DMX REFERENCE

SUPER SCOPE AQUA

LIGHT SKY



Manufacturer	LIGHT SKY
GDTF file	LIGHT_SKY_SUPER_SCOPE_AQUA_150353.gdtf
GDTF revision	V1.2 · 2026-07-10
Generated	2026-11-24

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1 About this manual

This document describes the SUPER SCOPE AQUA by LIGHT SKY. It was compiled from the GDTF file LIGHT_SKY_SUPER_SCOPE_AQUA_150353.gdtf from the GDTF-Share library.

File revision: “V1.2”.

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
Power consumption	850 W
Weight	29.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
53CH	53	9	1, 54, 107, 160, ...
41CH	41	12	1, 42, 83, 124, ...

No light? Check these channels

- 53CH: CH 50 Shutter at 0–9 or 90–119 “Open”; CH 51 Dimmer above 0
- 41CH: CH 38 Shutter at 0–9 or 90–119 “Open”; CH 39 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

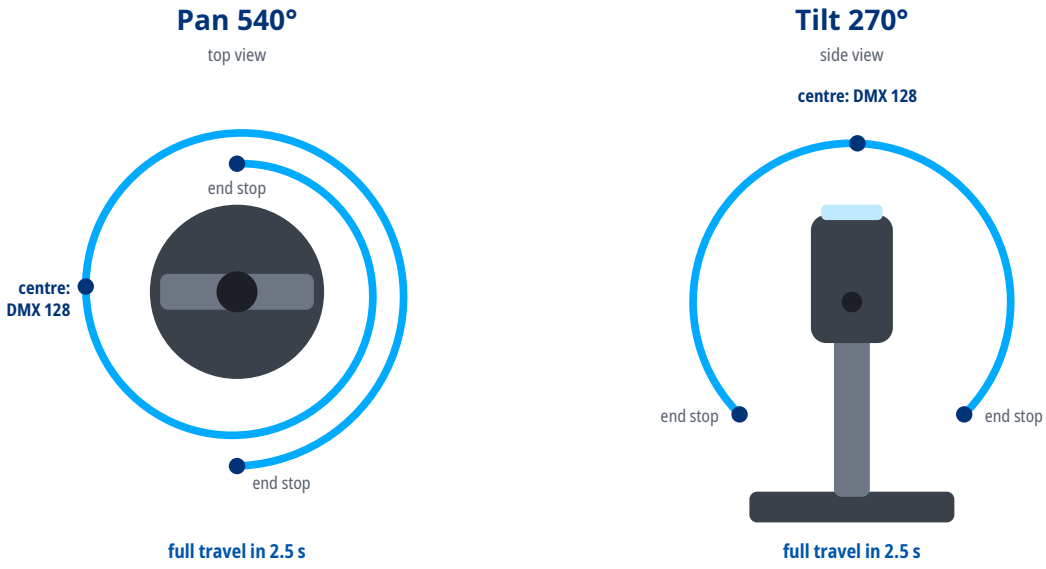
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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



Full-travel times as stated in the GDTF file.

5 Installation

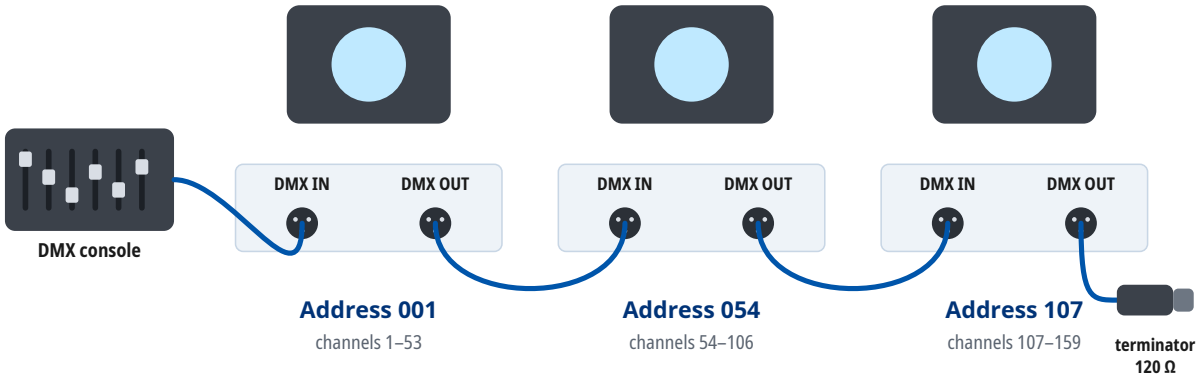
⚠ WARNING

- 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: 29.6 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 53CH: every unit occupies 53 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

