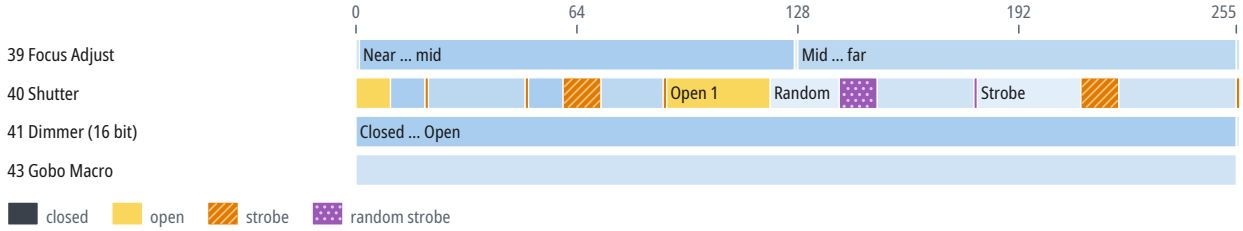
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 40 Shutter at 0–9 “Open” or 90–119; CH 41 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 41 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	Function	0–10	No Function
		11–20	All Reset
		21–30	XY Reset
		31–40	Color Reset
		41–50	Gobo Reset
		51–60	Profile Reset
		61–70	Focus Reset
		71–80	Super Silent
		81–90	Silent
		91–100	HighOutput
		101–110	Effect Reset
		111–120	Zoom Invert
		121–130	Zoom Forward
		131–180	Zoom Forward ... Dis Blink Auto
		181–190	Dis Blink Auto
		191–200	Function Open
		201–255	Function
7	Cyan	0	Min
		1–254	Min ... Max
		255	Max
8	Magenta	0	Min
		1–254	Min ... Max
		255	Max
9	Yellow	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
9	Yellow (continued)	255	Max
10	CTO	0	6800K
		1–254	6800K … 2800K
		255	2800K
11	Colors	0–89	Indexing
		90–101	White
		102–114	Red
		115–127	Greed
		128–140	Blue
		141–153	Orange
		154–166	Cyan
		167–179	CRI
		180–190	>> (450–319.6 °/s)
		191–203	>> … >>>
		204–214	>>> (137–6.52 °/s)
		215–225	<<< (6.52–137 °/s)
		226–238	<<< … <<
		239–249	<< (319.6–450 °/s)
		250–255	Random (0.5–10 Hz)
12	Gobo	0–9	Gobo: White
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–87	Gobo 1 Shake (0.6–10 Hz)
		88–95	Gobo 2 Shake (0.6–10 Hz)
		96–103	Gobo 3 Shake (0.6–10 Hz)
		104–111	Gobo 4 Shake (0.6–10 Hz)
		112–119	Gobo 5 Shake (0.6–10 Hz)
		120–127	Gobo 6 Shake (0.6–10 Hz)
		128–135	Gobo 7 Shake (0.6–10 Hz)
		136–139	Gobo Shake: White
		140–150	>>
		151–183	>> … >>>
		184–194	>>>
		195–205	<<<
		206–238	<<< … <<
		239–249	<<
		250–255	Random (0.5–10 Hz)

CH	Function	DMX	Description
13	Gobo Rotation	0–62	Index: Min
		63	Index: Center
		64	Index: Center … Max
		65–127	Index: Max
		128–138	>>>
		139–179	>>> … >>
		180–189	>>
		190–193	Gobo Rotate: Stop
		194–206	<<
		207–239	<< … <<<
		240–255	<<<
14	Gobo 2	0–9	Gobo: White
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–87	Gobo 1 Shake (0.6–10 Hz)
		88–95	Gobo 2 Shake (0.6–10 Hz)
		96–103	Gobo 3 Shake (0.6–10 Hz)
		104–111	Gobo 4 Shake (0.6–10 Hz)
		112–119	Gobo 5 Shake (0.6–10 Hz)
		120–127	Gobo 6 Shake (0.6–10 Hz)
		128–135	Gobo 7 Shake (0.6–10 Hz)
		136–139	Gobo Shake: White
		140–150	>>
		151–179	>> … >>>
		180–194	>>>
		195–205	<<<
		206–238	<<< … <<
		239–249	<<
		250–255	Random (0.5–10 Hz)
15	Gobo 2 Rotation	0–63	Index: Min
		64	Index: Center
		65–127	Index: Max
		128–138	>>>
		139–179	>>> … >>
		180–189	>>
		190–193	Gobo Rotate: Stop
		194–206	<<

