DMX REFERENCE

QR QR-LM600 IP66

QR



Manufacturer	QR
GDTF file	QR_QR_QR-LM600_IP66_142874.gdtf
GDTF revision	QR-LM600 IP66 · 2026-05-16
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1 About this manual

This document describes the QR QR-LM600 IP66 by QR. It was compiled from the GDTF file QR_QR_QR-LM600_IP66_142874.gdtf from the GDTF-Share library.

File revision: “QR-LM600 IP66”.

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 QR; 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	28 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
39 DMX	39	13	1, 40, 79, 118, ...
35 DMX	34	15	1, 35, 69, 103, ...

No light? Check these channels

- 39 DMX: CH 37 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 38 Dimmer above 0
- 35 DMX: CH 33 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 34 Dimmer 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

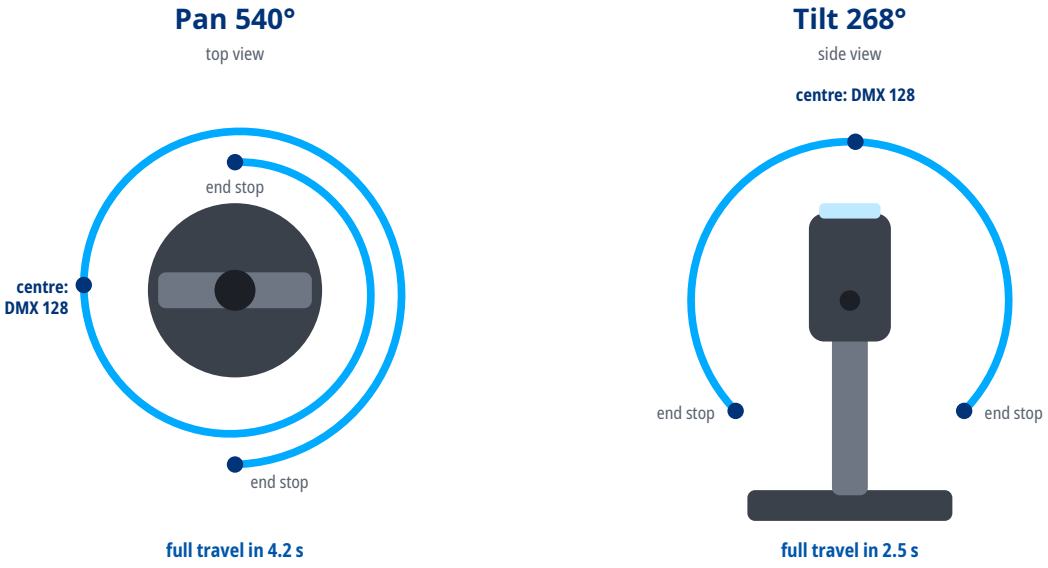
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

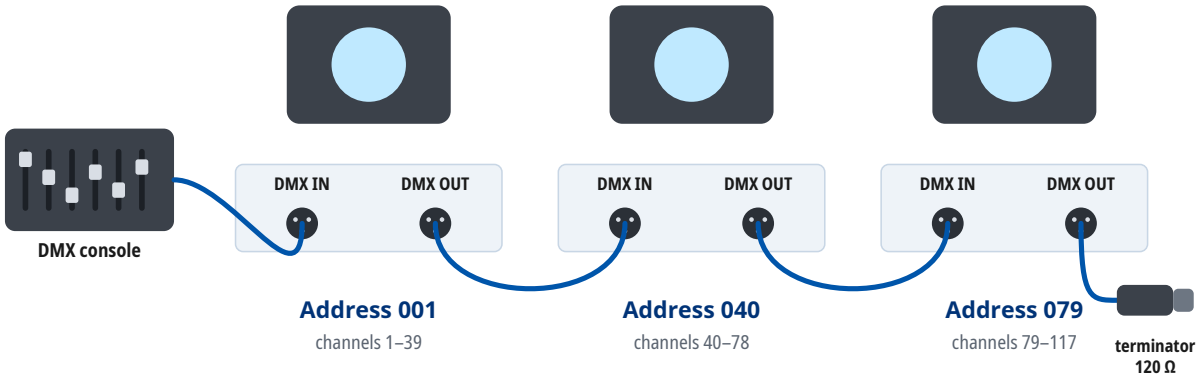
⚠ WARNING

- 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: 28 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 39 DMX: every unit occupies 39 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

