DMX REFERENCE

Elisium 1500

Elisium 1500 AQUA

Lotus Light



Manufacturer	Lotus Light
GDTF file	Lotus_Light_Elisium_1500_152291.gdtf
GDTF revision	V2.lotus · 2026-07-25
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1 About this manual

This document describes the Elisium 1500 AQUA by Lotus Light. It was compiled from the GDTF file Lotus_Light_Elisium_1500_152291.gdtf from the GDTF-Share library.

File revision: “V2.lotus”.

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 Lotus Light; 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	42 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 35 DMX	35	14	1, 36, 71, 106, ...
Mode 2 39 DMX	39	13	1, 40, 79, 118, ...
Mode 3 53 DMX	53	9	1, 54, 107, 160, ...

No light? Check these channels

- Mode 1 35 DMX: CH 6 Dimmer above 0; CH 7 Shutter at 32–63 or 96–127 or 160–191 or 224–255
- Mode 2 39 DMX: CH 6 Dimmer above 0; CH 8 Shutter at 32–63 or 96–127 or 160–191 or 224–255
- Mode 3 53 DMX: CH 6 Dimmer above 0; CH 8 Shutter at 32–63 or 96–127 or 160–191 or 224–255


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.

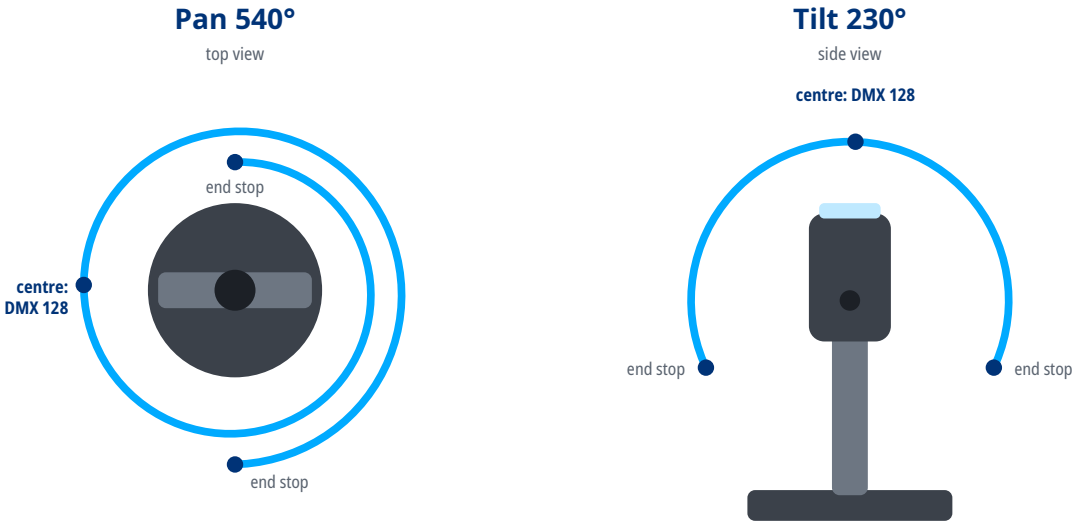
⚠ CAUTION

- 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

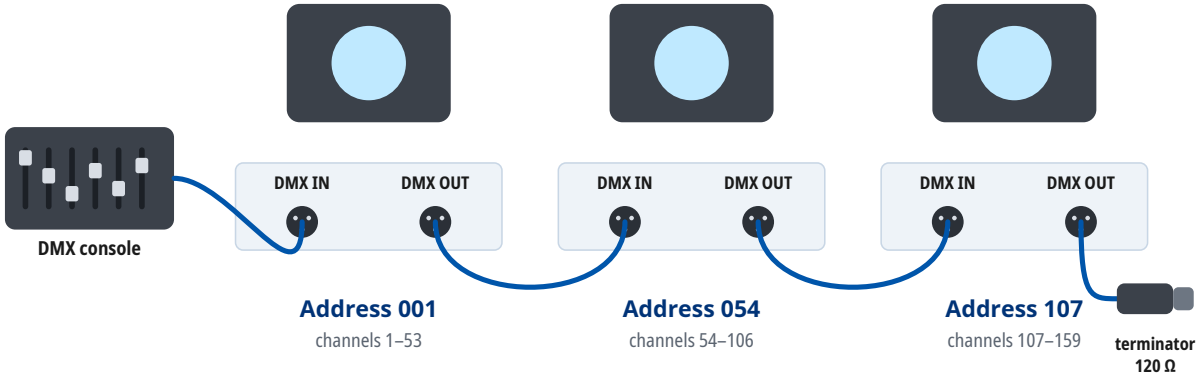
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 42 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 3 53 DMX: 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

