DMX REFERENCE

Moviled EYE 285 MKII

MARK



Manufacturer	MARK
GDTF file	MARK_Moviled_EYE_285_MKII_148501.gdtf
GDTF revision	Version 1_0 · 2026-06-26
Generated	2026-11-24

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1 About this manual

This document describes the Moviled EYE 285 MKII by MARK. It was compiled from the GDTF file MARK_Moviled_EYE_285_MKII_148501.gdtf from the GDTF-Share library.

File revision: “Version 1_0”.

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 MARK; 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	20.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard (21 Ch)	21	24	1, 22, 43, 64, ...
Shapes (35 Ch)	35	14	1, 36, 71, 106, ...
Extended (78 Ch)	78	6	1, 79, 157, 235, ...
Extended RGBW (97 Ch)	97	5	1, 98, 195, 292, ...
Full (92 Ch)	92	5	1, 93, 185, 277, ...

No light? Check these channels

- Standard (21 Ch): CH 12 Dimmer above 0
- Shapes (35 Ch): CH 12 Dimmer 1 above 0; CH 29 Dimmer 2 above 0; CH 30 Dimmer 3 above 0
- Extended (78 Ch): CH 12 Dimmer above 0
- Extended RGBW (97 Ch): CH 12 Dimmer above 0
- Full (92 Ch): CH 12 Dimmer 1 above 0; CH 29 Dimmer 2 above 0; CH 30 Dimmer 3 above 0


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

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

> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

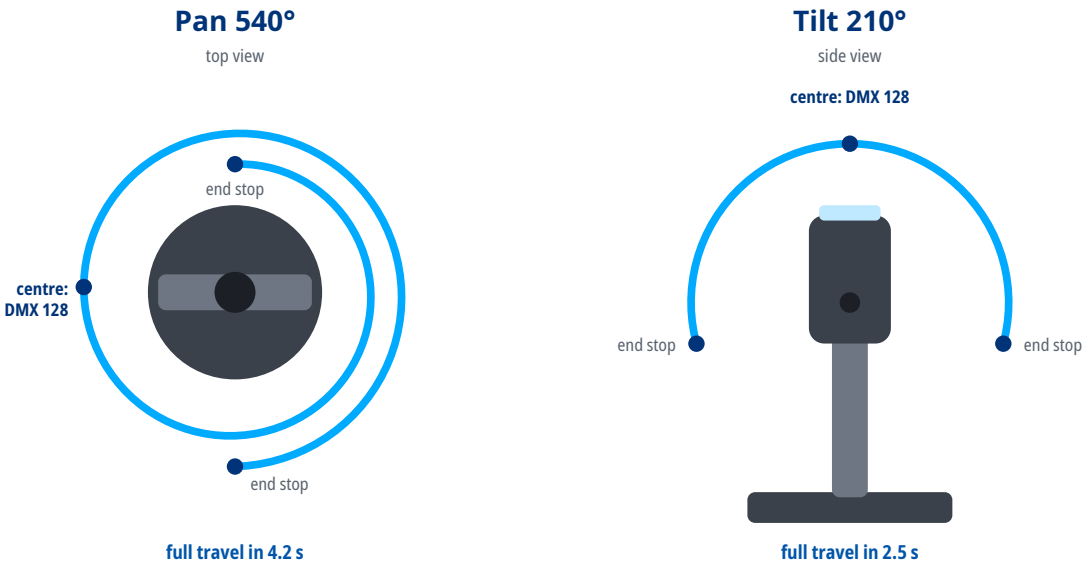
4 Product description

Description in the GDTF file

“This innovative moving head incorporates the latest lighting technology, 19 RGBW LEDs (4 in 1) of 15W each one, offering 450W in total. Thanks to the direct engineering motors, its tilt and pan movements are really fast. It’s able to offer intense colourful scenes thanks to the quad LEDs (RGBW), creating pastel colours, soft tones and high and pure white washes.”

“This moving head brings the latest professional technology as a speed controlled fan really silence, powerCON supply connector and 3/5 pin DMX connection for input and output signal. MOVILED EYE 285 MKII can be controlled through DMX protocol and can work in standalone programs like audio or as master/slave using programmed scenes and shows. If the device is working on DMX it is possible to use 21, 35, 78, 92 and 97 channels, increasing the features and effects of it like linear dimmer, strobe, shapes, colours, background and movements.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

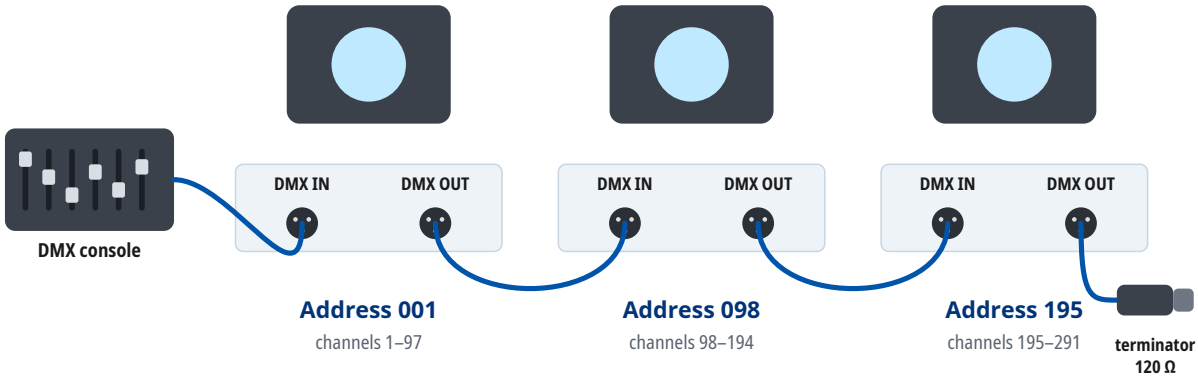
⚠ WARNING

- 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: 20.7 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 Extended RGBW (97 Ch): every unit occupies 97 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

