DMX REFERENCE

Aurora

Luxibel



Manufacturer	Luxibel
GDTF file	Luxibel_Aurora_89414.gdtf
GDTF revision	V014 RDM · 2025-03-13
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1 About this manual

This document describes the Aurora by Luxibel. It was compiled from the GDTF file Luxibel_Aurora_89414.gdtf from the GDTF-Share library.

File revision: “V014 RDM”.

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 Luxibel; 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.

Note in the GDTF file

“Created By Arne Van den Broeck @ Nortle Projects”

2 Quick reference

Parameter	Value
Weight	20.4 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
5CH	5	102	1, 6, 11, 16, ...
11 CH	11	46	1, 12, 23, 34, ...
34CH	34	15	1, 35, 69, 103, ...
143Ch	143	3	1, 144, 287

No light? Check these channels

- 5CH: CH 2 Dimmer above 0; CH 4 Shutter at 0–5 or 251–255 “Open”
- 11 CH: CH 2 Dimmer above 0; CH 4 Shutter at 0–5 or 251–255 “Open”
- 34CH: CH 3 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”; CH 8 Dimmer Curve above 5
- 143Ch: CH 3 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”; CH 9 Dimmer Curve above 5



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.

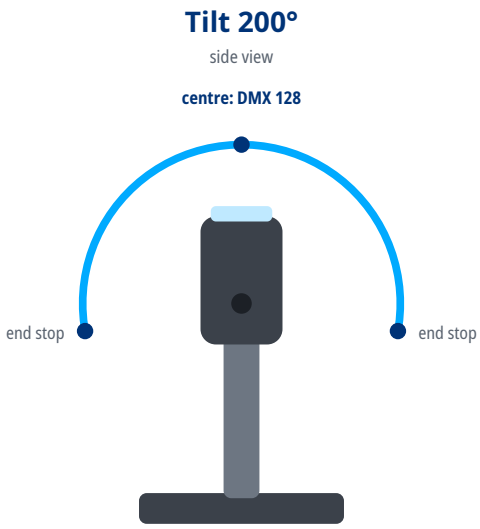
⚠ CAUTION

- 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

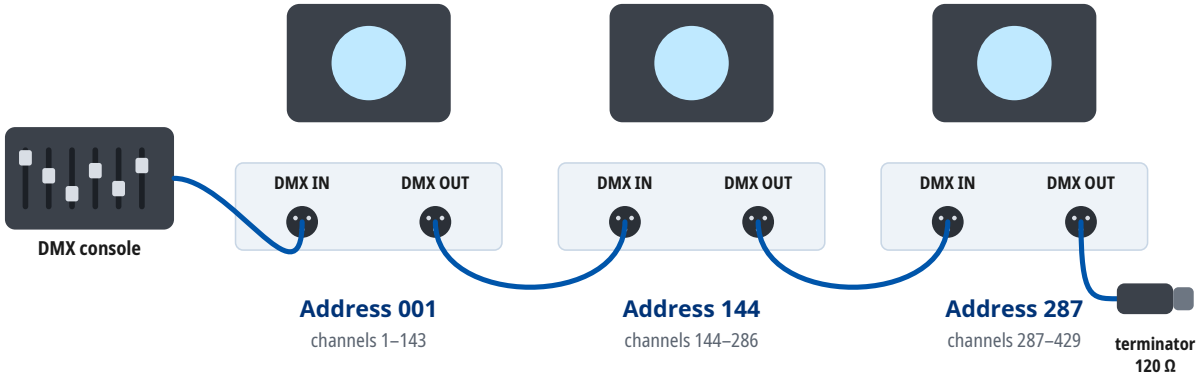
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 20.44 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 143Ch: every unit occupies 143 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 “143Ch”: 143.
- 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 “143Ch”, you can use, for example, the start addresses 1, 144, 287.
- 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

	5CH 5 channels	11 CH 11 channels	34CH 34 channels	143Ch 143 channels
Pan / Tilt	3	3	5	5
Pan / Tilt resolution	8 bit	8 bit	16 bit	16 bit
Dimmer	2	2	3	3
Dimmer resolution	8 bit	8 bit	16 bit	16 bit
Shutter / strobe	4	4	7	7
Color mixing		5–8	10–29	11–138
Color temperature		10	32	141
Color wheel		11	30	139
Zoom	1	1	1	1
Pixel control			✓	