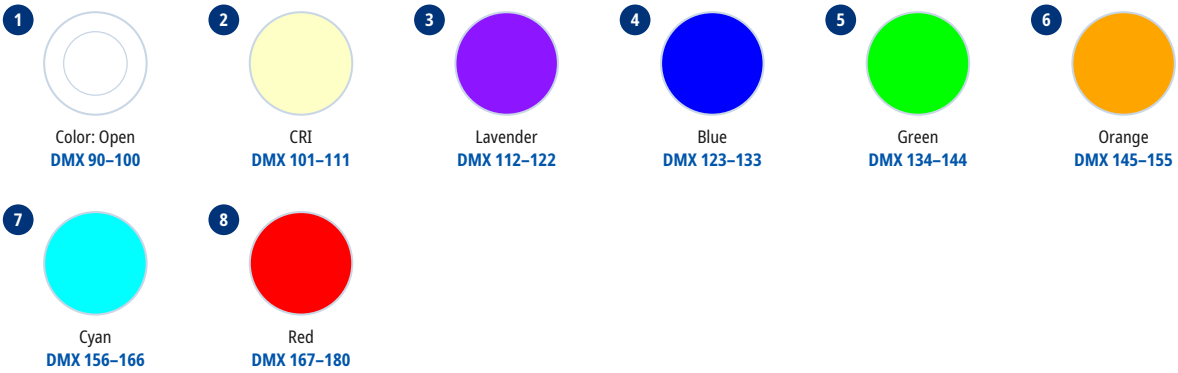
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “53CH”: 53.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “53CH”, you can use, for example, the start addresses 1, 54, 107, 160.
- 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

	53CH 53 channels	41CH 41 channels
Pan / Tilt	1, 3	1, 3
Dimmer	51	39
Shutter / strobe	50	38
Color mixing	7, 9, 11	7–9
Color temperature	13	10
Color wheel	15	11
Gobo wheel	16, 18	12, 14
Gobo rotation	17	13
Prism	38, 39	26, 27
Frost	42	30
Zoom	44	32
Focus	46, 48, 49	34, 36, 37
Iris	43	31
Animation wheel	40, 41	28, 29
Effects / macros	36, 37, 53	24, 25, 41

Color wheel



Gobo wheel 1

1 
Gobo: Open
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: Open
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