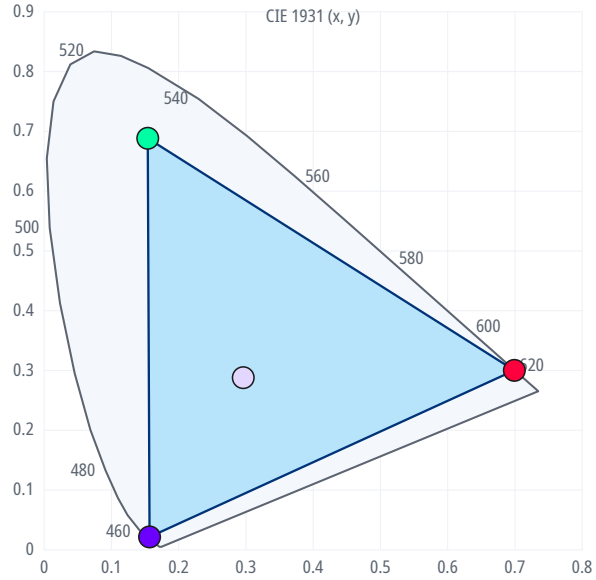
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended RGBW (97 Ch)”: 97.
- Choose start addresses so that the channels of individual devices do not overlap and the 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 “Extended RGBW (97 Ch)”, you can use, for example, the start addresses 1, 98, 195, 292.
- 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

	Standard (21 Ch) 21 channels	Shapes (35 Ch) 35 channels	Extended (78 Ch) 78 channels	Extended RGBW (97 Ch) 97 channels	Full (92 Ch) 92 channels
Pan / Tilt	14, 16	14, 16	14, 16	14, 16	14, 16
Dimmer	12	12, 29, 30	12	12	12, 29, 30
Shutter / strobe	11	11, 33, 34	11	11	11, 33, 34
Color mixing	4× (1–7)	8 channels (1–28)	61 channels (1–78)	80 channels (1–97)	65 channels (1–92)
Color temperature	9	9	9	9	9
Color wheel	10	10	10	10	10
Gobo wheel		4 channels (22–35)			4 channels (22–35)
Gobo rotation		23, 31			23, 31
Zoom	20	20	20	20	20
Pixel control					19 cells

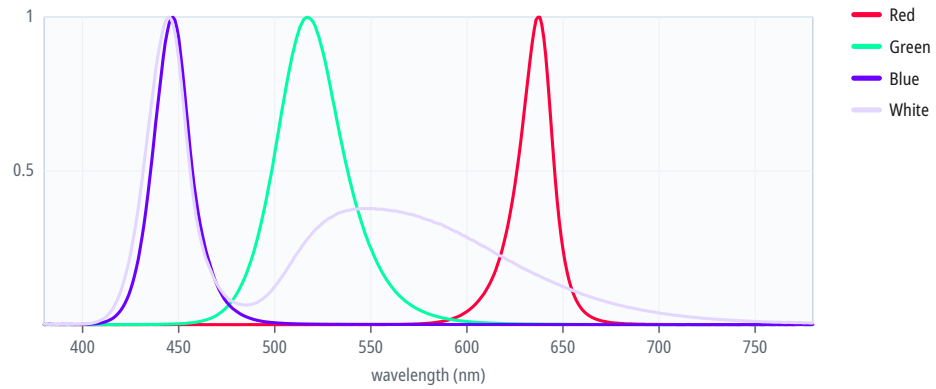
LED colors and the colors they mix



LED	x	y
Red	0.699	0.300
Green	0.154	0.688
Blue	0.157	0.022
White	0.296	0.288

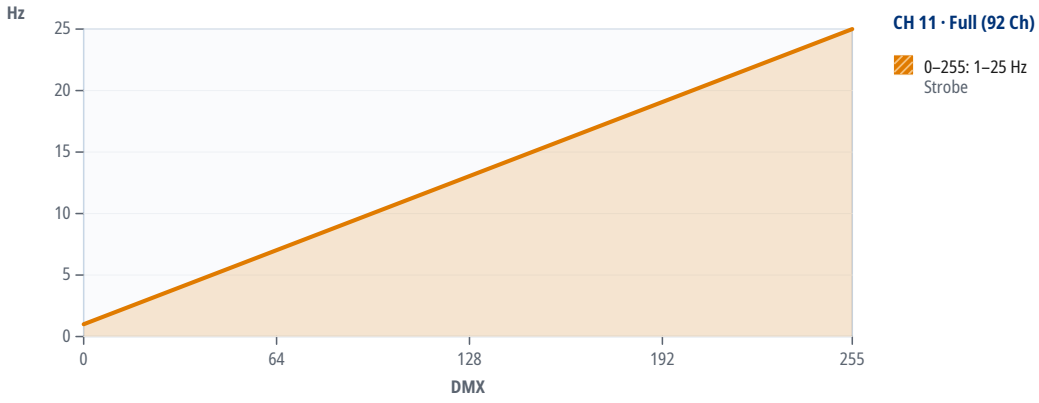
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources