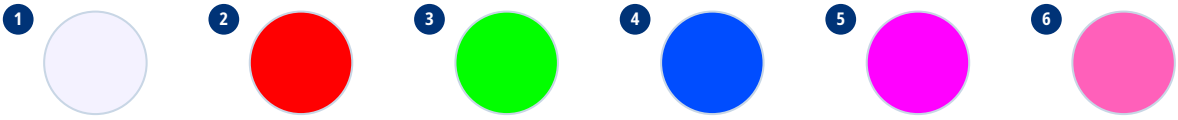
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “39 DMX”: 39.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “39 DMX”, you can use, for example, the start addresses 1, 40, 79, 118.
- 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

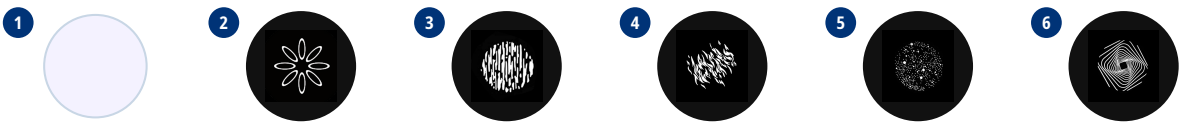
	39 DMX 39 channels	35 DMX 34 channels
Pan / Tilt	1, 3	1, 3
Dimmer	38	34
Dimmer resolution	16 bit	8 bit
Shutter / strobe	37	33
Color mixing	7–9	7–9
Color temperature	36	32
Color wheel	10	10
Gobo wheel	19, 20	18, 19
Gobo rotation	21	20
Prism	23–27	21–25
Frost	31	29
Zoom	32	30
Focus	34	31
Effects / macros	12, 17, 27	11, 16, 25

Color wheel



1 Linear color DMX 0–127
2 Color 1 DMX 128–129
3 Color 2 DMX 130–134
4 Color 3 DMX 135–138
5 Color 4 DMX 139–143
6 Color 5 DMX 144–147
7 Color 6 DMX 148–152
8 Color 7 DMX 153–157
9 CTO 1 DMX 158–159

Gobo wheel 1



1 Gobo: Open DMX 0–4
2 Gobo 1 DMX 5–7
3 Gobo 2 DMX 8–10
4 Gobo 3 DMX 11–13
5 Gobo 4 DMX 14–16
6 Gobo 5 DMX 17–19
7 Gobo 6 DMX 20–22
8 Gobo 7 DMX 23–31

Prism 1

1. Prism 2: Open
   DMX 0
2. 4 facets
   4 Facet Prism
   DMX 4–255

Gobo wheel 2

1. Gobo: Open
   DMX 0–3
2. GOBO 1
   DMX 4–9
3. GOBO 2
   DMX 10–15
4. GOBO 3
   DMX 16–21
5. GOBO 4
   DMX 22–27
6. GOBO 5
   DMX 28–33
7. GOBO 6
   DMX 34–39
8. GOBO 7

