DMX REFERENCE

Proteus Excalibur

Light Action Fixtures



Manufacturer	Light Action Fixtures
GDTF file	Light_Action_Fixtures_Proteus_Excalibur_168534.gdtf
GDTF revision	LA V1 · 2026-11-09
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1 About this manual

This document describes the Proteus Excalibur by Light Action Fixtures. It was compiled from the GDTF file Light_Action_Fixtures_Proteus_Excalibur_168534.gdtf from the GDTF-Share library.

File revision: “LA V1”.

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 Action Fixtures; 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	46.5 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard Pan540	26	19	1, 27, 53, 79, ...
Standard Pan630	26	19	1, 27, 53, 79, ...

No light? Check these channels

- Standard Pan540: CH 20 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”
- Standard Pan630: CH 20 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”



Read the manual before use



Do not stare into the light

3 Safety instructions



Read the manual before use



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ 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.

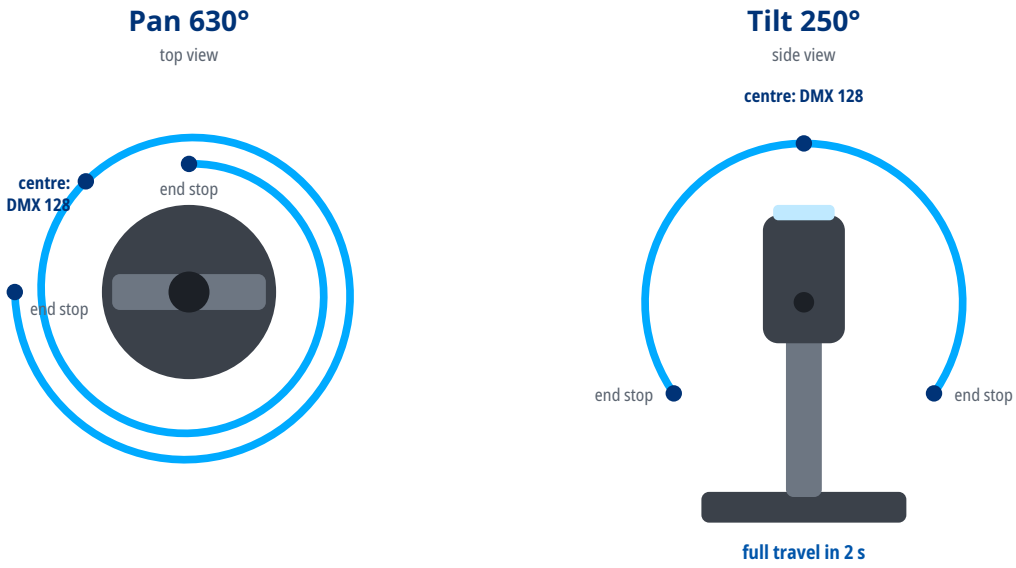
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

Description in the GDTF file

“A wide array of gobos and prism overlays allow animating the sky, and with its incredible light intensity all CMY colors remain strong and vibrant even when fully saturated. Beam control is provided through a precise internal focus lens, providing crisp projection without optical errors. Dual variable frosts allow to soften the beam when required. A remote-controlled Expander lens allows widening the beam to approximately 3.5 degrees. The fixture is ideally suited for theme parks, cruise ships, outdoor special events, large scale shows and concerts, and any situation where a massive beam or very powerful prism and flower effects are required. With its compact size and low power consumption the PROTEUS EXCALIBUR can be utilized in almost any application.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