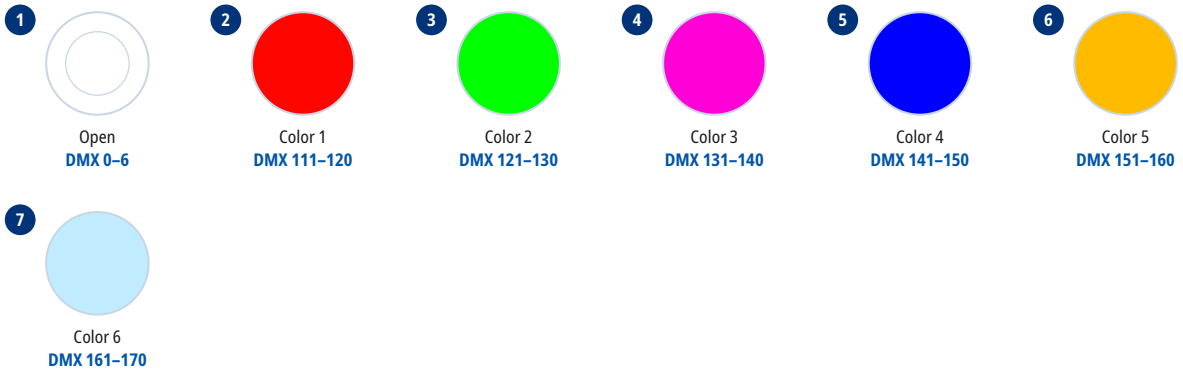
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Mode 3 53 DMX”: 53.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “Mode 3 53 DMX”, 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.

8 Functions at a glance

Functions in each DMX mode

	Mode 1 35 DMX 35 channels	Mode 2 39 DMX 39 channels	Mode 3 53 DMX 53 channels
Pan / Tilt	1, 3	1, 3	1, 3
Dimmer	6	6	6
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	7	8	8
Color mixing	8–10	9–11	9, 11, 13
Color temperature	11	12	15
Color wheel	12	13	17
Gobo wheel	13, 14	15, 16	19, 20
Gobo rotation	13–15	15–17	19–21
Prism	19–22	22–25	28–31
Frost	23, 24	26, 27	32, 33
Zoom	16	19	23
Focus	17	20	25
Iris	18	21	27
Animation wheel	25	28	34