Color wheel

1. No color — DMX 0–3
2. Medium Bastard Amber — DMX 4–7
3. Fire — DMX 8–11
4. Sunset red — DMX 12–15
5. Bright red — DMX 16–19
6. Medium Pink — DMX 20–23
7. Medium Purple — DMX 24–27
8. Lavender — DMX 28–31
9. Sky Blue — DMX 32–35
10. Lime Green — DMX 36–39
11. Moss Green — DMX 40–43
12. Dark Yellow Green — DMX 44–47
13. Light Amber — DMX 48–51
14. Straw — DMX 52–55
15. Primary Red — DMX 56–59
16. Dark Pink — DMX 60–63
17. Peacock Blue — DMX 64–67
18. Steel Blue — DMX 68–71
19. Light Blue — DMX 72–75
20. LEE Filter Green — DMX 76–79
21. Fern Green — DMX 80–83
22. Dark Green — DMX 84–87
23. Mauve — DMX 88–91
24. Bright Pink — DMX 92–95

25 Marine Blue
DMX 96–99

26 Medium Blue
DMX 100–103

27 Golden Amber
DMX 104–107

28 Deep Golden Amber
DMX 108–111

29 Pale Lavender
DMX 112–115

30 Special Lavender
DMX 116–119

31 Pale Green
DMX 120–123

32 Summer Blue
DMX 124–127

33 Bright Blue
DMX 128–131

34 Pale Navy Blue
DMX 132–135

35 Apricot
DMX 136–139

36 Bright Rose
DMX 140–143

37 Pale Gold
DMX 144–147

38 Pale Rose
DMX 148–151