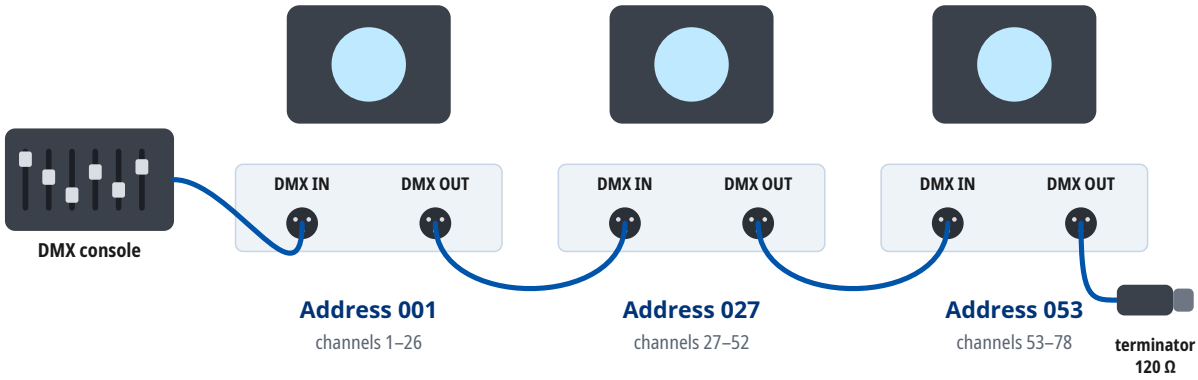
⚠ **WARNING**

- 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: 46.5 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 Standard Pan540: every unit occupies 26 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 “Standard Pan540”: 26.
- 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 “Standard Pan540”, you can use, for example, the start addresses 1, 27, 53, 79.
- 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

	Standard Pan540 26 channels	Standard Pan630 26 channels
Pan / Tilt	1, 3	1, 3
Dimmer	21	21
Shutter / strobe	20	20
Color mixing	5–7	5–7
Color wheel	8	8
Gobo wheel	9, 12	9, 12
Gobo rotation	9, 10	9, 10
Prism	13, 14, 16	13, 14, 16
Frost	23, 24	23, 24
Focus	18	18

Color wheel

1. Color Wheel: Open — DMX 0–15
2. Red — DMX 16–22
3. Green — DMX 23–29
4. Yellow — DMX 30–36
5. Purple — DMX 37–43
6. Light Green — DMX 44–50
7. Orange — DMX 51–57
8. Magenta — DMX 58–64
9. Cyan — DMX 65–71
10. Color Wheel: Open_ — DMX 72–78
11. Deep Red — DMX 79–85
12. Dark Amber — DMX 86–92
13. Pink — DMX 93–99
14. UV — DMX 100–106
15. CTB — DMX 107–113
16. CTO — DMX 114–120
17. Medium Blue — DMX 121–128