Color wheel



Gobo wheel 1

1
Gobo: Open
DMX 0–5

2 
Gobo 1
DMX 6–16

3 
Gobo 2
DMX 17–27

4 
Gobo 3
DMX 28–38

5 
Gobo 4
DMX 39–49

6 
Gobo 5
DMX 50–60

7 
Gobo 6
DMX 61–71

8 
Gobo 7
DMX 72–83

Gobo wheel 2

1
Gobo: Open
DMX 0–5

2 
Gobo 1
DMX 6–16

3 
Gobo 2
DMX 17–27

4 
Gobo 3
DMX 28–38

5 
Gobo 4
DMX 39–49

6 
Gobo 5
DMX 50–60

7 
Gobo 6
DMX 61–71

8 
Gobo 7
DMX 72–83

Animation wheel

1
Open: OFF
DMX 0–5

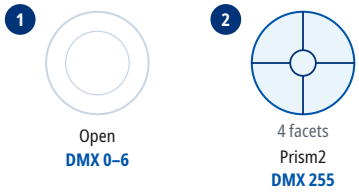
2 
>>>
DMX 129

Prism 1

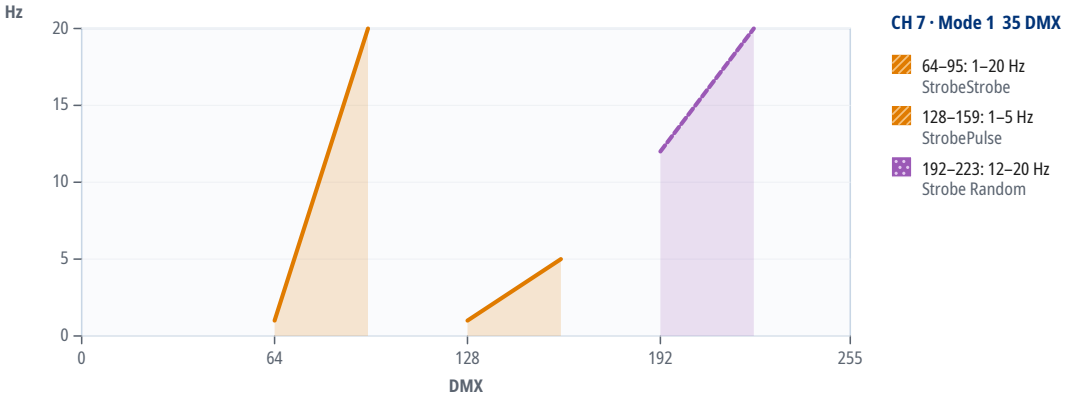
1
Open
DMX 0–6

2 
4 facets
Prism1
DMX 255

Prism 2

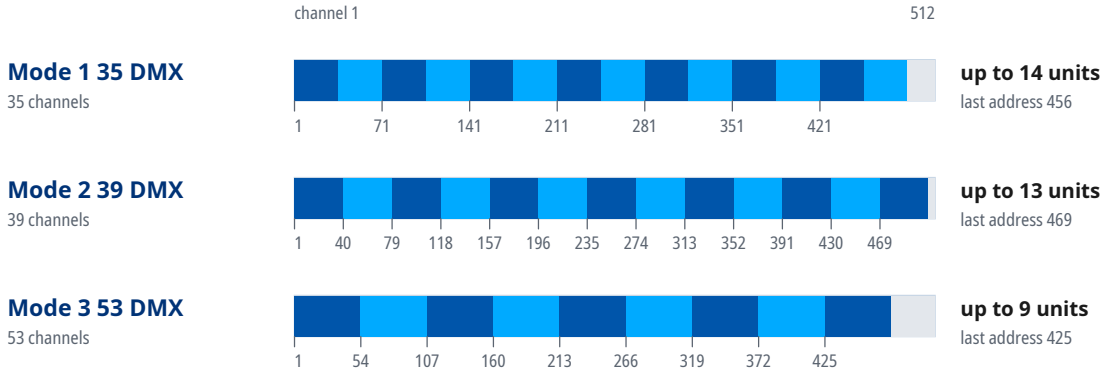


Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 3 53 DMX”

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

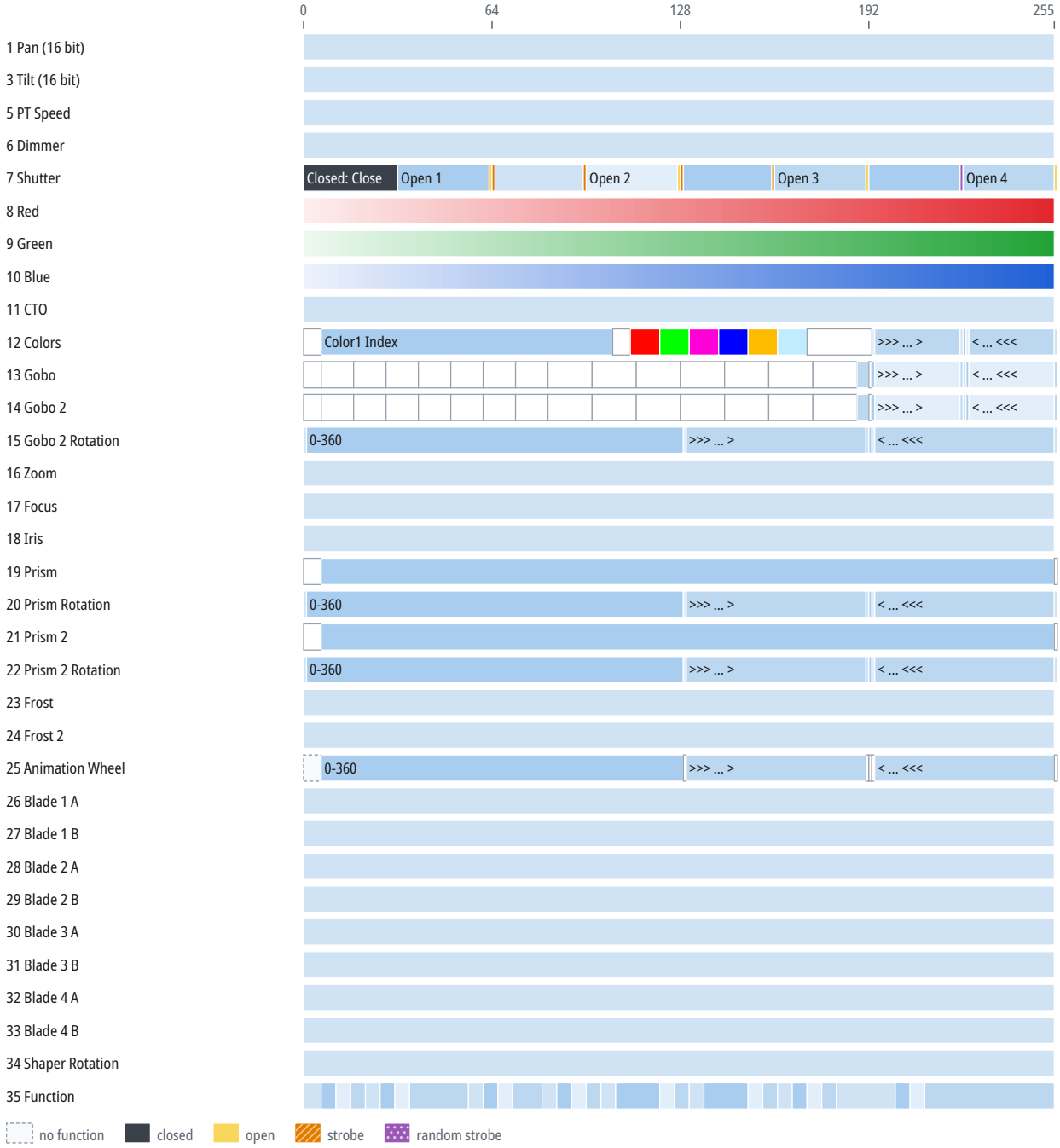
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 1 35 DMX