39 Pink
DMX 152–155

40 Bastard Amber
DMX 156–159

41 Flame Red
DMX 160–163

42 Daylight Blue
DMX 164–167

43 Lilac Tint
DMX 168–171

44 Deep Lavender
DMX 172–175

45 Lagoon Blue
DMX 176–179

46 Dark Lavender
DMX 180–183

47 Light Red
DMX 184–187

48 Surprise Pink
DMX 188–191

49 Alice Blue
DMX 192–195

50 Full CTB
DMX 196–199

51 Half CTB
DMX 200–203

52 Quarter CTB
DMX 204–207

53 Full CTO
DMX 208–211

54 Quarter CTO
DMX 212–215

55 Fluorescent Green
DMX 216–219

56 Filter Minus Green
DMX 220–223

57 Half Minus Green
DMX 224–227

58 Three Quarter CTO
DMX 228–231

59 Glacier Blue
DMX 232–235

60 Lighter Blue
DMX 236–239

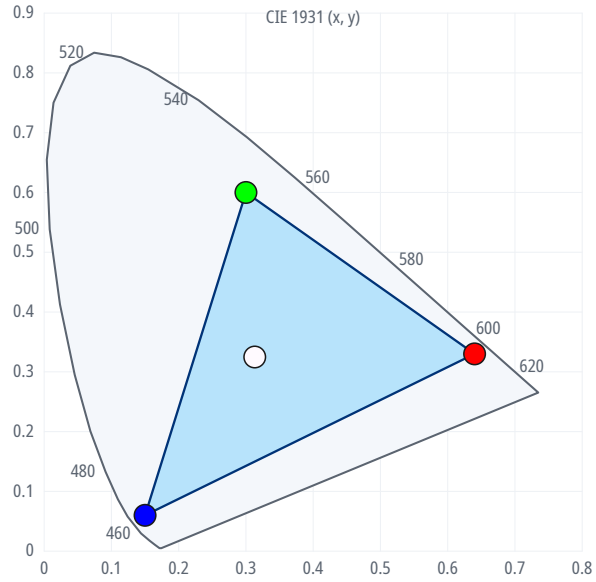
61 Madge
DMX 240–243

62 Millennium Gold
DMX 244–247

63 Vanity Fair
DMX 248–251

64 Chrysalis Pink
DMX 252–255

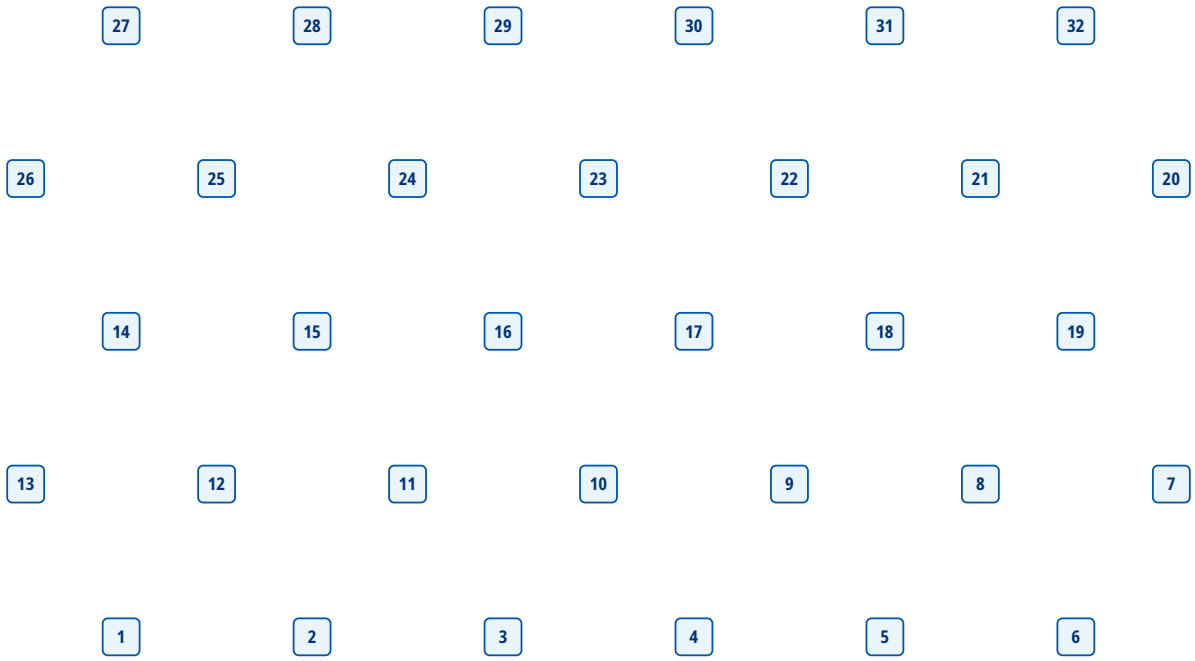
LED colors and the colors they mix



LED	x	y
White	0.313	0.325
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060

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

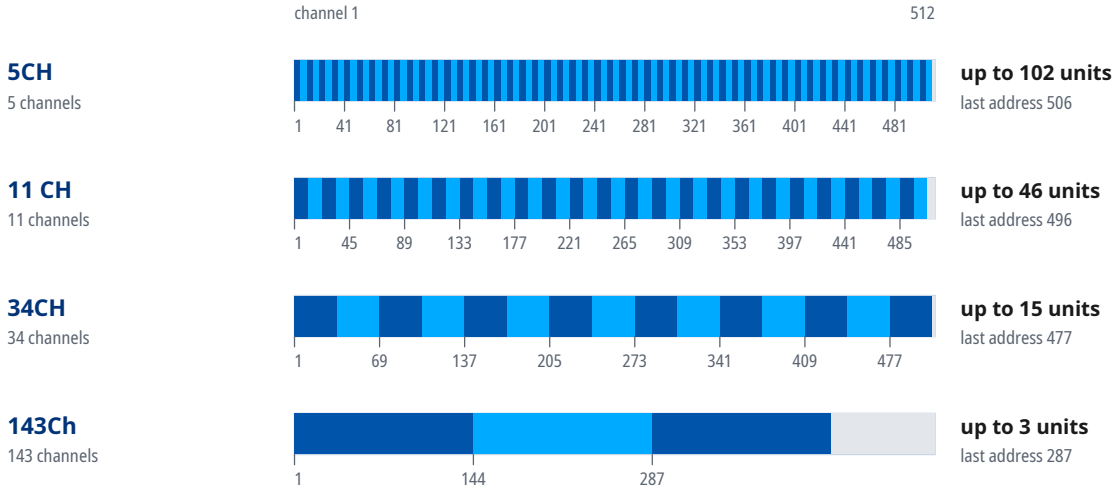
Cells (pixels)