Animation wheel

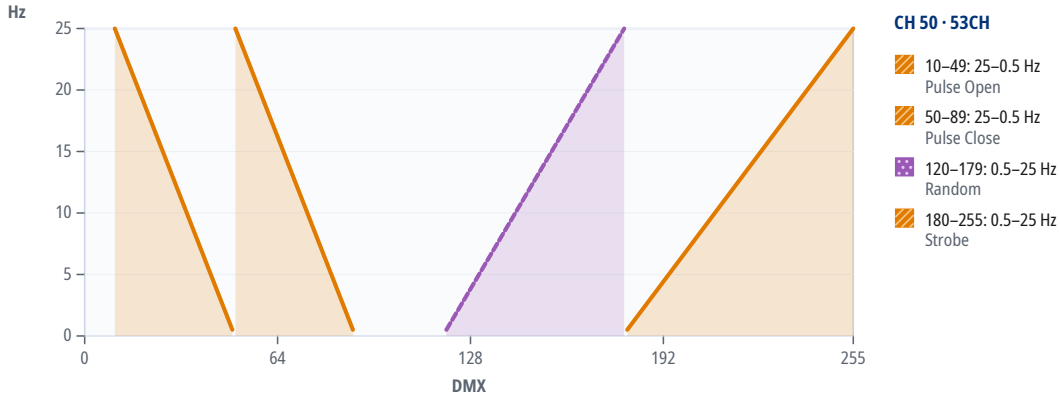
1 Animation

Prism

1 
4 facets
Prism 1
DMX 11–100

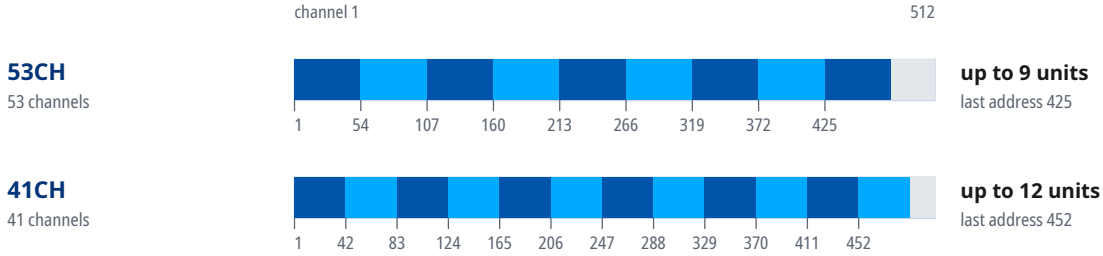
2 
4 facets
Prism 2
DMX 101–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “53CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	266	11	U2 · 54	16	U2 · 319
2	54	7	319	12	U2 · 107	17	U2 · 372
3	107	8	372	13	U2 · 160	18	U2 · 425
4	160	9	425	14	U2 · 213	19	U3 · 1
5	213	10	U2 · 1	15	U2 · 266	20	U3 · 54

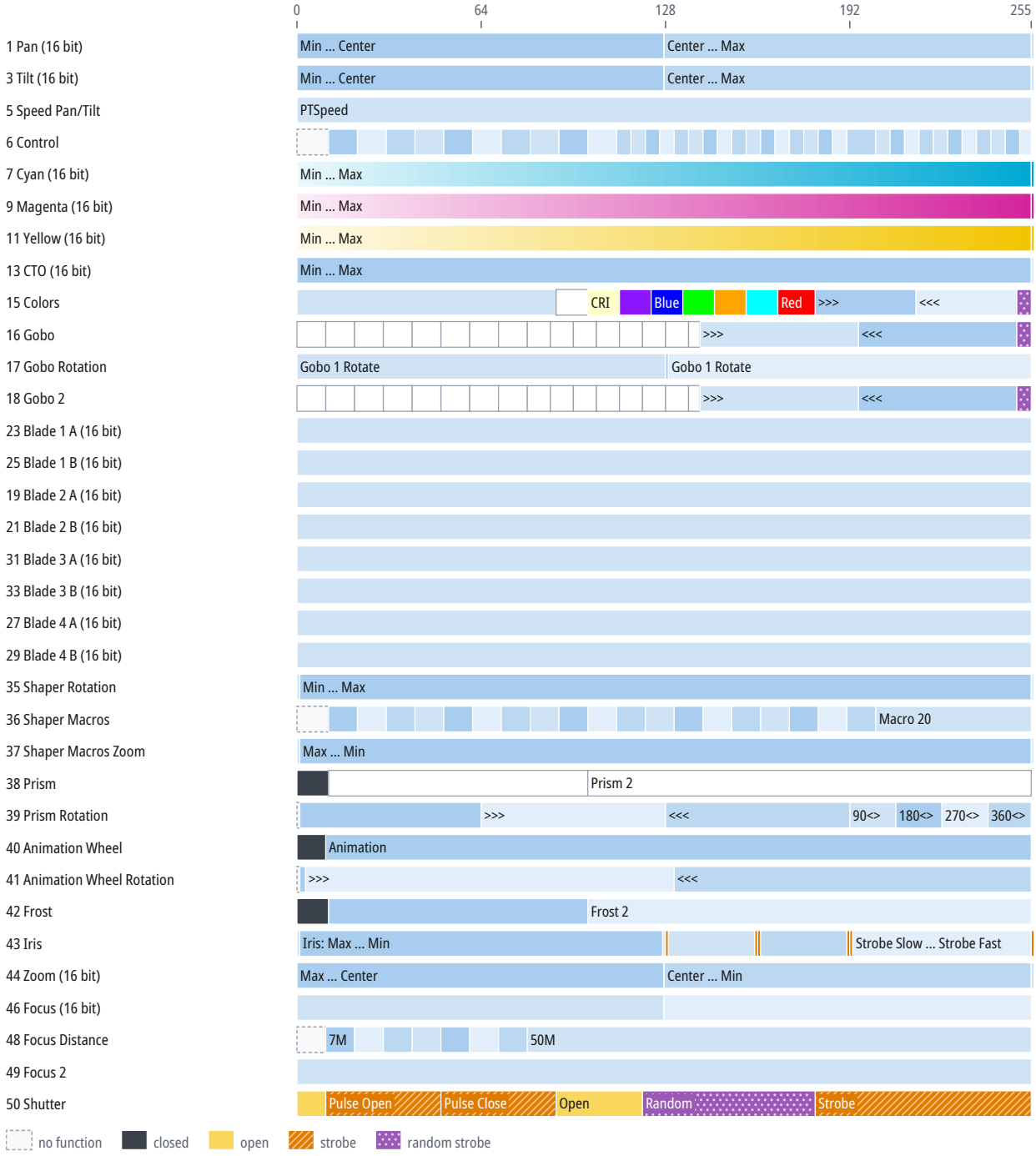
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 53CH