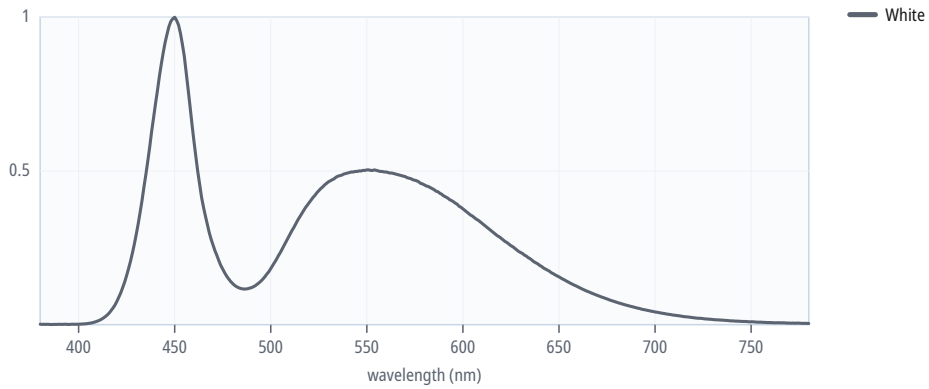
Gobo wheel 3

1. Open
2. Eff 1

Prism 2

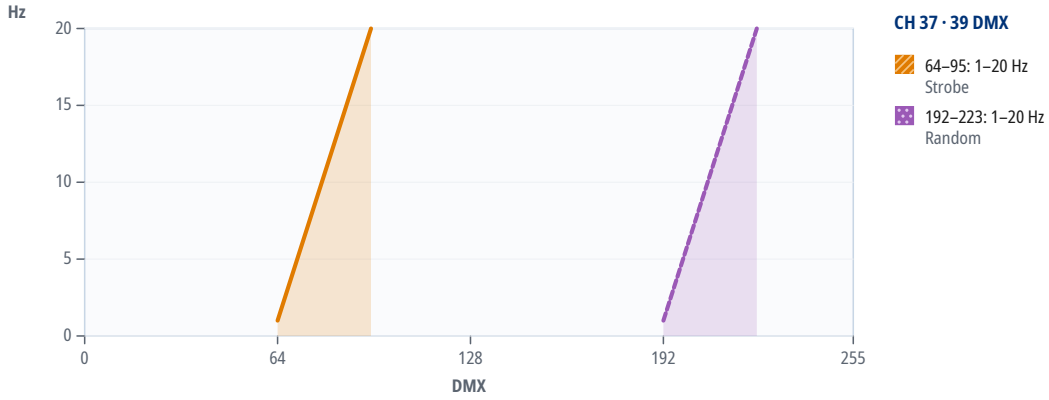
1. Open
   DMX 0–4
2. 3 facets
   3 Facet Prism
   DMX 4–255

Spectra of the light sources



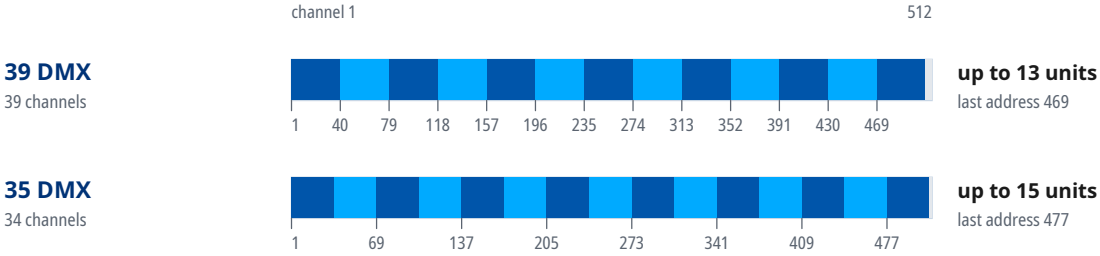
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “39 DMX”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	196	11	391	16	U2 · 79
2	40	7	235	12	430	17	U2 · 118
3	79	8	274	13	469	18	U2 · 157
4	118	9	313	14	U2 · 1	19	U2 · 196
5	157	10	352	15	U2 · 40	20	U2 · 235

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 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 37 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 38 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 Colors 0, CH 37 Shutter 255, CH 38 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Home
		128–255	Pan

CH	Function	DMX	Description
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Reset	0–139	None
		140–149	Reset XY
		150–199	Reset Effect
		200–209	Reset whole
		210–255	None2
7	Cyan	0–255	
8	Magenta	0–255	
9	Yellow	0–255	
10	Colors	0–127	Linear color
		128–129	Color 1
		130–134	Color 2
		135–138	Color 3
		139–143	Color 4
		144–147	Color 5
		148–152	Color 6
		153–157	Color 7
		158–159	CTO 1
		160–189	Color 1
		190	Color 1 Wheel Spin: x3 Spin C1>>
		190–202	x3 Spin C1>> ... x2 Spin C1>>
		202	Color 1 Wheel Spin: x2 Spin C1>>
		203–215	x2 Spin C1>> ... x1 Spin C1>>
		215	Color 1 Wheel Spin: x1 Spin C1>>
		216–217	Stop
		218	Color 1 Spin: x1 Spin C1>>
		218–235	x1 Spin C1>> ... x2 Spin C1>>
		236	Color 1 Spin: x2 Spin C1>>
		236–255	x2 Spin C1>> ... x3 Spin C1>>
		255	Color 1 Spin: x3 Spin C1>>
11	Colors Fine	0–255	Fine adjustment of CH 10
12	CMY Macro	0	White
		1–132	CMY color mixing
		133–255	RAW DMX
13	Dummy 1	0–255	
14	Color Speed	0–255	
15	Lighting Effect Speed	0–255	