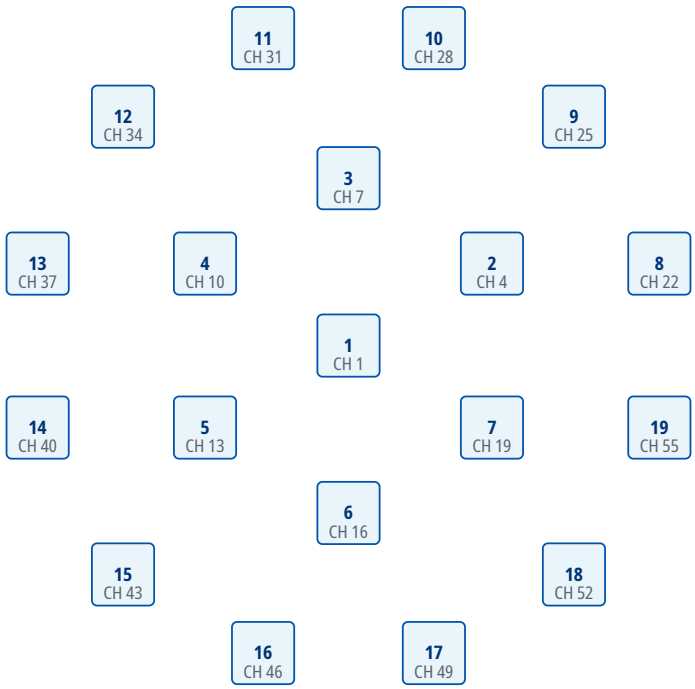


Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



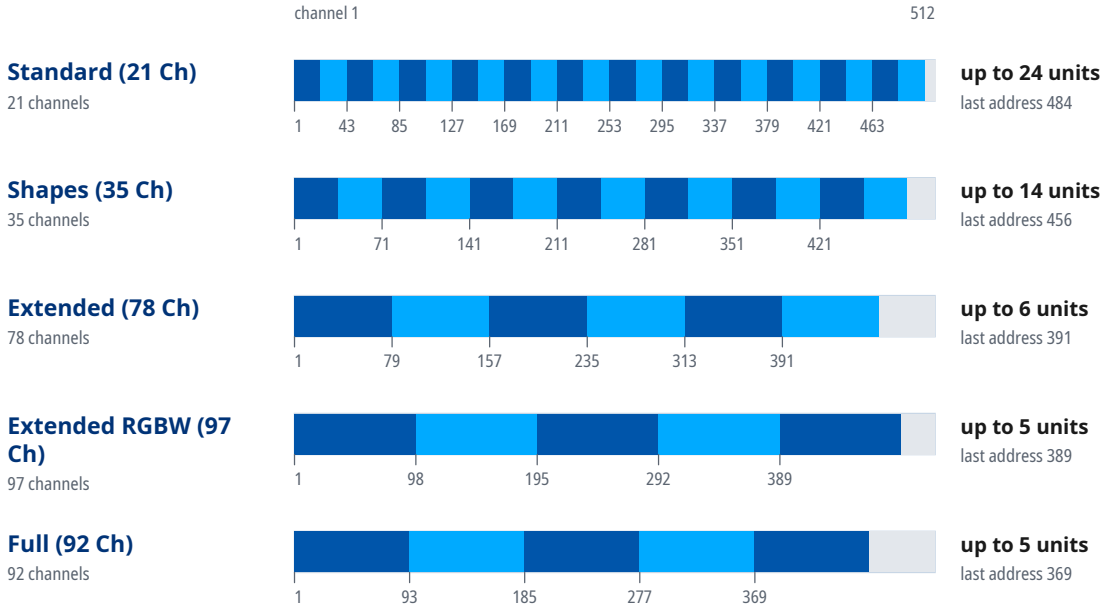
Cells (pixels)



19 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Full (92 Ch)”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended RGBW (97 Ch)”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 1	11	U3 · 1	16	U4 · 1
2	98	7	U2 · 98	12	U3 · 98	17	U4 · 98
3	195	8	U2 · 195	13	U3 · 195	18	U4 · 195
4	292	9	U2 · 292	14	U3 · 292	19	U4 · 292
5	389	10	U2 · 389	15	U3 · 389	20	U4 · 389