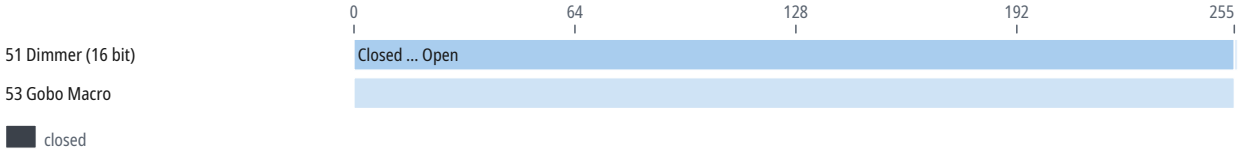
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 50 Shutter at 0–9 or 90–119 “Open”; CH 51 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Cyan 0, CH 9 Magenta 0, CH 11 Yellow 0, CH 51 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	PTSpeed
6	Control	0–10	No Function
		11–20	All Reset
		21–30	P/T Reset
		31–40	Color Reset
		41–50	Gobo Reset
		51–60	Profile Reset
		61–70	Focus Reset
		71–80	Fan Silent
		81–90	Fan Standard
		91–100	Fan HighOutput
		101–110	Effect Reset
		111–115	LED 1000Hz
		116–120	LED 3600Hz
		121–125	LED 7200Hz
		126–130	LED 25000Hz
		131–135	Dim Linear
		136–140	Dim Square
		141–145	Dim Inv-Square
		146–150	Dim S-Curve
		151–155	Zoom Invert
		156–160	Zoom Forward
		161–165	DMX State Black
		166–170	DMX State Hold
		171–175	Dis Blink Always
		176–180	Dis Blink Auto
		181–185	CMY Standard

CH	Function	DMX	Description
6	Control (continued)	186–190	CMY Fast
		191–200	Function Open
		201–205	P/T Standard
		206–210	P/T Fast
		211–215	P/T Precise
		216–220	Dim Normal
		221–225	Dim Speed 1
		226–230	Dim Speed 2
		231–235	Dim Speed 3
		236–240	Gobo Rot Way 1
		241–245	Gobo Rot Way 2
		246–250	FX Auto Focus On
		251–255	FX Auto Focus Off
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	Min ... Max
		255	Max
14	CTO Fine	0–255	Fine adjustment of CH 13
15	Colors	0–89	Color 1
		90–100	Color: Open
		101–111	CRI
		112–122	Lavender
		123–133	Blue
		134–144	Green
		145–155	Orange
		156–166	Cyan
		167–179	Red
		180–214	>>> (360–5.22 °/s)
		215–249	<<< (5.22–360 °/s)
		250–255	Random
16	Gobo	0–9	Gobo: Open
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4

CH	Function	DMX	Description
16	Gobo (continued)	50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–87	Gobo 1 Shake (0.2–6.25 Hz)
		88–95	Gobo 2 Shake (0.2–6.25 Hz)
		96–103	Gobo 3 Shake (0.2–6.25 Hz)
		104–111	Gobo 4 Shake (0.2–6.25 Hz)
		112–119	Gobo 5 Shake (0.2–6.25 Hz)
		120–127	Gobo 6 Shake (0.2–6.25 Hz)
		128–135	Gobo 7 Shake (0.2–6.25 Hz)
		136–139	Gobo 1 Shake: Open
		140–194	>>>
		195–249	<<<
		250–255	Random
17	Gobo Rotation	0–127	Gobo 1 Rotate
		128	Stop
		129–255	Gobo 1 Rotate
18	Gobo 2	0–9	Gobo: Open
		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 (0.2–6.25 Hz)
		88–95	Gobo 2 Shake (0.2–6.25 Hz)
		96–103	Gobo 3 Shake (0.2–6.25 Hz)
		104–111	Gobo 4 Shake (0.2–6.25 Hz)
		112–119	Gobo 5 Shake (0.2–6.25 Hz)
		120–127	Gobo 6 Shake (0.2–6.25 Hz)
		128–135	Gobo 7 Shake (0.2–6.25 Hz)
		136–139	Gobo 2 Shake: Open
		140–194	>>>
		195–249	<<<
		250–255	Random
19	Blade 2 A	0–255	
20	Blade 2 A Fine	0–255	Fine adjustment of CH 19
21	Blade 2 B	0–255	
22	Blade 2 B Fine	0–255	Fine adjustment of CH 21
23	Blade 1 A	0–255	
24	Blade 1 A Fine	0–255	Fine adjustment of CH 23