Cells where the GDTF file places them (seen from above), 32 in all; numbered in the order of their first DMX channel in the mode “34CH”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “143Ch”

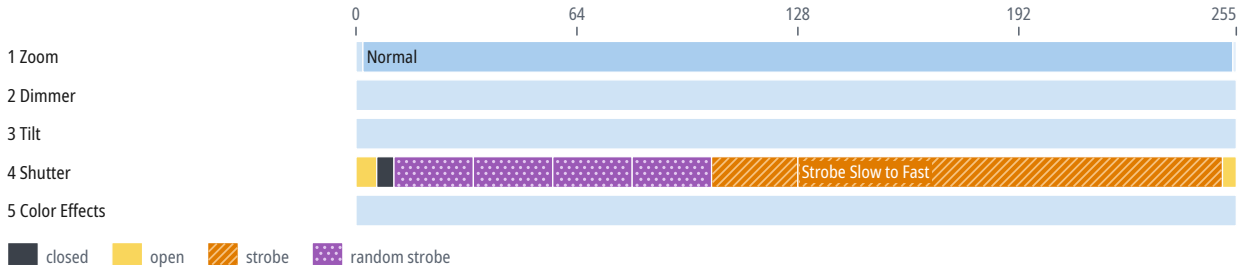
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 287	11	U4 · 144	16	U6 · 1
2	144	7	U3 · 1	12	U4 · 287	17	U6 · 144
3	287	8	U3 · 144	13	U5 · 1	18	U6 · 287
4	U2 · 1	9	U3 · 287	14	U5 · 144	19	U7 · 1
5	U2 · 144	10	U4 · 1	15	U5 · 287	20	U7 · 144

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 5CH

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Dimmer above 0; CH 4 Shutter at 0–5 or 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 255.

Channel functions at a glance



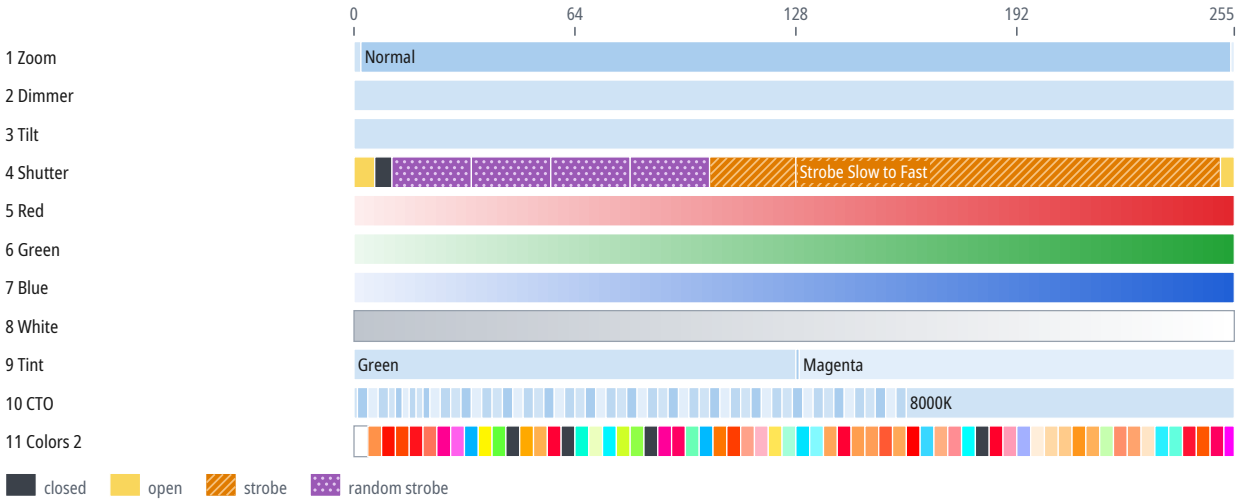
CH	Function	DMX	Description
1	Zoom	0–1	Narrow
		2–253	Normal
		254–255	Wide

CH	Function	DMX	Description
2	Dimmer	0–255	
3	Tilt	0–255	200°
4	Shutter	0–5	Open
		6–10	Closed
		11–33	Random Slow to fast
		34–56	Ramp up Random Slow to fast
		57–79	Ramp down Random Slow to fast
		80–102	Random strobe 2 Slow to fast
		103–127	Strobe break Long to short
		128–250	Strobe Slow to Fast
		251–255	Open
5	Color Effects	0–255	