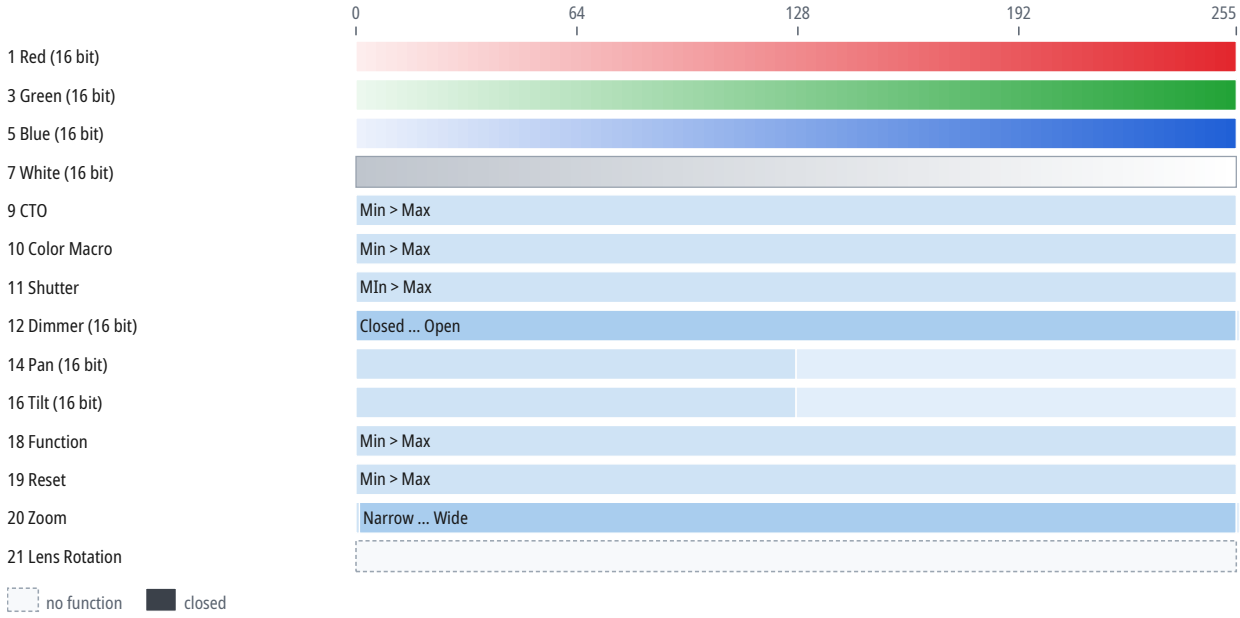
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Standard (21 Ch)

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 12 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 White 255, CH 10 Color Macro 0, CH 12 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green	0–255	
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue	0–255	
6	Blue Fine	0–255	Fine adjustment of CH 5
7	White	0–255	
8	White Fine	0–255	Fine adjustment of CH 7
9	CTO	0–255	Min > Max (2400–6000 K)
10	Color Macro	0–255	Min > Max
11	Shutter	0–255	MIn > Max
12	Dimmer	0–255	Closed ... Open
		255	Open
13	Dimmer Fine	0–255	Fine adjustment of CH 12
14	Pan	0–127	Pan
		128	Home
		128–255	Pan
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt	0–127	Tilt
		128	Home

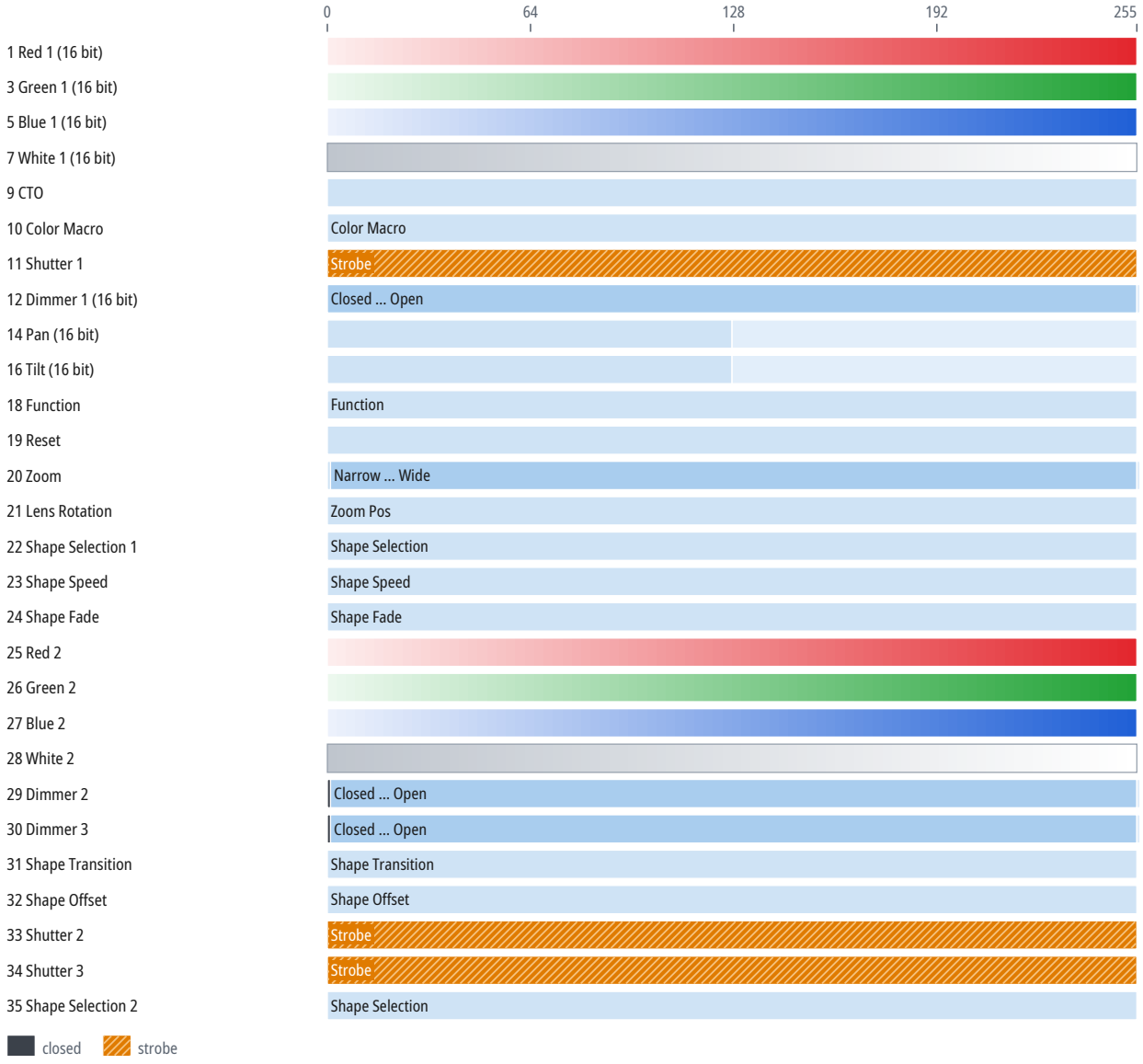
CH	Function	DMX	Description
16	Tilt (continued)	128–255	Tilt
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function	0–255	Min > Max
19	Reset	0–255	Min > Max
20	Zoom	0	Narrow
		1–254	Narrow ... Wide
		255	Wide
21	Lens Rotation	0–255	