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 6 Dimmer above 0; CH 7 Shutter at 32–63 or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 7 Shutter 255, CH 8 Red 0, CH 9 Green 0, CH 10 Blue 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	230°

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	Dimmer	0–255	
7	Shutter	0–31	Closed: Close
		32–63	Open 1
		64	Min Strobe
		65–94	Min Strobe ... Max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min StrobePulse
		129–158	Min StrobePulse ... Max StrobePulse
		159	Max StrobePulse
		160–191	Open 3
		192–222	Strobe Random
		223	Strobe Ran
		224–255	Open 4
8	Red	0–255	
9	Green	0–255	
10	Blue	0–255	
11	CTO	0–255	7000–2700 K
12	Colors	0–5	Color: Open
		6–104	Color1 Index
		105–110	Color Select: Open 1
		111–120	Color 1
		121–130	Color 2
		131–140	Color 3
		141–150	Color 4
		151–160	Color 5
		161–170	Color 6
		171–192	Color Select: Open 2
		193	>>>
		194–222	>>> ... >
		223	>
		224	Stop
		225	<
		226–254	< ... <<<
		255	<<<
13	Gobo	0–5	Gobo: Open
		6–16	Gobo 1
		17–27	Gobo 2
		28–38	Gobo 3
		39–49	Gobo 4

CH	Function	DMX	Description
13	Gobo (continued)	50–60	Gobo 5
		61–71	Gobo 6
		72–82	Gobo 7
		83–97	Gobo 1 Shake
		98–112	Gobo 2 Shake
		113–127	Gobo 3 Shake
		128–142	Gobo 4 Shake
		143–157	Gobo 5 Shake
		158–172	Gobo 6 Shake
		173–187	Gobo 7 Shake
		188–192	Open
		193	>>>
		194–222	>>> ... >
		223	>
		224	Stop (0–57.3 °/s)
		225	<
		226–254	< ... <<<
		255	<<<
14	Gobo 2	0–5	Gobo: Open
		6–16	Gobo 1
		17–27	Gobo 2
		28–38	Gobo 3
		39–49	Gobo 4
		50–60	Gobo 5
		61–71	Gobo 6
		72–82	Gobo 7
		83–97	Gobo 1 Shake
		98–112	Gobo 2 Shake
		113–127	Gobo 3 Shake
		128–142	Gobo 4 Shake
		143–157	Gobo 5 Shake
		158–172	Gobo 6 Shake
		173–187	Gobo 7 Shake
		188–192	Open
		193	>>>
		194–222	>>> ... >
		223	>
		224	Stop (0–57.3 °/s)
		225	<
		226–254	< ... <<<
		255	<<<
15	Gobo 2 Rotation	0	Index: Open

CH	Function	DMX	Description
15	Gobo 2 Rotation (continued)	1–128	0-360
		129	>>>
		130–190	>>> ... >
		191	>
		192	Stop
		193	<
		194–254	< ... <<<
		255	<<<
16	Zoom	0–255	2.1–48°
17	Focus	0–255	
18	Iris	0–255	
19	Prism	0–5	Open
		6–255	Prism 1
20	Prism Rotation	0	Index: Open
		1–128	0-360
		129	>>>
		130–190	>>> ... >
		191	>
		192	Stop
		193	<
		194–254	< ... <<<
		255	<<<
21	Prism 2	0–5	Prism: Open
		6–254	Prism 2
		255	Prism2
22	Prism 2 Rotation	0	Index: Open
		1–128	0-360
		129	>>>
		130–190	>>> ... >
		191	>
		192	Stop
		193	<
		194–254	< ... <<<
		255	<<<
23	Frost	0–255	
24	Frost 2	0–255	
25	Animation Wheel	0–5	Open: OFF
		6–128	0-360
		129	>>>
		130–190	>>> ... >
		191	>
		192	Stop