Gobo wheel 1

1
Beam Open
DMX 0–10

2 
Gobo 1
DMX 22–31

3 
Gobo 2
DMX 32–41

4 
Gobo 3
DMX 42–51

5 
Gobo 4
DMX 52–61

6 
Gobo 5
DMX 62–71

7 
Gobo 6
DMX 72–81

8 
Gobo 7
DMX 82–91

9 
Gobo 8
DMX 92–102

Gobo wheel 2

1
Gobo Wheel: Open
DMX 0–4

2 
Gobo 1
DMX 5–9

3 
Gobo 2
DMX 10–14

4 
Gobo 3
DMX 15–19

5 
Gobo 4
DMX 20–24

6 
Gobo 5
DMX 25–29

7 
Gobo 6
DMX 30–34

8 
Gobo 7
DMX 35–39

9 
Gobo 8
DMX 40–44

10 
Gobo 9
DMX 45–49

11 
Gobo 10
DMX 50–54

12 
Gobo 11
DMX 55–59

13 
Gobo 12
DMX 60–64

14 
Gobo 13
DMX 65–69

15 
Gobo 14
DMX 70–74

16 
Gobo 15
DMX 75–79

17 
Gobo 16
DMX 80–84

18 
Gobo 17
DMX 85–88

Prism

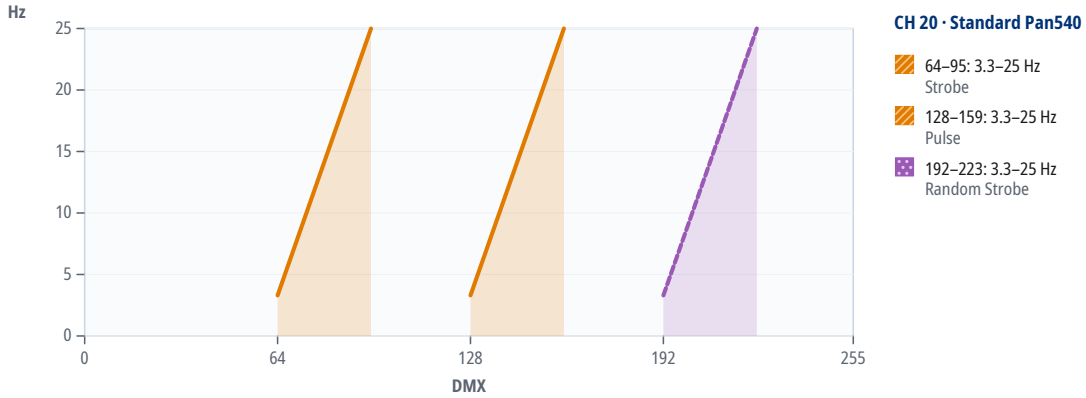
1
Open and Beam Spander: Open
DMX 0–50

2 
8 facets
8 Facet Circular
DMX 101–151

3 
4 facets
4 Facet Linear
DMX 151–201

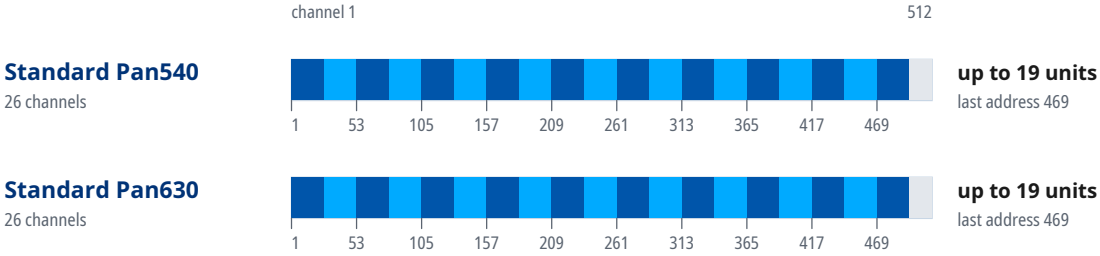
4 
16 facets
8 Facet + 4 Facet Prisms
DMX 201–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard Pan540”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	131	11	261	16	391
2	27	7	157	12	287	17	417
3	53	8	183	13	313	18	443
4	79	9	209	14	339	19	469
5	105	10	235	15	365	20	U2 · 1

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.

RDM personalities

Mode	Channels	RDM personality
Standard Pan540	26	1
Standard Pan630	26	1

Mode Standard Pan540

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 20 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Cyan 0, CH 6 Magenta 0, CH 7 Yellow 0, CH 20 Shutter 32, CH 21 Dimmer 255.

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	Cyan	0	Min
		1–254	Min … Max
		255	Max
6	Magenta	0	Min
		1–254	Min … Max

CH	Function	DMX	Description
6	Magenta (continued)	255	Max
7	Yellow	0	Min
		1–254	Min ... Max
		255	Max
8	Colors	0–15	Color Wheel: Open
		16–22	Red
		23–29	Green
		30–36	Yellow
		37–43	Purple
		44–50	Light Green
		51–57	Orange
		58–64	Magenta
		65–71	Cyan
		72–78	Color Wheel: Open_
		79–85	Deep Red
		86–92	Dark Amber
		93–99	Pink
		100–106	UV
		107–113	CTB
		114–120	CTO
		121–127	Medium Blue
		128	CW Fast
		129–153	CW Fast ... CW Med
		154	CW Med
		155–179	CW Med ... CW Slow
		180	CW Slow
		181	Rot Stop
		182	CCW Slow
		183–207	CCW Slow ... CCW Med
		208	CCW Med
		209–233	CCW Med ... CCW Fast
		234	CCW Fast
		235	Random Slots Fast
		236–239	Random Slots Fast ... Random Slots Med
		240	Random Slots Med
		241–244	Random Slots Med ... Random Slots Slow
		245	Random Slots Slow
		246–254	Random Slots Slow ... Open
		255	Color Effects 1: Open
9	Gobo	0–10	Beam Open
		11–21	Spot Open
		22–31	Gobo 1

CH	Function	DMX	Description
9	Gobo (continued)	32–41	Gobo 2
		42–51	Gobo 3
		52–61	Gobo 4
		62–71	Gobo 5
		72–81	Gobo 6
		82–91	Gobo 7
		92–101	Gobo 8
		102–112	**Gobo 1**
		113–123	**Gobo 2**
		124–134	**Gobo 3**
		135–145	**Gobo 4**
		146–156	**Gobo 5**
		157–167	**Gobo 6**
		168–178	**Gobo 7**
		179–189	**Gobo 8**
		190	CW Fast
		191–205	CW Fast ... CW Med
		206	CW Med
		207–220	CW Med ... CW Slow
		221	CW Slow
		222–223	Idle
		224	CCW Slow
		225–238	CCW Slow ... CCW Med
		239	CCW Med
		240–254	CCW Med ... CCW Fast
		255	CCW Fast
10	Gobo Rotation	0–127	Index Min ... Index Max
		127	Index Max
		127–128	Gobo Wheel 1 Index
		128–159	CW Fast ... CW Med
		159–189	CW Med ... CW Slow
		189–190	CW Slow ... Rot Stop
		190–193	Rot Stop
		193–194	Rot Stop ... CCW Slow
		194–224	CCW Slow ... CCW Med
		224–255	CCW Med ... CCW Fast
		255	CCW Fast
11	Gobo Rotation Fine	0–255	Fine adjustment of CH 10
12	Gobo 2	0–4	Gobo Wheel: Open
		5–9	Gobo 1
		10–14	Gobo 2
		15–19	Gobo 3