Mode Shapes (35 Ch)

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 12 Dimmer 1 above 0; CH 29 Dimmer 2 above 0; CH 30 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 1 255, CH 10 Color Macro 0, CH 12 Dimmer 1 255, CH 29 Dimmer 2 255, CH 30 Dimmer 3 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	
6	Blue 1 Fine	0–255	Fine adjustment of CH 5

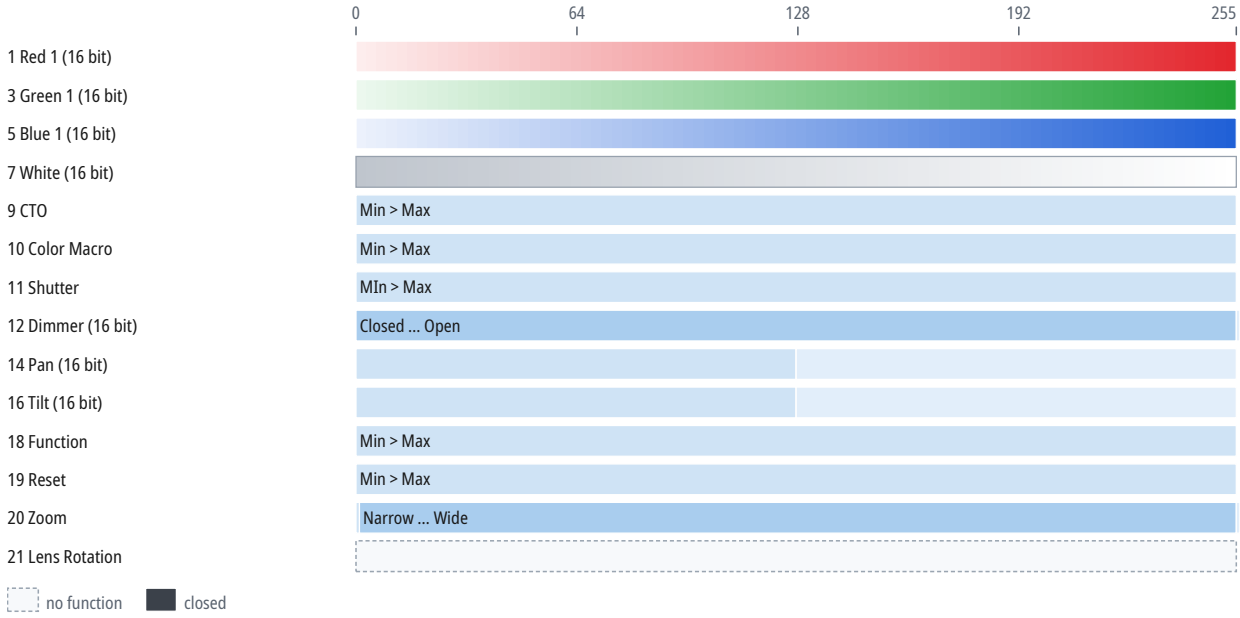
CH	Function	DMX	Description
7	White 1	0–255	
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	CTO	0–255	8000–2500 K
10	Color Macro	0–255	Color Macro
11	Shutter 1	0–255	Strobe (1–25 Hz)
12	Dimmer 1	0–255	Closed … Open
		255	Open
13	Dimmer 1 Fine	0–255	Fine adjustment of CH 12
14	Pan		Same as CH 14 in the mode “Standard (21 Ch)” (p. 11)
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt		Same as CH 16 in the mode “Standard (21 Ch)” (p. 11)
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function	0–255	Function
19	Reset	0–255	
20	Zoom		Same as CH 20 in the mode “Standard (21 Ch)” (p. 12)
21	Lens Rotation		When CH 20 is 46–255:
		0–255	Zoom Pos
22	Shape Selection 1	0–255	Shape Selection
23	Shape Speed	0–255	Shape Speed (1–95 °/s)
24	Shape Fade	0–255	Shape Fade
25	Red 2	0–255	
26	Green 2	0–255	
27	Blue 2	0–255	
28	White 2	0–255	
29	Dimmer 2	0	Closed
		1–254	Closed … Open
		255	Open
30	Dimmer 3	0	Closed
		1–254	Closed … Open
		255	Open
31	Shape Transition	0–255	Shape Transition
32	Shape Offset	0–255	Shape Offset
33	Shutter 2	0–255	Strobe (0–25 Hz)
34	Shutter 3	0–255	Strobe (0–25 Hz)
35	Shape Selection 2	0–255	Shape Selection