CH	Function	DMX	Description
16	Insert Effect	0–19	None
		20–255	Fire Tray
17	Effects	0	Waterproof effect>
		1–127	Waterproof effect> ... Waterproof effect>>
		128	Waterproof effect>>
		129–254	Waterproof effect>> ... Waterproof effect>>>
		255	Waterproof effect>>>
18	Dummy 2	0–255	
19	Gobo	0–3	Gobo: Open
		4–9	GOBO 1
		10–15	GOBO 2
		16–21	GOBO 3
		22–27	GOBO 4
		28–33	GOBO 5
		34–39	GOBO 6
		40–45	GOBO 5
		46–51	GOBO 4
		52–57	GOBO 3
		58–63	GOBO 2
		64–69	GOBO 1
		70–87	Gobo: Open
		88–95	Shake Open>>
		96–103	Shake 1-1>>
		104–111	Shake 1-2>>
		112–119	Shake 1-3>>
		120–127	Shake 1-4>>
		128–135	Shake 1-5>>
		136–143	Shake 1-6>>
		144–151	Shake 1-5>>
		152–159	Shake 1-4>>
		160–167	Shake 1-3>>
		168–175	Shake 1-2>>
		176–183	Shake 1-1>>
		184–201	Shake Open>>
		202	>>>
		203–211	>>> ... >>
		212	>>
		213–221	>> ... >
		222	>
		223	<
		224–238	< ... <<
		239	<<

CH	Function	DMX	Description
19	Gobo (continued)	240–254	<< ... <<<
		255	<<<
20	Gobo 2	0–4	Gobo: Open
		5–7	Gobo 1
		8–10	Gobo 2
		11–13	Gobo 3
		14–16	Gobo 4
		17–19	Gobo 5
		20–22	Gobo 6
		23–31	Gobo 7
		32–34	Gobo 1 Rot
		35–37	Gobo 2 Rot
		38–40	Gobo 3 Rot
		41–43	Gobo 4 Rot
		44–46	Gobo 5 Rot
		47–49	Gobo 6 Rot
		50–59	Gobo 7 Rot
		60–67	Shake 1-1>> (1–10 Hz)
		68–75	Shake 1-2>> (1–10 Hz)
		76–83	Shake 1-3>> (1–10 Hz)
		84–91	Shake 1-4>> (1–10 Hz)
		92–99	Shake 1-5>> (1–10 Hz)
		100–107	Shake 1-6>> (1–10 Hz)
		108–129	Shake 1-7>> (1–10 Hz)
		130–137	Shake Rot 1
		138–145	Shake Rot 2
		146–153	Shake Rot 3
		154–161	Shake Rot 4
		162–169	Shake Rot 5
		170–177	Shake Rot 6
		178–199	Shake Rot 7
		200–201	Gobo 2 Shake: Open
		202	>>>
		203–211	>>> ... >>
		212	>>
		213–221	>> ... >
		222	>
		223–231	Gobo 2 Spin 4
		232	<
		233–247	< ... <<
		248	<<
		249–254	<< ... <<<