Mode 11 CH

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Dimmer above 0; CH 4 Shutter at 0–5 or 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 255, CH 5 Red 255, CH 6 Green 255, CH 7 Blue 255, CH 8 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Zoom		Same as CH 1 in the mode “5CH” (p. 10)
2	Dimmer	0–255	
3	Tilt	0–255	200°
4	Shutter		Same as CH 4 in the mode “5CH” (p. 11)
5	Red	0–255	
6	Green	0–255	
7	Blue	0–255	
8	White	0–255	
9	Tint	0–127	Green
		128	Neutral

CH	Function	DMX	Description
9	Tint (continued)	129–255	Magenta
10	CTO	0	Open
		1–3	RAW
		4–6	2800K
		7–9	2900K
		10–11	2950K
		12–13	3000K
		14–15	3050K
		16–17	3100K
		18–19	3200K
		20–21	3300K
		22–24	3400K
		25–27	3500K
		28–30	3600K
		31–33	3700K
		34–36	3800K
		37–39	3900K
		40–42	4000K
		43–45	4100K
		46–48	4200K
		49–51	4300K
		52–54	4400K
		55–57	4500K
		58–60	4600K
		61–63	4700K
		64–66	4800K
		67–69	4900K
		70–72	5000K
		73–75	5100K
		76–78	5200K
		79–81	5300K
		82–84	5400K
		85–87	5500K
		88–90	5600K
		91–93	5700K
		94–96	5800K
		97–99	5900K
		100–102	6000K
		103–105	6100K
		106–108	6200K
		109–111	6300K
		112–114	6400K

CH	Function	DMX	Description
10	CTO (continued)	115–117	6500K
		118–120	6600K
		121–123	6700K
		124–126	6800K
		127–129	6900K
		130–132	7000K
		133–135	7100K
		136–138	7200K
		139–141	7300K
		142–144	7400K
		145–147	7500K
		148–150	7600K
		151–153	7700K
		154–156	7800K
		157–159	7900K
		160–255	8000K
11	Colors 2	0–3	No color
		4–7	Medium Bastard Amber
		8–11	Fire
		12–15	Sunset red
		16–19	Bright red
		20–23	Medium Pink
		24–27	Medium Purple
		28–31	Lavender
		32–35	Sky Blue
		36–39	Lime Green
		40–43	Moss Green
		44–47	Dark Yellow Green
		48–51	Light Amber
		52–55	Straw
		56–59	Primary Red
		60–63	Dark Pink
		64–67	Peacock Blue
		68–71	Steel Blue
		72–75	Light Blue
		76–79	LEE Filter Green
		80–83	Fern Green
		84–87	Dark Green
		88–91	Mauve
		92–95	Bright Pink
		96–99	Marine Blue
		100–103	Medium Blue