CH	Function	DMX	Description
25	Animation Wheel (continued)	193	<
		194–254	< ... <<<
		255	<<<
26	Blade 1 A	0–255	
27	Blade 1 B	0–255	
28	Blade 2 A	0–255	
29	Blade 2 B	0–255	
30	Blade 3 A	0–255	
31	Blade 3 B	0–255	
32	Blade 4 A	0–255	
33	Blade 4 B	0–255	
34	Shaper Rotation	0–255	
35	Function	0–5	Function 1
		6–10	Display On
		11–15	Display Off
		16–20	Invert Pan On
		21–25	Invert Pan Off
		26–30	Invert Tilt On
		31–35	Invert Tilt Off
		36–55	Invert Tilt Off ... Fan Auto
		56–60	Fan Auto
		61–65	Fan Theater
		66–70	Fan High
		71–80	Fan High ... Linear Dimmer Curve
		81–85	Linear Dimmer Curve
		86–90	Inv-Square Dimmer
		91–95	S- Dimmer Curve
		96–100	Square Dimmer Curve 2-2
		101–105	Square Dimmer Curve 2-6
		106–120	Square Dimmer Curve 2-6 ... Dimmer Speed Fast
		121–125	Dimmer Speed Fast
		126–130	Dimmer Speed Medium
		131–135	Dimmer Speed Slow
		136–150	Dimmer Speed Slow ... All Reset
		151–155	All Reset
		156–160	Pan/Tilt Reset
		161–165	Colour system Reset
		166–170	Gobo wheels Reset
		171–175	Zoom/focus/prism/frost Reset
		176–180	Other Reset
		181–200	Other Reset ... Gobo CTB Auto On

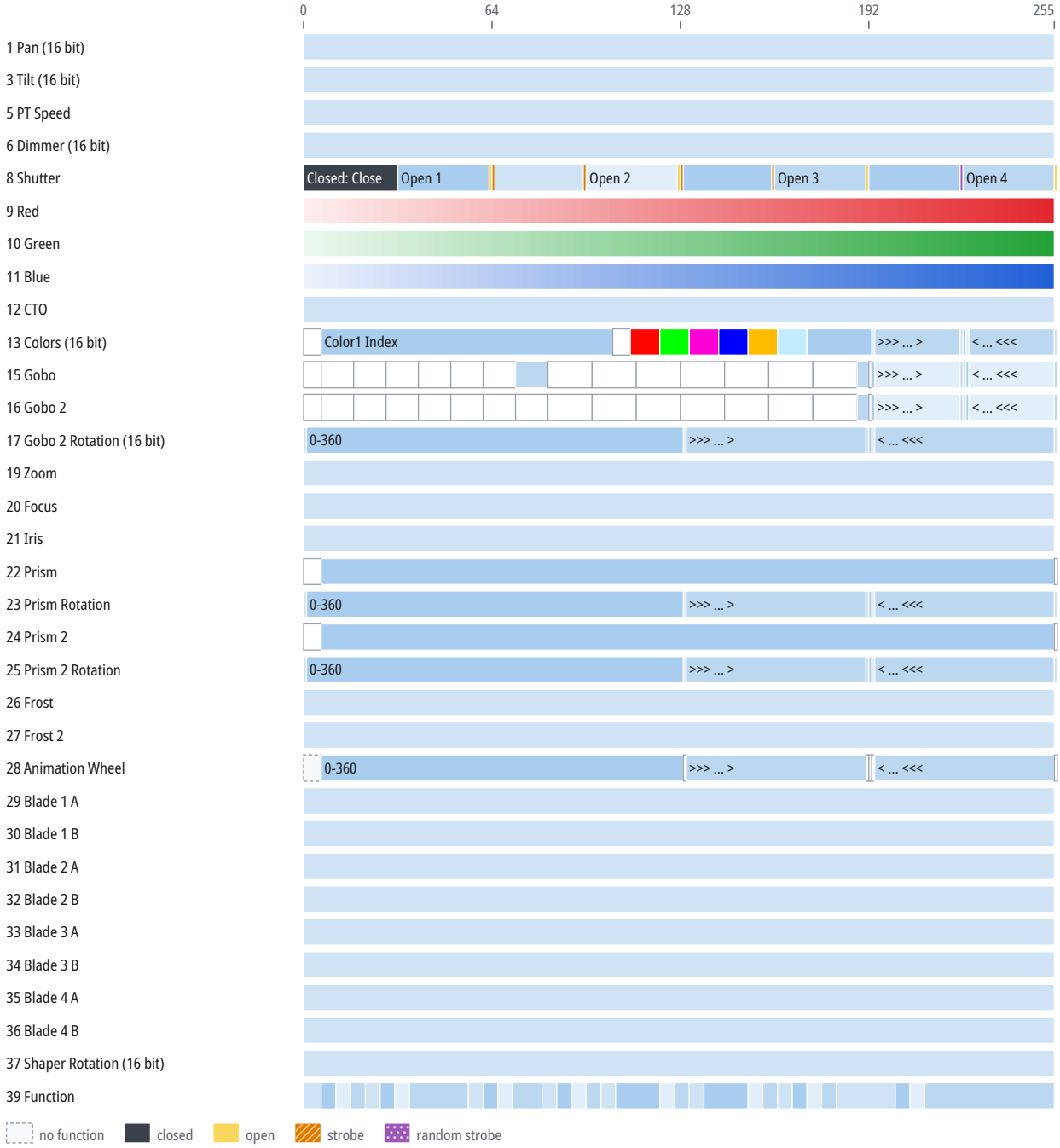
CH	Function	DMX	Description
35	Function (continued)	201–205	Gobo CTB Auto On
		206–210	Gobo CTB Auto Off
		211–255	Function 1