CH	Function	DMX	Description
20	Gobo 2 (continued)	255	<<<
21	Gobo 2 Rotation Speed	0	Gobo 2 Pos: Stop
		1–63	>>> ... >>
		64–127	>> ... >
		127	>
		128	Stop2
		129–159	< ... <<
		160–255	<< ... <<<
		255	<<<
22	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 21
23	Prism	0–3	No Prism
		4–255	3 Facet Prism
24	Prism Rotation	0–127	0 -360 deg (360°)
		128–140	x5 Rot P1<< (480–387.1 °/s)
		141–152	x4 Rot P1<< (379.4–294.3 °/s)
		153–165	x3 Rot P1<< (286.6–193.7 °/s)
		166–177	x2 Rot P1<< (186–100.9 °/s)
		178–190	x1 Rot P1<< (93.2–0.3 °/s)
		191–192	Prism 1 Pos Rotate: Stop
		193–205	x1 Rot P1>> (0.3–93.2 °/s)
		206–217	x2 Rot P1>> (100.9–186 °/s)
		218–230	x3 Rot P1>> (193.7–286.6 °/s)
		231–242	x4 Rot P1>> (294.3–379.4 °/s)
		243–255	x5 Rot P1>> (387.1–480 °/s)
25	Prism 2	0	Prism 2: Open
		1–3	Prism 2 1
		4–255	4 Facet Prism
26	Prism 2 Rotation	0–127	0 -360 deg (360°)
		128–140	x5 Rot P1<< (480–389.3 °/s)
		141–152	x4 Rot P1<< (381.7–298.6 °/s)
		153–165	x3 Rot P1<< (291–200.3 °/s)
		166–177	x2 Rot P1<< (192.8–94 °/s)
		178–190	x1 Rot P1<< (93–0.3 °/s)
		191–192	Prism 1 Pos Rotate: Stop
		193–205	x1 Rot P1>> (0.3–93 °/s)
		206–217	x2 Rot P1>> (94–192.8 °/s)
		218–230	x3 Rot P1>> (200.3–291 °/s)
		231–242	x4 Rot P1>> (298.6–381.7 °/s)
		243–255	x5 Rot P1>> (389.3–480 °/s)
27	Prism 3 Macro	0–3	None
		4–67	Prism Macro effect
		68–255	None2

CH	Function	DMX	Description
28	Dummy 3	0–255	
29	Dummy 4	0–255	
30	Dummy 5	0–255	
31	Frost	0–255	Frost
32	Zoom	0–255	Narrow ... Wide
		255	Wide
33	Zoom Fine	0–255	Fine adjustment of CH 32
34	Focus	0–255	
35	Focus Fine	0–255	Fine adjustment of CH 34
36	CTO	0–255	6000–3000 K
37	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	x1 Strb>>
		65–71	x1 Strb>> ... x2 Strb>>
		72	x2 Strb>>
		73–79	x2 Strb>> ... x3 Strb>>
		80	x3 Strb>>
		81–87	x3 Strb>> ... x4 Strb>>
		88	x4 Strb>>
		89–94	x4 Strb>> ... x5 Strb>>
		95	x5 Strb>>
		96–127	Open 2
		128	Min Pulse Open
		129–142	Min Pulse Open ... max Pulse Open
		143	Max Pulse Open
		144	Min Pulse Close
		145–158	Min Pulse Close ... max Pulse Close
		159	Max Pulse Close
		160–191	Open 3
		192–220	Min Strobe Ran
		221–222	Min Strobe Ran ... max Strobe Ran
		223	Max Strobe Ran
		224–255	Open 4
38	Dimmer	0–255	Closed ... Open
		255	Open
39	Dimmer Fine	0–255	Fine adjustment of CH 38

Mode 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 33 Shutter at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 34 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 Colors 0, CH 33 Shutter 255, CH 34 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “39 DMX” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “39 DMX” (p. 11)