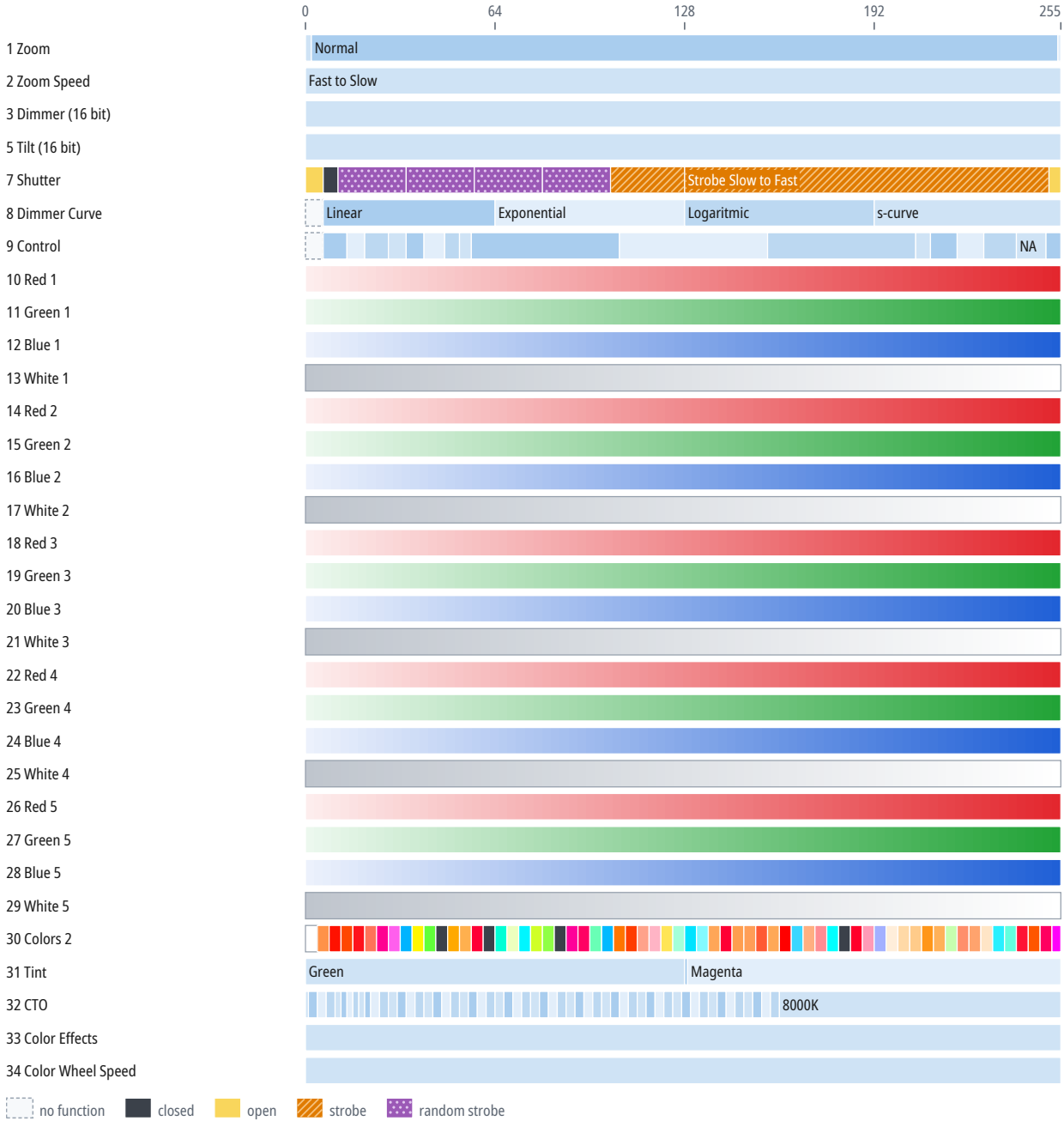
CH	Function	DMX	Description
11	Colors 2 (continued)	104–107	Golden Amber
		108–111	Deep Golden Amber
		112–115	Pale Lavender
		116–119	Special Lavender
		120–123	Pale Green
		124–127	Summer Blue
		128–131	Bright Blue
		132–135	Pale Navy Blue
		136–139	Apricot
		140–143	Bright Rose
		144–147	Pale Gold
		148–151	Pale Rose
		152–155	Pink
		156–159	Bastard Amber
		160–163	Flame Red
		164–167	Daylight Blue
		168–171	Lilac Tint
		172–175	Deep Lavender
		176–179	Lagoon Blue
		180–183	Dark Lavender
		184–187	Light Red
		188–191	Surprise Pink
		192–195	Alice Blue
		196–199	Full CTB
		200–203	Half CTB
		204–207	Quarter CTB
		208–211	Full CTO
		212–215	Quarter CTO
		216–219	Fluorescent Green
		220–223	Filter Minus Green
		224–227	Half Minus Green
		228–231	Three Quarter CTO
		232–235	Glacier Blue
		236–239	Lighter Blue
		240–243	Madge
		244–247	Millennium Gold
		248–251	Vanity Fair
		252–255	Chrysalis Pink