Mode 2 39 DMX

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 6 Dimmer above 0; CH 8 Shutter at 32–63 or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 255, CH 9 Red 0, CH 10 Green 0, CH 11 Blue 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	230°

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	Dimmer	0–255	
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 7 in the mode “Mode 1 35 DMX” (p. 12)
9	Red	0–255	
10	Green	0–255	
11	Blue	0–255	
12	CTO	0–255	7000–2700 K
13	Colors	0–6	Color: Open
		6–105	Color1 Index
		105–111	Color Select: Open 1
		111–121	Color 1
		121–131	Color 2
		131–141	Color 3
		141–151	Color 4
		151–161	Color 5
		161–171	Color 6
		171–193	Color Select
		193–194	>>>
		194–223	>>> ... >
		223–224	>
		224–225	Stop
		225–226	<
		226–255	< ... <<<
		255	<<<
14	Colors Fine	0–255	Fine adjustment of CH 13
15	Gobo	0–5	Gobo: Open
		6–16	Gobo 1
		17–27	Gobo 2
		28–38	Gobo 3
		39–49	Gobo 4
		50–60	Gobo 5
		61–71	Gobo 6
		72–82	Gobo 1
		83–97	Gobo 1 Shake
		98–112	Gobo 2 Shake
		113–127	Gobo 3 Shake
		128–142	Gobo 4 Shake
		143–157	Gobo 5 Shake
		158–172	Gobo 6 Shake
		173–187	Gobo 7 Shake