CH	Function	DMX	Description
25	Blade 1 B	0–255	
26	Blade 1 B Fine	0–255	Fine adjustment of CH 25
27	Blade 4 A	0–255	
28	Blade 4 A Fine	0–255	Fine adjustment of CH 27
29	Blade 4 B	0–255	
30	Blade 4 B Fine	0–255	Fine adjustment of CH 29
31	Blade 3 A	0–255	
32	Blade 3 A Fine	0–255	Fine adjustment of CH 31
33	Blade 3 B	0–255	
34	Blade 3 B Fine	0–255	Fine adjustment of CH 33
35	Shaper Rotation	0	Min
		1–254	Min ... Max
		255	Max
36	Shaper Macros	0–10	No Function
		11–20	Macro 1
		21–30	Macro 2
		31–40	Macro 3
		41–50	Macro 4
		51–60	Macro 5
		61–70	Macro 6
		71–80	Macro 7
		81–90	Macro 8
		91–100	Macro 9
		101–110	Macro 10
		111–120	Macro 11
		121–130	Macro 12
		131–140	Macro 13
		141–150	Macro 14
		151–160	Macro 15
		161–170	Macro 16
		171–180	Macro 17
		181–190	Macro 18
		191–200	Macro 19
		201–255	Macro 20
37	Shaper Macros Zoom	0	Max
		1–254	Max ... Min
		255	Min
38	Prism	0–10	Closed
		11–100	Prism 1
		101–255	Prism 2
39	Prism Rotation	0	No Function
		1–63	Prism 1 Pos

CH	Function	DMX	Description
39	Prism Rotation (continued)	64–127	>>> (360–2.83 °/s)
		128–191	<<< (2.83–360 °/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))
40	Animation Wheel	0–9	Closed
		10–255	Animation
41	Animation Wheel Rotation	0	No Function
		1–2	Animation Pos
		3–130	>>>
		131–255	<<<
42	Frost	0–10	Closed
		11–100	Frost 1
		101–255	Frost 2
43	Iris	0	Iris: Max
		1–126	Iris: Max ... Min
		127	Iris: Min
		128	PulseClose Slow
		129–158	PulseClose Slow ... PulseClose Fast
		159	PulseClose Fast
		160	PulseOpen Slow
		161–190	PulseOpen Slow ... PulseOpen Fast
		191	PulseOpen Fast
		192	Strobe Slow
		193–254	Strobe Slow ... Strobe Fast
		255	Strobe Fast
44	Zoom	0–127	Max ... Center
		127	Center
		128–255	Center ... Min
		255	Min
45	Zoom Fine	0–255	Fine adjustment of CH 44
46	Focus	0–127	Focus 1
		127	Conter
		128–255	Focus 1
47	Focus Fine	0–255	Fine adjustment of CH 46
48	Focus Distance	0–9	No Function
		10–19	7M
		20–29	10M
		30–39	15M
		40–49	20M
		50–59	25M