Mode 34CH

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 3 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”; CH 8 Dimmer Curve above 5. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 White 1 255, CH 14 Red 2 255, CH 15 Green 2 255, CH 16 Blue 2 255, CH 17 White 2 255, CH 18 Red 3 255, CH 19 Green 3 255, CH 20 Blue 3 255, CH 21 White 3 255, CH 22 Red 4 255, CH 23 Green 4 255, CH 24 Blue 4 255, CH 25 White 4 255, CH 26 Red 5 255, CH 27 Green 5 255, CH 28 Blue 5 255, CH 29 White 5 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Zoom		Same as CH 1 in the mode “5CH” (p. 10)
2	Zoom Speed	0–255	Fast to Slow
3	Dimmer	0–255	
4	Dimmer Fine	0–255	Fine adjustment of CH 3
5	Tilt	0–255	200°
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 4 in the mode “5CH” (p. 11)
8	Dimmer Curve	0–5	No function
		6–63	Linear
		64–127	Exponential
		128–191	Logaritmic
		192–255	s-curve
9	Control	0–5	No Function
		6–13	25Hz
		14–19	50Hz
		20–27	600Hz
		28–33	1200Hz
		34–39	2000Hz
		40–46	4000Hz
		47–51	6000Hz
		52–55	Response Led (Hold 5 sec)
		56–105	Response Halogen (Hold 5 sec)
		106–155	Fan mode High (Hold 5 sec)
		156–205	Fan Mode Auto (Hold 5 sec)
		206–210	Flip Display Off
		211–219	Flip Display On
		220–228	Hold Last Frame Off
		229–239	Hold Last Frame On
		240–249	NA
		250–255	Factory Reset
10	Red 1	0–255	
11	Green 1	0–255	
12	Blue 1	0–255	
13	White 1	0–255	
14	Red 2	0–255	
15	Green 2	0–255	
16	Blue 2	0–255	
17	White 2	0–255	
18	Red 3	0–255	
19	Green 3	0–255	
20	Blue 3	0–255	

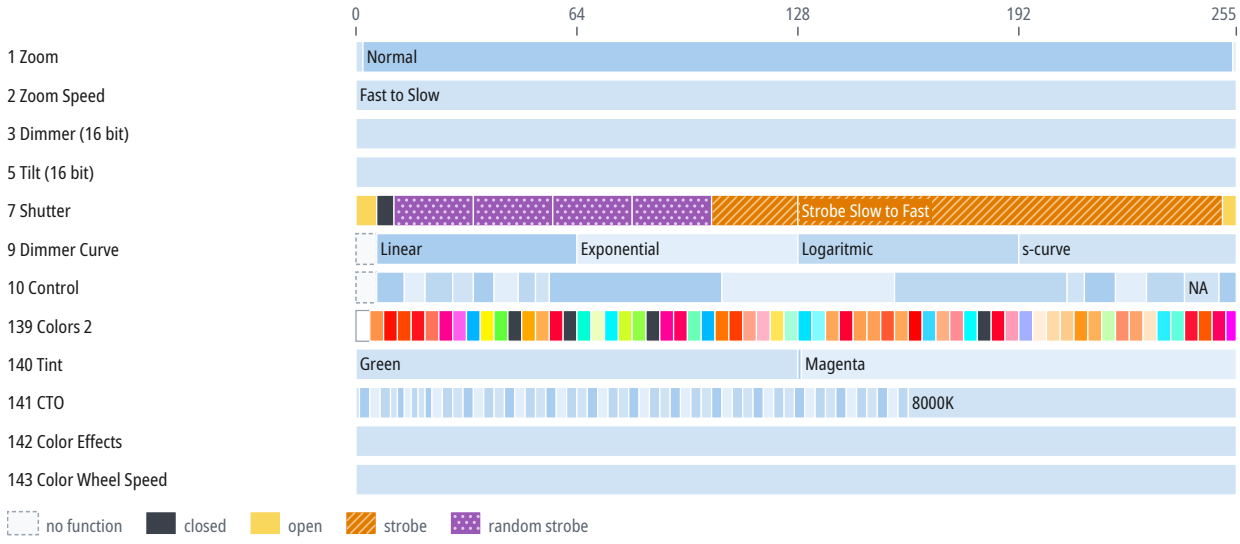
CH	Function	DMX	Description
21	White 3	0–255	
22	Red 4	0–255	
23	Green 4	0–255	
24	Blue 4	0–255	
25	White 4	0–255	
26	Red 5	0–255	
27	Green 5	0–255	
28	Blue 5	0–255	
29	White 5	0–255	
30	Colors 2		Same as CH 11 in the mode “11 CH” (p. 13)
31	Tint		Same as CH 9 in the mode “11 CH” (p. 11)
32	CTO		Same as CH 10 in the mode “11 CH” (p. 12)
33	Color Effects	0–255	
34	Color Wheel Speed	0–255	