CH	Function	DMX	Description
15	Gobo 2 Rotation (continued)	207–249	<< ... <<<
		250–255	<<<
16	Blade 1 A	0	Min
		1–254	Min ... Max
		255	Max
17	Blade 1 B	0	Min
		1–254	Min ... Max
		255	Max
18	Blade 2 A	0	Min
		1–254	Min ... Max
		255	Max
19	Blade 2 B	0	Min
		1–254	Min ... Max
		255	Max
20	Blade 3 A	0	Min
		1–254	Min ... Max
		255	Max
21	Blade 3 B	0	Min
		1–254	Min ... Max
		255	Max
22	Blade 4 A	0	Min
		1–254	Min ... Max
		255	Max
23	Blade 4 B	0	Min
		1–254	Min ... Max
		255	Max
24	Fram Rotation	0–127	Fram Rotate 1
		128	Center
		129–255	Fram Rotate 1
25	Frame Macro	0–10	White
		11–20	Square
		21–30	Rectangle
		31–40	Isosceles triangle
		41–50	Trapezoidal
		51–60	The Fan(Facing Up)
		61–70	Parallelogram
		71–80	Right Angle trapezoid
		81–90	The Fan(Down)
		91–100	Triangle
		101–110	Prismatic
		111–120	The stripes
		121–130	Bar

CH	Function	DMX	Description
25	Frame Macro (continued)	131–140	Upper left quadrant
		141–150	Semicircle
		151–160	Upper right quadrant
		161–170	Right semicircle
		171–180	Right lower quadrant
		181–190	Semicircle(Down)
		191–200	The lower left quadrant
		201–255	Left Semicircle
26	Fram Zoom	0	Max
		1–254	Max ... Min
		255	Min
27	Prism	0–10	White
		11–100	Prism 1
		101–190	Prism 2
		191–255	Prism 1+2
28	Prism Rotation	0	Prism Angle: Min
		1–62	Prism Angle: Min ... Max
		63	Prism Angle: Max
		64–74	>>> (360–300 °/s)
		75–116	>>> ... >>
		117–127	>> (200–50 °/s)
		128–138	<< (50–200 °/s)
		139–180	<< ... <<<
		181–191	<<< (300–360 °/s)
		192–207	<90> (up to 45 °/s (7.5 rpm))
		208–223	<180> (up to 90 °/s (15 rpm))
		224–239	<270> (up to 135 °/s (22 rpm))
		240–255	<360> (up to 180 °/s (30 rpm))
29	Animation Wheel	0–9	White
		10–239	Animation
		240–255	Animation Shake (0.5–10 Hz)
30	Animation Wheel Rotation	0–2	No Function
		3–130	>>>
		131–255	<<<
31	Frost	0	Min
		1–126	Min ... Max
		127	Max
		128–255	Frost 1 1
32	Frost 2	0	Min
		1–126	Min ... Max
		127	Max
		128–255	Frost 2 1

CH	Function	DMX	Description
33	Iris	0	Iris: Max
		1–126	Iris: Max ... Min
		127	Iris: Min
		128–145	Iris Pulse Close: >> (0.5–5 Hz)
		146–159	Iris Pulse Close: >>> (6–10 Hz)
		160–175	Iris Pulse Open: >> (0.5–5 Hz)
		176–191	Iris Pulse Open: >>> (6–10 Hz)
		192–230	Iris Strobe: >>
		231–249	>> ... >>>
		250–255	Iris Strobe: >>>
34	Zoom	0–127	Max ... Center
		127–255	Center ... Min
		255	Min
35	Zoom Fine	0–255	Fine adjustment of CH 34
36	Focus	0–127	Near ... mid
		127–255	Mid ... far
		255	Far
37	Focus Fine	0–255	Fine adjustment of CH 36
38	Focus Distance	0–9	NO Function
		10–19	7m
		20–29	10m
		30–39	15m
		40–49	20m
		50–59	25m
		60–69	30m
		70–79	40m
		80–255	50m
39	Focus Adjust	0	Near
		1–126	Near ... mid
		127	Mid
		128–254	Mid ... far
		255	Far
40	Shutter	0–9	Open
		10–19	Pulse Open
		20	Pulse Open: Min
		21–48	Pulse Open: Min ... Max
		49	Pulse Open: Max
		50–59	Pulse Close
		60–70	Pulse Close: Min
		71–88	Pulse Close: Min ... Max
		89	Pulse Close: Max
		90–119	Open 1