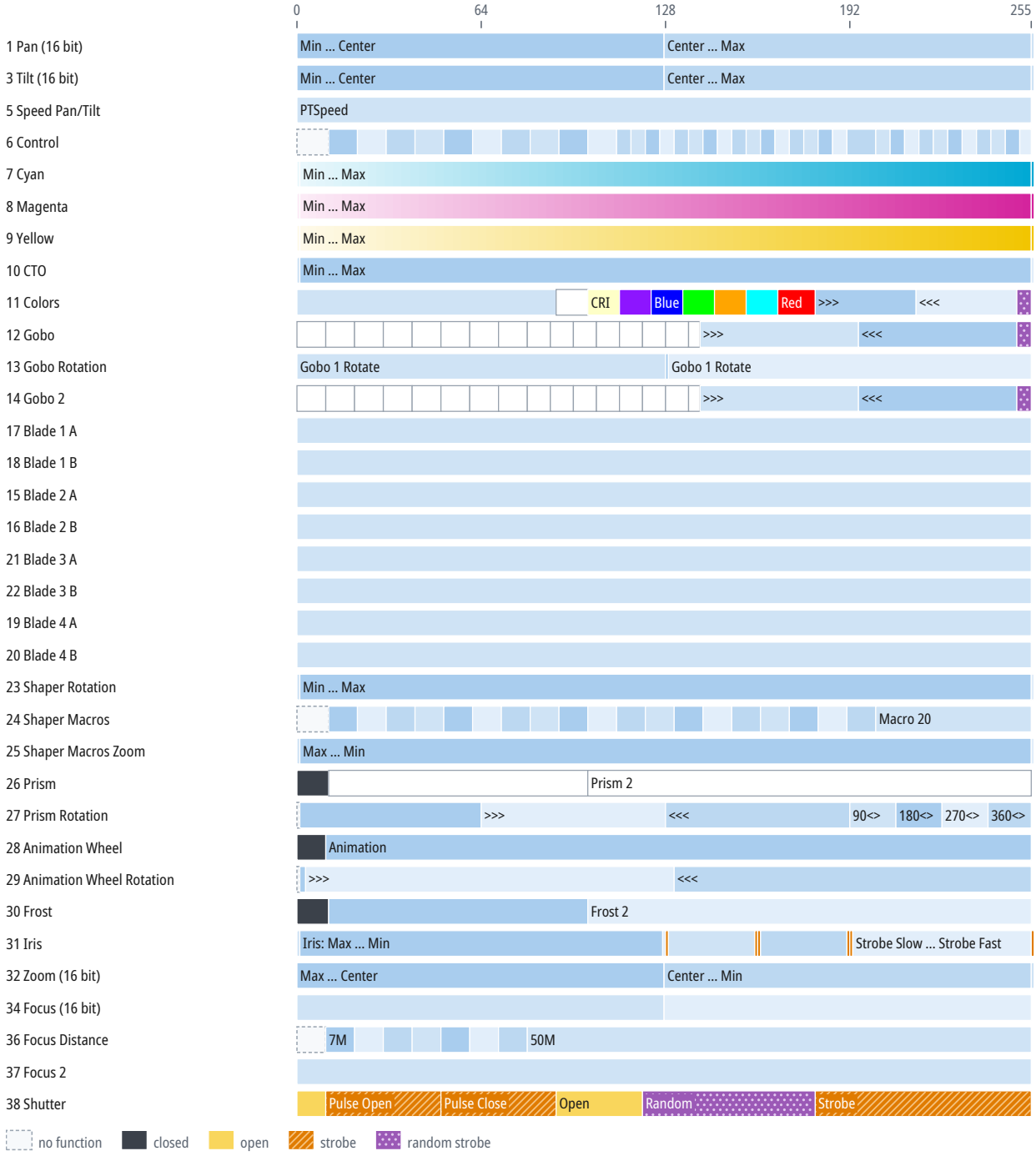
CH	Function	DMX	Description
48	Focus Distance (continued)	60–69	30M
		70–79	40M
		80–255	50M
49	Focus 2	0–255	
50	Shutter	0–9	Open
		10–49	Pulse Open (25–0.5 Hz)
		50–89	Pulse Close (25–0.5 Hz)
		90–119	Open
		120–179	Random (0.5–25 Hz)
		180–255	Strobe (0.5–25 Hz)
51	Dimmer	0–255	Closed ... Open
		255	Open
52	Dimmer Fine	0–255	Fine adjustment of CH 51
53	Gobo Macro	0–255	