Mode 143Ch

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 3 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”; CH 9 Dimmer Curve above 5. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255, CH 11 Red 255 (the same in each of the 32 cells), CH 12 Green 255 (the same in each of the 32 cells), CH 13 Blue 255 (the same in each of the 32 cells), CH 14 White 255 (the same in each of the 32 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Zoom		Same as CH 1 in the mode “5CH” (p. 10)
2	Zoom Speed	0–255	Fast to Slow
3	Dimmer	0–255	
4	Dimmer Fine	0–255	Fine adjustment of CH 3
5	Tilt	0–255	200°

CH	Function	DMX	Description
6	Tilt Fine	0–255	Fine adjustment of CH 5
7	Shutter	0–5	Shutter Open/Close: Open
		6–10	Shutter Open/Close: Closed
		11–33	Random Slow to fast
		34–56	Ramp up Random Slow to fast
		57–79	Ramp Down random: Random strobe 2 Slow to fast
		80–102	Random strobe 2 Slow to fast
		103–127	Strobe break Long to short
		128–250	Strobe Slow to Fast
		251–255	Open
9	Dimmer Curve		Same as CH 8 in the mode “34CH” (p. 16)
10	Control		Same as CH 9 in the mode “34CH” (p. 16)
11	Red 1	0–255	
12	Green 1	0–255	
13	Blue 1	0–255	
14	White 1	0–255	
139	Colors 2		Same as CH 11 in the mode “11 CH” (p. 13)
140	Tint		Same as CH 9 in the mode “11 CH” (p. 11)
141	CTO		Same as CH 10 in the mode “11 CH” (p. 12)
142	Color Effects	0–255	
143	Color Wheel Speed	0–255	

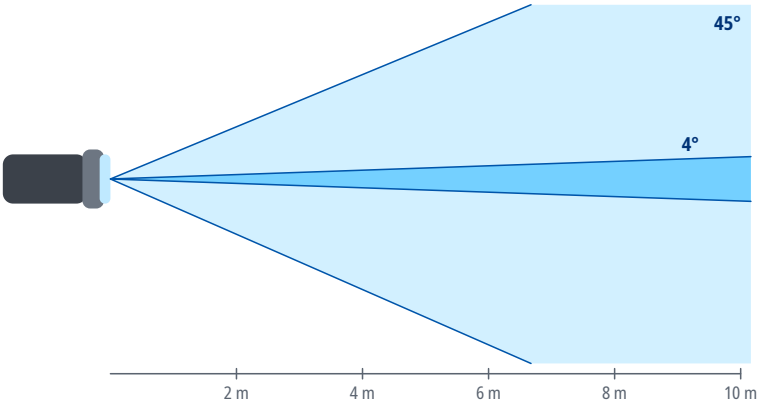
CH 11–138: 32 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 11–14); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	11	12	13	14	2	15	16	17	18
3	19	20	21	22	4	23	24	25	26
5	27	28	29	30	6	31	32	33	34
7	35	36	37	38	8	39	40	41	42
9	43	44	45	46	10	47	48	49	50
11	51	52	53	54	12	55	56	57	58
13	59	60	61	62	14	63	64	65	66
15	67	68	69	70	16	71	72	73	74
17	75	76	77	78	18	79	80	81	82
19	83	84	85	86	20	87	88	89	90
21	91	92	93	94	22	95	96	97	98
23	99	100	101	102	24	103	104	105	106
25	107	108	109	110	26	111	112	113	114
27	115	116	117	118	28	119	120	121	122
29	123	124	125	126	30	127	128	129	130
31	131	132	133	134	32	135	136	137	138

10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	4–45°
Movement	
Tilt	200°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
RDM	yes (manufacturer ID 0x5100, device model ID 0x0012)
Electrical	
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	20.4 kg
Operating environment	
Operating temperature	-20 to 40 °C

Spot diameter



Distance	Ø 4°	Ø 45°
2 m	0.14 m	1.7 m
4 m	0.28 m	3.3 m
6 m	0.42 m	5 m
8 m	0.56 m	6.6 m
10 m	0.7 m	8.3 m
15 m	1 m	12.4 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.