CH	Function	DMX	Description
40	Shutter (continued)	120–139	Random
		140–150	Random: Min
		151–178	Random: Min ... Max
		179	Random: Max
		180–209	Strobe
		210–220	Strobe: Min
		221–254	Strobe: Min ... Max
		255	Strobe: Max
41	Dimmer	0–255	Closed ... Open
		255	Open
42	Dimmer Fine	0–255	Fine adjustment of CH 41
43	Gobo Macro	0–255	

Mode 55CH

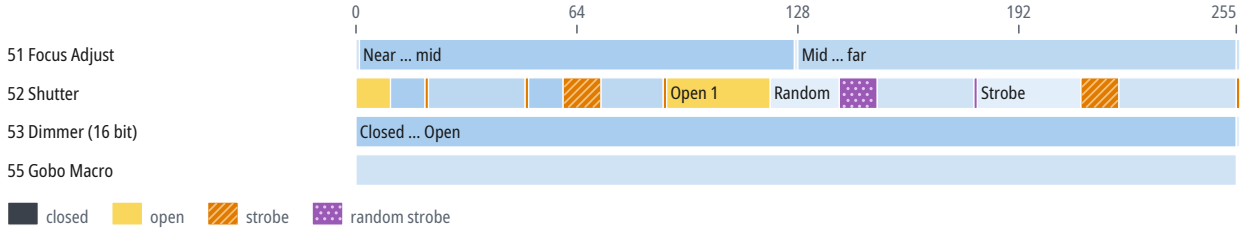
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 52 Shutter at 0–9 “Open” or 90–119; CH 53 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 53 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “43CH” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “43CH” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	Function		Same as CH 6 in the mode “43CH” (p. 11)
7	Cyan	0–255	Min ... Max
		255	Max
8	Cyan Fine	0–255	Fine adjustment of CH 7
9	Magenta	0–255	Min ... Max
		255	Max
10	Magenta Fine	0–255	Fine adjustment of CH 9
11	Yellow	0–255	Min ... Max
		255	Max
12	Yellow Fine	0–255	Fine adjustment of CH 11
13	CTO	0–255	6800K ... 2800K
		255	2800K
14	CTO Fine	0–255	Fine adjustment of CH 13
15	Colors		Same as CH 11 in the mode “43CH” (p. 12)
16	Gobo	0–9	Gobo: White
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–87	Gobo 1 Shake (0.6–10 Hz)
		88–95	Gobo 2 Shake (0.6–10 Hz)
		96–103	Gobo 3 Shake (0.6–10 Hz)
		104–111	Gobo 4 Shake (0.6–10 Hz)
		112–119	Gobo 5 Shake (0.6–10 Hz)
		120–127	Gobo 6 Shake (0.6–10 Hz)
		128–135	Gobo 7 Shake (0.6–10 Hz)