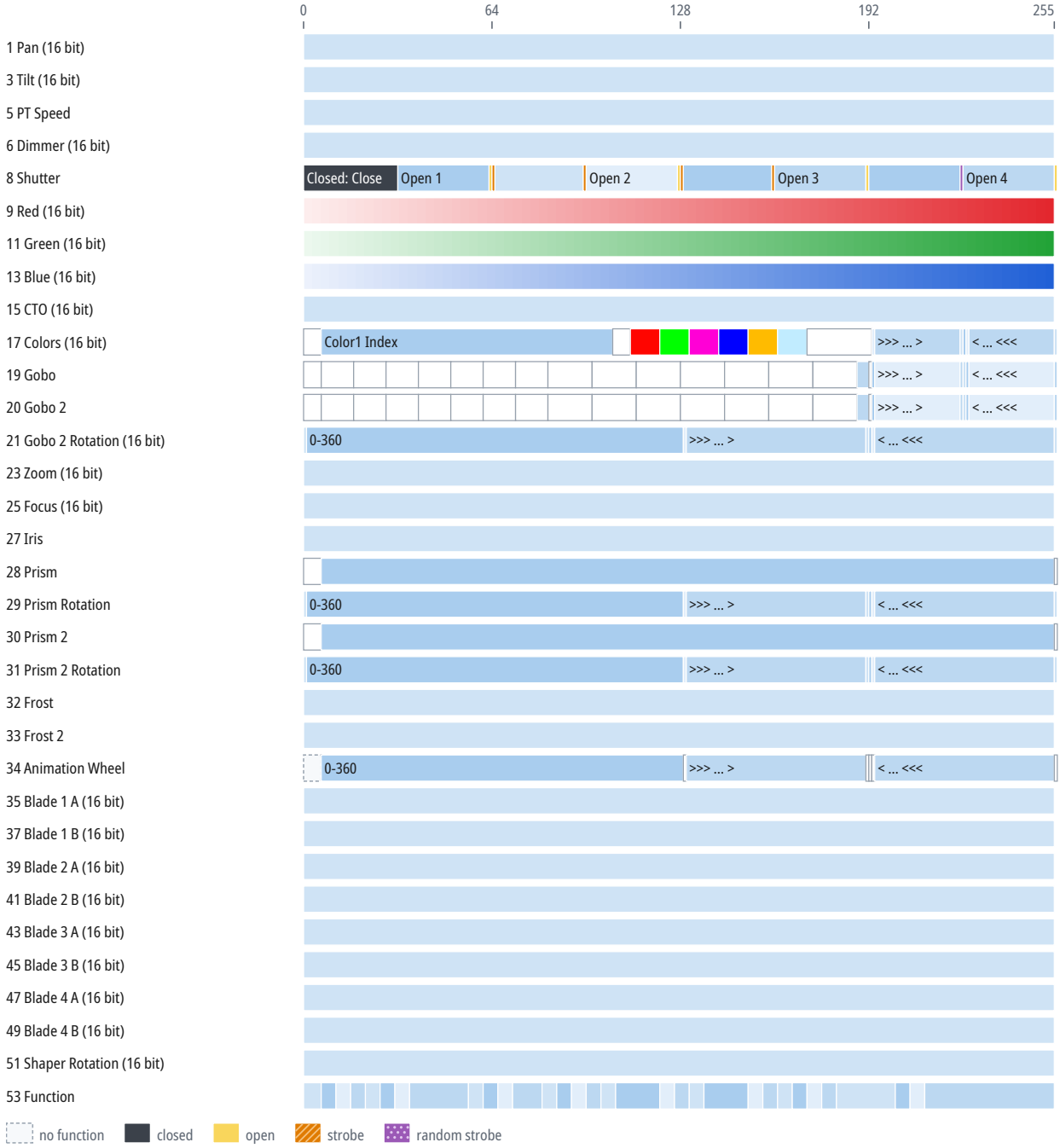
CH	Function	DMX	Description
15	Gobo (continued)	188–192	Open
		193	>>>
		194–222	>>> ... >
		223	>
		224	Stop (0–57.3 °/s)
		225	<
		226–254	< ... <<<
		255	<<<
16	Gobo 2		Same as CH 14 in the mode “Mode 1 35 DMX” (p. 13)
17	Gobo 2 Rotation	0–1	Index: Open
		1–129	0-360
		129–130	>>>
		130–191	>>> ... >
		191–192	>
		192–193	Stop
		193–194	<
		194–255	< ... <<<
		255	<<<
18	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 17
19	Zoom	0–255	2.1–48°
20	Focus	0–255	
21	Iris	0–255	
22	Prism		Same as CH 19 in the mode “Mode 1 35 DMX” (p. 14)
23	Prism Rotation		Same as CH 20 in the mode “Mode 1 35 DMX” (p. 14)
24	Prism 2		Same as CH 21 in the mode “Mode 1 35 DMX” (p. 14)
25	Prism 2 Rotation		Same as CH 22 in the mode “Mode 1 35 DMX” (p. 14)
26	Frost	0–255	
27	Frost 2	0–255	
28	Animation Wheel		Same as CH 25 in the mode “Mode 1 35 DMX” (p. 14)
29	Blade 1 A	0–255	
30	Blade 1 B	0–255	
31	Blade 2 A	0–255	
32	Blade 2 B	0–255	
33	Blade 3 A	0–255	
34	Blade 3 B	0–255	
35	Blade 4 A	0–255	
36	Blade 4 B	0–255	
37	Shaper Rotation	0–255	
38	Shaper Rotation Fine	0–255	Fine adjustment of CH 37
39	Function		Same as CH 35 in the mode “Mode 1 35 DMX” (p. 15)

Mode 3 53 DMX

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 6 Dimmer above 0; CH 8 Shutter at 32–63 or 96–127 or 160–191 or 224–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 8 Shutter 255, CH 9 Red 0, CH 11 Green 0, CH 13 Blue 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	230°