Mode Extended (78 Ch)

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 12 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 255, CH 10 Color Macro 0, CH 12 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White	0–255	
8	White Fine	0–255	Fine adjustment of CH 7
9	CTO	0–255	Min > Max (2400–6000 K)
10	Color Macro	0–255	Min > Max
11	Shutter	0–255	MIn > Max
12	Dimmer		Same as CH 12 in the mode “Standard (21 Ch)” (p. 11)
13	Dimmer Fine	0–255	Fine adjustment of CH 12
14	Pan		Same as CH 14 in the mode “Standard (21 Ch)” (p. 11)
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt		Same as CH 16 in the mode “Standard (21 Ch)” (p. 11)
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function	0–255	Min > Max
19	Reset	0–255	Min > Max
20	Zoom		Same as CH 20 in the mode “Standard (21 Ch)” (p. 12)

CH	Function	DMX	Description
21	Lens Rotation	0–255	
22	Red 2	0–255	
23	Green 2	0–255	
24	Blue 2	0–255	

CH 22–78: 19 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 22–24); the table below gives each cell's channel numbers.

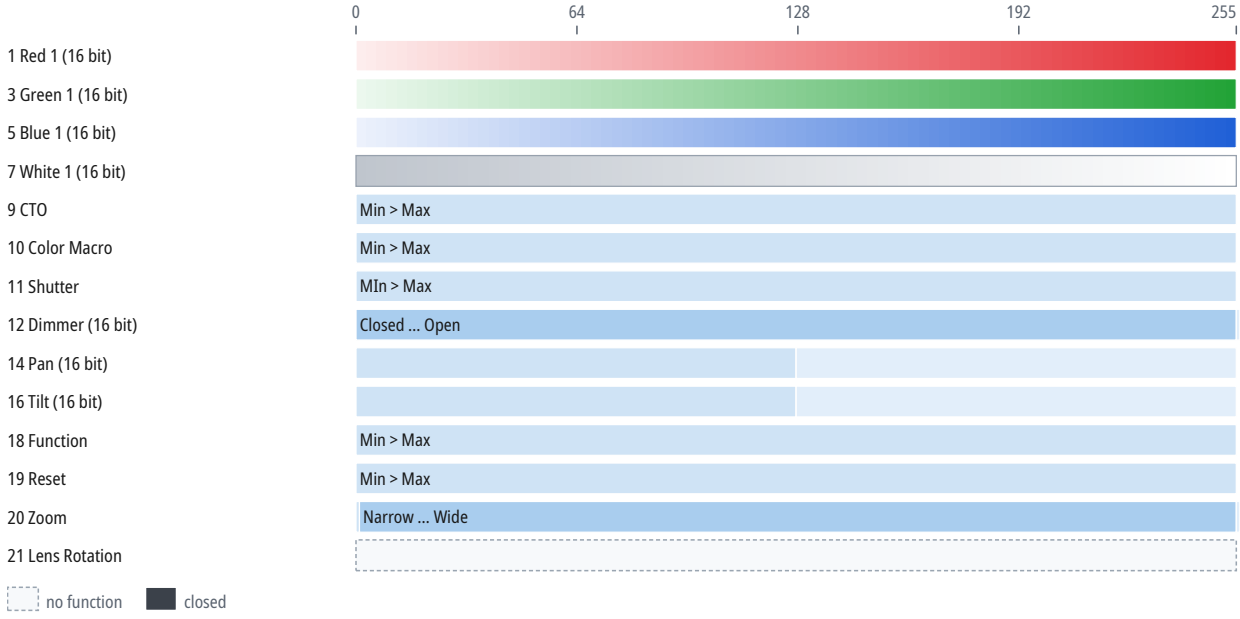
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	22	23	24	2	25	26	27	3	28	29	30
4	31	32	33	5	34	35	36	6	37	38	39
7	40	41	42	8	43	44	45	9	46	47	48
10	49	50	51	11	52	53	54	12	55	56	57
13	58	59	60	14	61	62	63	15	64	65	66
16	67	68	69	17	70	71	72	18	73	74	75
19	76	77	78								

Mode Extended RGBW (97 Ch)