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt	0–255	
6	Reset		Same as CH 6 in the mode “39 DMX” (p. 11)
7	Cyan	0–255	
8	Magenta	0–255	
9	Yellow	0–255	
10	Colors	0–127	Linear color
		128–129	Color 1
		130–134	Color 2
		135–138	Color 3
		139–143	Color 4
		144–147	Color 5
		148–152	Color 6
		153–157	Color 7
		158–159	CTO 1
		160–189	Color 1
		190	Color 1 Wheel Spin: x3 Spin C1>>
		191–201	x3 Spin C1>> ... x2 Spin C1>>
		202	Color 1 Wheel Spin: x2 Spin C1>>
		203–214	x2 Spin C1>> ... x1 Spin C1>>
		215	Color 1 Wheel Spin: x1 Spin C1>>
		216–217	Stop
		218	Color 1 Spin: x1 Spin C1>>
		219–235	x1 Spin C1>> ... x2 Spin C1>>
		236	Color 1 Spin: x2 Spin C1>>
		237–254	x2 Spin C1>> ... x3 Spin C1>>
		255	Color 1 Spin: x3 Spin C1>>
11	CMY Macro		Same as CH 12 in the mode “39 DMX” (p. 11)
12	Dummy 1	0–255	
13	Color Speed	0–255	
14	Lighting Effect Speed	0–255	
15	Insert Effect		Same as CH 16 in the mode “39 DMX” (p. 12)
16	Effects		Same as CH 17 in the mode “39 DMX” (p. 12)
17	Dummy 2	0–255	
18	Gobo		Same as CH 19 in the mode “39 DMX” (p. 12)
19	Gobo 2		Same as CH 20 in the mode “39 DMX” (p. 13)
20	Gobo 2 Rotation Speed	0	Gobo 2 Pos: Stop (360°)
		1	>>>
		2–63	>>> ... >>
		64	>>
		65–126	>> ... >
		127	>

CH	Function	DMX	Description
20	Gobo 2 Rotation Speed (continued)	128	Stop2
		129	<
		130–159	< ... <<
		160	<<
		161–254	<< ... <<<
		255	<<<
21	Prism		Same as CH 23 in the mode “39 DMX” (p. 14)
22	Prism Rotation		Same as CH 24 in the mode “39 DMX” (p. 14)
23	Prism 2		Same as CH 25 in the mode “39 DMX” (p. 14)
24	Prism 2 Rotation		Same as CH 26 in the mode “39 DMX” (p. 14)
25	Prism 3 Macro		Same as CH 27 in the mode “39 DMX” (p. 14)
26	Dummy 3	0–255	
27	Dummy 4	0–255	
28	Dummy 5	0–255	
29	Frost	0–255	Frost
30	Zoom	0	Narrow
		1–254	Narrow ... Wide
		255	Wide
31	Focus	0–255	
32	CTO	0–255	6000–3000 K
33	Shutter		Same as CH 37 in the mode “39 DMX” (p. 15)
34	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open

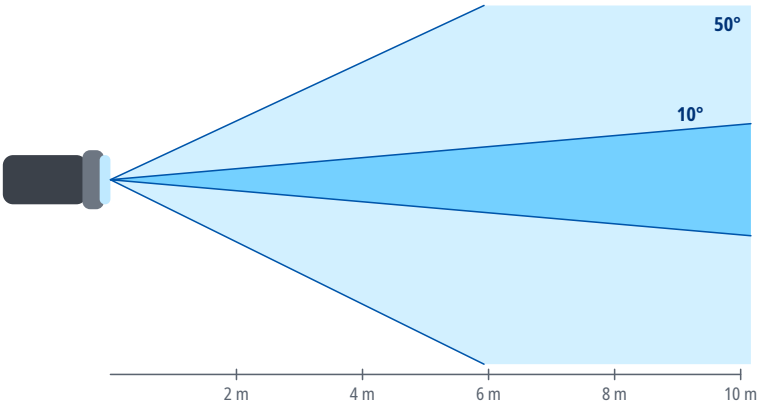
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	500 W
Luminous flux	60,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	70
Optics	
Zoom	10–50°
Movement	
Pan	540°
Tilt	268°
Dimensions and construction	
Weight	28 kg
Operating environment	
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	3000–6000 K
Strobe frequency	1–20 Hz
Color wheel rotation	up to 360 °/s (60 rpm)
Gobo wheel 1 rotation	up to 120 °/s (20 rpm)
Gobo wheel 2 rotation	up to 120 °/s (20 rpm)
Gobo 1 rotation	up to 320 °/s (53 rpm)
Prism 1 rotation	up to 480 °/s (80 rpm)
Prism 2 rotation	up to 480 °/s (80 rpm)

Spot diameter



Distance	Ø 10°	Ø 50°
2 m	0.35 m	1.9 m
4 m	0.7 m	3.7 m
6 m	1 m	5.6 m
8 m	1.4 m	7.5 m
10 m	1.7 m	9.3 m
15 m	2.6 m	14 m

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

11 Maintenance and cleaning

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

12 Troubleshooting

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

13 Disposal

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

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

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

Recycle the packaging materials according to their type.