CH	Function	DMX	Description
16	Gobo (continued)	136–139	Gobo Shake: White
		140–150	>>
		151–183	>> ... >>>
		184–194	>>>
		195–205	<<<
		206–238	<<< ... <<
		239–249	<<
		250–255	Random (0.2–10 Hz)
17	Gobo Rotation		Same as CH 13 in the mode “43CH” (p. 13)
18	Gobo 2		Same as CH 14 in the mode “43CH” (p. 13)
19	Gobo 2 Rotation		Same as CH 15 in the mode “43CH” (p. 13)
20	Blade 1 A	0–255	Min ... Max
		255	Max
21	Blade 1 A Fine	0–255	Fine adjustment of CH 20
22	Blade 1 B	0–255	Min ... Max
		255	Max
23	Blade 1 B Fine	0–255	Fine adjustment of CH 22
24	Blade 2 A	0–255	Min ... Max
		255	Max
25	Blade 2 A Fine	0–255	Fine adjustment of CH 24
26	Blade 2 B	0–255	Min ... Max
		255	Max
27	Blade 2 B Fine	0–255	Fine adjustment of CH 26
28	Blade 3 A	0–255	Min ... Max
		255	Max
29	Blade 3 A Fine	0–255	Fine adjustment of CH 28
30	Blade 3 B	0–255	Min ... Max
		255	Max
31	Blade 3 B Fine	0–255	Fine adjustment of CH 30
32	Blade 4 A	0–255	Min ... Max
		255	Max
33	Blade 4 A Fine	0–255	Fine adjustment of CH 32
34	Blade 4 B	0–255	Min ... Max
		255	Max
35	Blade 4 B Fine	0–255	Fine adjustment of CH 34
36	Fram Rotation		Same as CH 24 in the mode “43CH” (p. 14)
37	Frame Macro		Same as CH 25 in the mode “43CH” (p. 14)
38	Fram Zoom		Same as CH 26 in the mode “43CH” (p. 15)
39	Prism		Same as CH 27 in the mode “43CH” (p. 15)
40	Prism Rotation		Same as CH 28 in the mode “43CH” (p. 15)
41	Animation Wheel		Same as CH 29 in the mode “43CH” (p. 15)
42	Animation Wheel Rotation		Same as CH 30 in the mode “43CH” (p. 15)

CH	Function	DMX	Description
43	Frost		Same as CH 31 in the mode “43CH” (p. 15)
44	Frost 2		Same as CH 32 in the mode “43CH” (p. 15)
45	Iris		Same as CH 33 in the mode “43CH” (p. 16)
46	Zoom		Same as CH 34 in the mode “43CH” (p. 16)
47	Zoom Fine	0–255	Fine adjustment of CH 46
48	Focus		Same as CH 36 in the mode “43CH” (p. 16)
49	Focus Fine	0–255	Fine adjustment of CH 48
50	Focus Distance		Same as CH 38 in the mode “43CH” (p. 16)
51	Focus Adjust		Same as CH 39 in the mode “43CH” (p. 16)
52	Shutter		Same as CH 40 in the mode “43CH” (p. 16)
53	Dimmer		Same as CH 41 in the mode “43CH” (p. 17)
54	Dimmer Fine	0–255	Fine adjustment of CH 53
55	Gobo Macro	0–255	

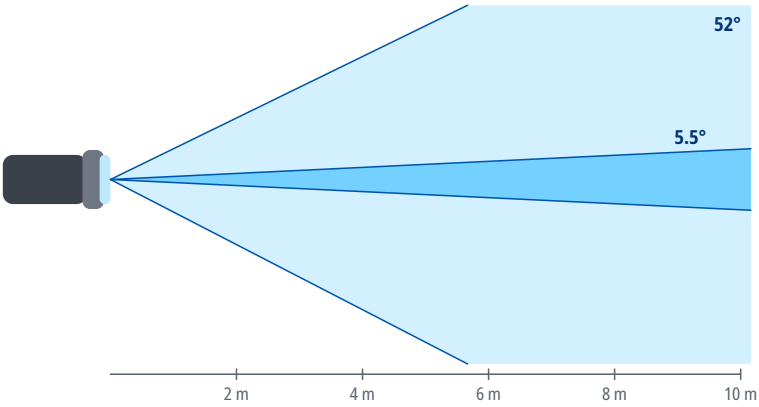
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,200 W
Luminous flux	32,000 lm
Color temperature	6,800 K
Color rendering index (CRI)	95
Optics	
Zoom	1–50°
Movement	
Pan	540°
Tilt	270°
Control	
RDM	yes (manufacturer ID 0x3888, device model ID 0x0009)
Dimensions and construction	
Weight	37.5 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2800–6800 K
Strobe frequency	0.5–25 Hz
Color wheel rotation	up to 450 °/s (75 rpm)
Gobo wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo 1 rotation	up to 360 °/s (60 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)
Animation wheel rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 5.5°	Ø 52°
2 m	0.19 m	2 m
4 m	0.38 m	3.9 m
6 m	0.58 m	5.9 m
8 m	0.77 m	7.8 m
10 m	0.96 m	9.8 m
15 m	1.4 m	14.6 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.