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 12 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 1 255, CH 10 Color Macro 0, CH 12 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	
4	Green 1 Fine	0–255	Fine adjustment of CH 3

CH	Function	DMX	Description
5	Blue 1	0–255	
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1	0–255	
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	CTO	0–255	Min > Max (2400–6000 K)
10	Color Macro	0–255	Min > Max
11	Shutter	0–255	MIn > Max
12	Dimmer		Same as CH 12 in the mode “Standard (21 Ch)” (p. 11)
13	Dimmer Fine	0–255	Fine adjustment of CH 12
14	Pan		Same as CH 14 in the mode “Standard (21 Ch)” (p. 11)
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt		Same as CH 16 in the mode “Standard (21 Ch)” (p. 11)
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function	0–255	Min > Max
19	Reset	0–255	Min > Max
20	Zoom		Same as CH 20 in the mode “Standard (21 Ch)” (p. 12)
21	Lens Rotation	0–255	
22	Red 2	0–255	
23	Green 2	0–255	
24	Blue 2	0–255	
25	White 2	0–255	

CH 22–97: 19 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 22–25); the table below gives each cell's channel numbers.

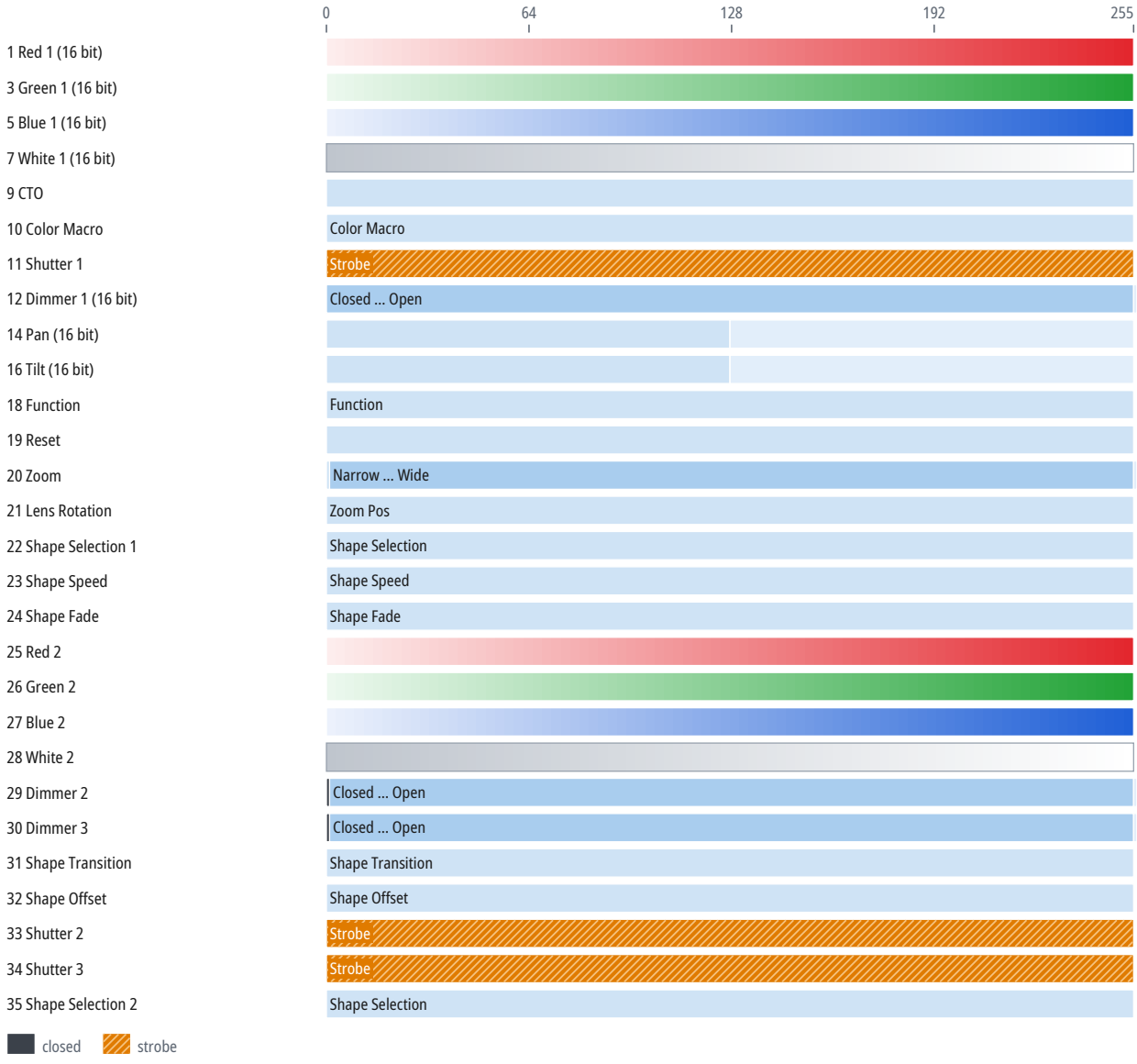
Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	22	23	24	25	2	26	27	28	29
3	30	31	32	33	4	34	35	36	37
5	38	39	40	41	6	42	43	44	45
7	46	47	48	49	8	50	51	52	53
9	54	55	56	57	10	58	59	60	61
11	62	63	64	65	12	66	67	68	69
13	70	71	72	73	14	74	75	76	77
15	78	79	80	81	16	82	83	84	85
17	86	87	88	89	18	90	91	92	93
19	94	95	96	97					