Mode 41CH

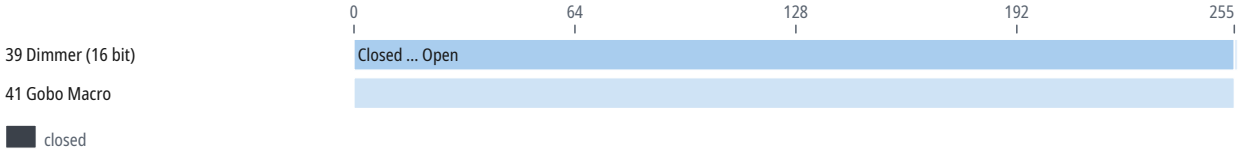
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 38 Shutter at 0–9 or 90–119 “Open”; CH 39 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 39 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 “53CH” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “53CH” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	PTSpeed
6	Control		Same as CH 6 in the mode “53CH” (p. 12)
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
		255	Max
10	CTO	0	Min
		1–254	Min ... Max
		255	Max
11	Colors		Same as CH 15 in the mode “53CH” (p. 13)
12	Gobo		Same as CH 16 in the mode “53CH” (p. 13)
13	Gobo Rotation		Same as CH 17 in the mode “53CH” (p. 14)
14	Gobo 2		Same as CH 18 in the mode “53CH” (p. 14)
15	Blade 2 A	0–255	
16	Blade 2 B	0–255	
17	Blade 1 A	0–255	
18	Blade 1 B	0–255	
19	Blade 4 A	0–255	
20	Blade 4 B	0–255	
21	Blade 3 A	0–255	
22	Blade 3 B	0–255	
23	Shaper Rotation		Same as CH 35 in the mode “53CH” (p. 15)
24	Shaper Macros		Same as CH 36 in the mode “53CH” (p. 15)
25	Shaper Macros Zoom		Same as CH 37 in the mode “53CH” (p. 15)
26	Prism		Same as CH 38 in the mode “53CH” (p. 15)
27	Prism Rotation		Same as CH 39 in the mode “53CH” (p. 15)

CH	Function	DMX	Description
28	Animation Wheel		Same as CH 40 in the mode “53CH” (p. 16)
29	Animation Wheel Rotation		Same as CH 41 in the mode “53CH” (p. 16)
30	Frost		Same as CH 42 in the mode “53CH” (p. 16)
31	Iris		Same as CH 43 in the mode “53CH” (p. 16)
32	Zoom		Same as CH 44 in the mode “53CH” (p. 16)
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Focus		Same as CH 46 in the mode “53CH” (p. 16)
35	Focus Fine	0–255	Fine adjustment of CH 34
36	Focus Distance		Same as CH 48 in the mode “53CH” (p. 16)
37	Focus 2	0–255	
38	Shutter		Same as CH 50 in the mode “53CH” (p. 17)
39	Dimmer		Same as CH 51 in the mode “53CH” (p. 17)
40	Dimmer Fine	0–255	Fine adjustment of CH 39
41	Gobo Macro	0–255	

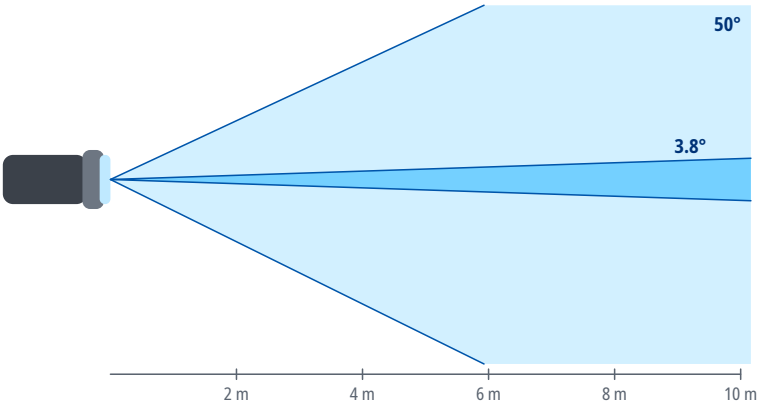
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	520 W
Luminous flux	24,000 lm
Color temperature	7,000 K
Color rendering index (CRI)	88
Optics	
Zoom	3.8–50°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
RDM	yes (manufacturer ID 0x3888, device model ID 0x0134)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	850 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	29.6 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2400–7000 K
Strobe frequency	0.5–25 Hz
Color wheel rotation	up to 360 °/s (60 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)
Prism rotation	up to 360 °/s (60 rpm)
Animation wheel rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 3.8°	Ø 50°
2 m	0.13 m	1.9 m
4 m	0.27 m	3.7 m
6 m	0.4 m	5.6 m
8 m	0.53 m	7.5 m
10 m	0.66 m	9.3 m
15 m	1 m	14 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.