CH	Function	DMX	Description
12	Gobo 2 (continued)	20–24	Gobo 4
		25–29	Gobo 5
		30–34	Gobo 6
		35–39	Gobo 7
		40–44	Gobo 8
		45–49	Gobo 9
		50–54	Gobo 10
		55–59	Gobo 11
		60–64	Gobo 12
		65–69	Gobo 13
		70–74	Gobo 14
		75–79	Gobo 15
		80–84	Gobo 16
		85–87	Gobo 17
		88–93	**Gobo 1**
		94–99	**Gobo 2**
		100–105	**Gobo 3**
		106–111	**Gobo 4**
		112–117	**Gobo 5**
		118–123	**Gobo 6**
		124–129	**Gobo 7**
		130–135	**Gobo 8**
		136–141	**Gobo 9**
		142–147	**Gobo 10**
		148–153	**Gobo 11**
		154–159	**Gobo 12**
		160–165	**Gobo 13**
		166–171	**Gobo 14**
		172–177	**Gobo 15**
		178–183	**Gobo 16**
		184–189	**Gobo 17**
		190	CW Fast
		191–205	CW Fast ... CW Med
		206	CW Med
		207–220	CW Med ... CW Slow
		221	CW Slow
		222–223	Idle
		224	CCW Slow
		225–238	CCW Slow ... CCW Med
		239	CCW Med
		240–254	CCW Med ... CCW Fast
		255	CCW Fast

CH	Function	DMX	Description
13	Prism	0–50	Open and Beam Spander: Open
		51–100	Beam Expander
		101–150	8 Facet Circular
		151–200	4 Facet Linear
		201–255	8 Facet + 4 Facet Prisms
14	Prism Rotation	0–127	Min Index ... Max Index
		127	Max Index
		127–128	Circular Prism Index
		128–160	CW Fast ... CW Med
		160–189	CW Med ... CW Slow
		189–190	CW Slow ... Rot Stop
		190–193	Rot Stop
		193–194	Rot Stop ... CCW Slow
		194–223	CCW Slow ... CCW Med
		223–255	CCW Med ... CCW Fast
		255	CCW Fast
15	Prism Rotation Fine	0–255	Fine adjustment of CH 14
16	Prism 2 Rotation	0–127	Min Index ... Max Index
		127	Max Index
		127–128	Linear Prism Index
		128–160	CW Fast ... CW Medium
		160–189	CW Medium ... CW Slow
		189–190	CW Slow ... Rot Stop
		190–193	Rot Stop
		193–194	Rot Stop ... CCW Slow
		194–223	CCW Slow ... CCW Medium
		223–255	CCW Medium ... CCW Fast
		255	CCW Fast
17	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 16
18	Focus	0–255	Min ... Max
		255	Max
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Strobe Min
		65–94	Strobe Min ... Strobe Max
		95	Strobe Max
		96–127	Shutter Open: Open
		128	Strobe Pulse Min
		129–158	Strobe Pulse Min ... Strobe Pulse Max
		159	Strobe Pulse Max
		160–191	Shutter Open_: Open

CH	Function	DMX	Description
20	Shutter (continued)	192	Random Strobe Min
		193–222	Random Strobe Min ... Random Strobe Max
		223	Random Strobe Max
		224–255	Shutter Open__: Open
21	Dimmer	0–63	0 % ... 25 %
		63	25 %
		64–127	25 % ... 50 %
		127	50 %
		128–191	50 % ... 75 %
		191	75 %
		192–255	75 % ... 100 %
		255	100 %
22	Dimmer Fine	0–255	Fine adjustment of CH 21
23	Frost		Frost Light
		0	Open
		1–254	Open ... Light Frost
		255	Light Frost
24	Frost 2		Frost Wash
		0	Open
		1–254	Open ... Wash Frost
		255	Wash Frost
25	Speed Pan/Tilt	0	Max
		1–224	Max ... Min
		225	Min
		226–235	Blackout By Movement
		236–255	Blackout By All Wheel Movement
26	Control	0–19	Color Change Normal
		20–39	Color Change Idle
		40–49	Lamp On
		50–59	Lamp Off
		60–66	Lamp Power 370W
		67–73	Lamp Power 430W
		74–79	Lamp Power 560W
		80–84	All Motor Reset
		85–87	Pan / Tilt Reset
		88–90	Color Mix Reset
		91–93	Gobo System Reset
		94–96	Shutter / Dimmer Reset
		97–99	Other Motor Reset
		100–164	Other Reset: Idle
		165–166	CMY Normal
		167–168	CMY Fast(default)