Mode Full (92 Ch)

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 12 Dimmer 1 above 0; CH 29 Dimmer 2 above 0; CH 30 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 3 Green 1 255, CH 5 Blue 1 255, CH 7 White 1 255, CH 10 Color Macro 0, CH 12 Dimmer 1 255, CH 29 Dimmer 2 255, CH 30 Dimmer 3 255, CH 36 Red 255 (the same in each of the 19 cells), CH 37 Green 255 (the same in each of the 19 cells), CH 38 Blue 255 (the same in each of the 19 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0–255	
2	Red 1 Fine	0–255	Fine adjustment of CH 1
3	Green 1	0–255	
4	Green 1 Fine	0–255	Fine adjustment of CH 3
5	Blue 1	0–255	

CH	Function	DMX	Description
6	Blue 1 Fine	0–255	Fine adjustment of CH 5
7	White 1	0–255	
8	White 1 Fine	0–255	Fine adjustment of CH 7
9	CTO	0–255	8000–2500 K
10	Color Macro	0–255	Color Macro
11	Shutter 1	0–255	Strobe (1–25 Hz)
12	Dimmer 1		Same as CH 12 in the mode “Shapes (35 Ch)” (p. 14)
13	Dimmer 1 Fine	0–255	Fine adjustment of CH 12
14	Pan		Same as CH 14 in the mode “Standard (21 Ch)” (p. 11)
15	Pan Fine	0–255	Fine adjustment of CH 14
16	Tilt		Same as CH 16 in the mode “Standard (21 Ch)” (p. 11)
17	Tilt Fine	0–255	Fine adjustment of CH 16
18	Function	0–255	Function
19	Reset	0–255	
20	Zoom		Same as CH 20 in the mode “Standard (21 Ch)” (p. 12)
21	Lens Rotation		Same as CH 21 in the mode “Shapes (35 Ch)” (p. 14)
22	Shape Selection 1	0–255	Shape Selection
23	Shape Speed	0–255	Shape Speed (1–95 °/s)
24	Shape Fade	0–255	Shape Fade
25	Red 2	0–255	
26	Green 2	0–255	
27	Blue 2	0–255	
28	White 2	0–255	
29	Dimmer 2		Same as CH 29 in the mode “Shapes (35 Ch)” (p. 14)
30	Dimmer 3		Same as CH 30 in the mode “Shapes (35 Ch)” (p. 14)
31	Shape Transition	0–255	Shape Transition
32	Shape Offset	0–255	Shape Offset
33	Shutter 2	0–255	Strobe (0–25 Hz)
34	Shutter 3	0–255	Strobe (0–25 Hz)
35	Shape Selection 2	0–255	Shape Selection
36	Red 3	0	Min
		1–254	Min … Max
		255	Max
37	Green 3	0	Min
		1–254	Min … Max
		255	Max
38	Blue 3	0	Min
		1–254	Min … Max
		255	Max

CH 36–92: 19 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 36–38); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	36	37	38	2	39	40	41	3	42	43	44
4	45	46	47	5	48	49	50	6	51	52	53
7	54	55	56	8	57	58	59	9	60	61	62
10	63	64	65	11	66	67	68	12	69	70	71
13	72	73	74	14	75	76	77	15	78	79	80
16	81	82	83	17	84	85	86	18	87	88	89
19	90	91	92								

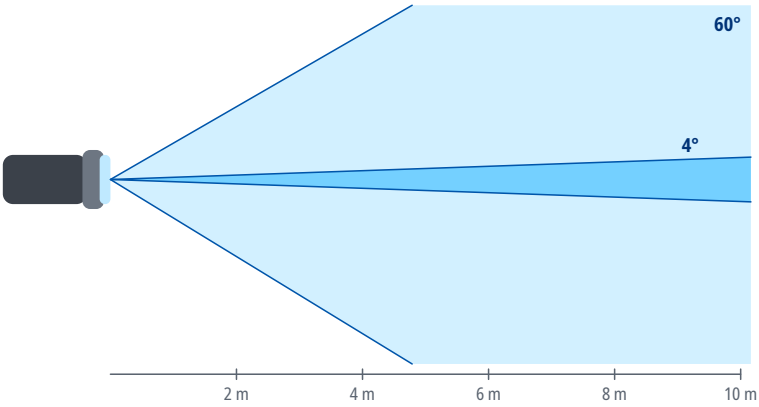
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	4–60°
Movement	
Pan	540°
Tilt	210°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45
Electrical	
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	20.7 kg
Operating environment	
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2400–8000 K
Strobe frequency	0–25 Hz
Gobo rotation	up to 95 °/s (16 rpm)

Spot diameter



Distance	Ø 4°	Ø 60°
2 m	0.14 m	2.3 m
4 m	0.28 m	4.6 m
6 m	0.42 m	6.9 m
8 m	0.56 m	9.2 m
10 m	0.7 m	11.5 m
15 m	1 m	17.3 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.