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	PT Speed	0–255	
6	Dimmer	0–255	
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 7 in the mode “Mode 1 35 DMX” (p. 12)
9	Red	0–255	
10	Red Fine	0–255	Fine adjustment of CH 9
11	Green	0–255	
12	Green Fine	0–255	Fine adjustment of CH 11
13	Blue	0–255	
14	Blue Fine	0–255	Fine adjustment of CH 13
15	CTO	0–255	7000–2700 K
16	CTO Fine	0–255	Fine adjustment of CH 15
17	Colors	0–6	Color: Open
		6–105	Color1 Index
		105–111	Color Select: Open 1
		111–121	Color 1
		121–131	Color 2
		131–141	Color 3
		141–151	Color 4
		151–161	Color 5
		161–171	Color 6
		171–193	Color Select: Open 2
		193–194	>>>
		194–223	>>> ... >
		223–224	>
		224–225	Stop
		225–226	<
		226–255	< ... <<<
		255	<<<
18	Colors Fine	0–255	Fine adjustment of CH 17
19	Gobo		Same as CH 13 in the mode “Mode 1 35 DMX” (p. 12)
20	Gobo 2		Same as CH 14 in the mode “Mode 1 35 DMX” (p. 13)
21	Gobo 2 Rotation		Same as CH 17 in the mode “Mode 2 39 DMX” (p. 19)
22	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 21
23	Zoom	0–255	2.1–48°
24	Zoom Fine	0–255	Fine adjustment of CH 23
25	Focus	0–255	
26	Focus Fine	0–255	Fine adjustment of CH 25
27	Iris	0–255	
28	Prism		Same as CH 19 in the mode “Mode 1 35 DMX” (p. 14)

CH	Function	DMX	Description
29	Prism Rotation		Same as CH 20 in the mode “Mode 1 35 DMX” (p. 14)
30	Prism 2		Same as CH 21 in the mode “Mode 1 35 DMX” (p. 14)
31	Prism 2 Rotation		Same as CH 22 in the mode “Mode 1 35 DMX” (p. 14)
32	Frost	0–255	
33	Frost 2	0–255	
34	Animation Wheel		Same as CH 25 in the mode “Mode 1 35 DMX” (p. 14)
35	Blade 1 A	0–255	
36	Blade 1 A Fine	0–255	Fine adjustment of CH 35
37	Blade 1 B	0–255	
38	Blade 1 B Fine	0–255	Fine adjustment of CH 37
39	Blade 2 A	0–255	
40	Blade 2 A Fine	0–255	Fine adjustment of CH 39
41	Blade 2 B	0–255	
42	Blade 2 B Fine	0–255	Fine adjustment of CH 41
43	Blade 3 A	0–255	
44	Blade 3 A Fine	0–255	Fine adjustment of CH 43
45	Blade 3 B	0–255	
46	Blade 3 B Fine	0–255	Fine adjustment of CH 45
47	Blade 4 A	0–255	
48	Blade 4 A Fine	0–255	Fine adjustment of CH 47
49	Blade 4 B	0–255	
50	Blade 4 B Fine	0–255	Fine adjustment of CH 49
51	Shaper Rotation	0–255	
52	Shaper Rotation Fine	0–255	Fine adjustment of CH 51
53	Function		Same as CH 35 in the mode “Mode 1 35 DMX” (p. 15)

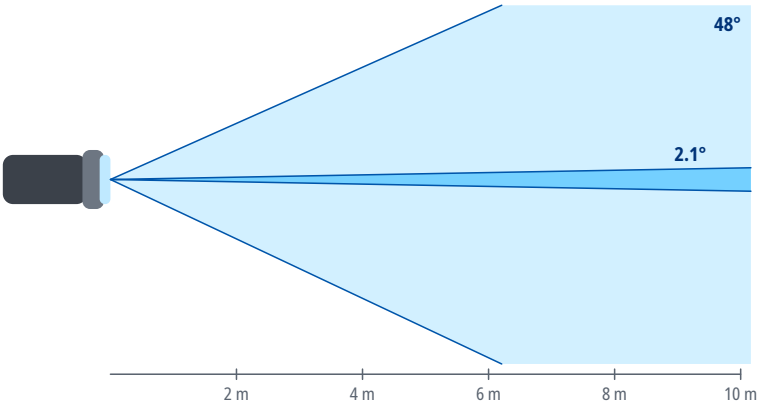
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	10,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	93
Optics	
Zoom	2.1–48°
Movement	
Pan	540°
Tilt	230°
Dimensions and construction	
Weight	42 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–7000 K
Strobe frequency	1–20 Hz
Color wheel rotation	up to 120 °/s (20 rpm)
Gobo wheel 1 rotation	up to 80 °/s (13 rpm)
Gobo wheel 2 rotation	up to 80 °/s (13 rpm)
Gobo 2 rotation	up to 240 °/s (40 rpm)
Prism 1 rotation	up to 360 °/s (60 rpm)
Prism 2 rotation	up to 360 °/s (60 rpm)
Animation wheel rotation	up to 120 °/s (20 rpm)

Spot diameter



Distance	Ø 2.1°	Ø 48°
2 m	0.07 m	1.8 m
4 m	0.15 m	3.6 m
6 m	0.22 m	5.3 m
8 m	0.29 m	7.1 m
10 m	0.37 m	8.9 m
15 m	0.55 m	13.4 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.