CH	Function	DMX	Description
26	Control (continued)	169–170	Vent Cleaning On
		171–172	Vent Cleaning Off
		173–174	Hibernation Off
		175–176	Hibernation
		177–178	Home Pos Before Power Off
		179–180	Home Position Off
		181–190	Pan / Tilt Smooth
		191–200	Pan / Tilt Fast
		201–210	Dimmer Curve Linear
		211–220	Dimmer Curve Square
		221–230	Dimmer Curve Inverse Square
		231–240	Dimmer Curve S-Curve
		241–247	Internal Program 1...7
		248–249	Internal Programs: Idle
		250–251	Display Off
		252–253	Display On
		254–255	Display Mode: Idle

Mode Standard Pan630

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 20 Shutter at 32–63, 96–127, 160–191 or 224–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Cyan 0, CH 6 Magenta 0, CH 7 Yellow 0, CH 20 Shutter 32, CH 21 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–109	Min ... Center
		109–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard Pan540” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Cyan		Same as CH 5 in the mode “Standard Pan540” (p. 11)
6	Magenta		Same as CH 6 in the mode “Standard Pan540” (p. 11)
7	Yellow		Same as CH 7 in the mode “Standard Pan540” (p. 12)
8	Colors		Same as CH 8 in the mode “Standard Pan540” (p. 12)
9	Gobo		Same as CH 9 in the mode “Standard Pan540” (p. 12)
10	Gobo Rotation		Same as CH 10 in the mode “Standard Pan540” (p. 13)
11	Gobo Rotation Fine	0–255	Fine adjustment of CH 10
12	Gobo 2		Same as CH 12 in the mode “Standard Pan540” (p. 13)
13	Prism		Same as CH 13 in the mode “Standard Pan540” (p. 15)

CH	Function	DMX	Description
14	Prism Rotation		Same as CH 14 in the mode “Standard Pan540” (p. 15)
15	Prism Rotation Fine	0–255	Fine adjustment of CH 14
16	Prism 2 Rotation		Same as CH 16 in the mode “Standard Pan540” (p. 15)
17	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 16
18	Focus		Same as CH 18 in the mode “Standard Pan540” (p. 15)
19	Focus Fine	0–255	Fine adjustment of CH 18
20	Shutter		Same as CH 20 in the mode “Standard Pan540” (p. 15)
21	Dimmer		Same as CH 21 in the mode “Standard Pan540” (p. 16)
22	Dimmer Fine	0–255	Fine adjustment of CH 21
23	Frost		Same as CH 23 in the mode “Standard Pan540” (p. 16)
24	Frost 2		Same as CH 24 in the mode “Standard Pan540” (p. 16)
25	Speed Pan/Tilt		Same as CH 25 in the mode “Standard Pan540” (p. 16)
26	Control		Same as CH 26 in the mode “Standard Pan540” (p. 16)

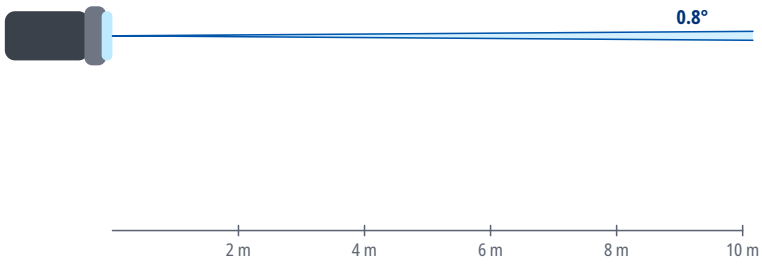
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	580 W
Luminous flux	26,000 lm
Color temperature	7,800 K
Color rendering index (CRI)	77
Optics	
Beam angle	0.8°
Movement	
Pan	630°
Tilt	250°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x22A6, device model ID 0x0678)
Electrical	
Power connectors	powerCON TRUE1
Dimensions and construction	
Weight	46.5 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	3.3–25 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 281 °/s (47 rpm)
Gobo 1 rotation	up to 1752 °/s (292 rpm)
Prism rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 0.8°
2 m	0.03 m
4 m	0.06 m
6 m	0.08 m
8 m	0.11 m
10 m	0.14 m
15 m	0.21 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.

Problem	Remedy
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.