DMX REFERENCE

Rogue R3 Spot Rabbsound (Chauvet Pro)

Rogue R3 Spot

Rabbsound



Manufacturer	Rabbsound
GDTF file	Rabbsound_Rogue_R3_Spot_Rabbsound_Chauvet_Pro_146951.gdtf
GDTF revision	Working prism frost vis checked real live checked · 2026-06-14
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1 About this manual

This document describes the Rogue R3 Spot by Rabbsound. It was compiled from the GDTF file Rabbsound_Rogue_R3_Spot_Rabbsound_Chauvet_Pro_146951.gdtf from the GDTF-Share library.

File revision: “Working prism frost vis checked real live checked”.

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 Rabbsound; 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	22.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
25Ch Mode	25	20	1, 26, 51, 76, ...
19Ch Mode	19	26	1, 20, 39, 58, ...

No light? Check these channels

- 25Ch Mode: CH 8 Shutter at 4–7 or 216–255
- 19Ch Mode: CH 7 Shutter at 4–7 or 216–255


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

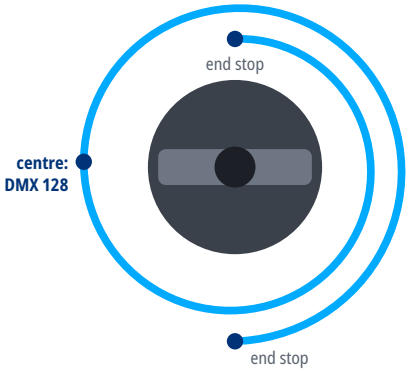
Description in the GDTF file

“Rogue R3 Spot delivers intense output, crisp optics, sharp focus and maintains a value proposition designed to maximize ROI. This feature-packed moving spot has a bright 300 W LED light engine that produces an even field of light, as well as rotating and static gobos, an 8 position and split-color enabled color wheel, and three facet prism to create stunning looks. A quick moving zoom range of 13 – 37° adds to its flexibility of use by giving the Rogue R3 Spot the ability to cover large areas.”

Range of movement

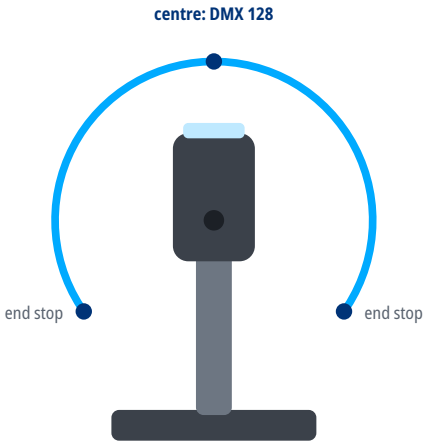
Pan 540°

top view



Tilt 250°

side view



5 Installation

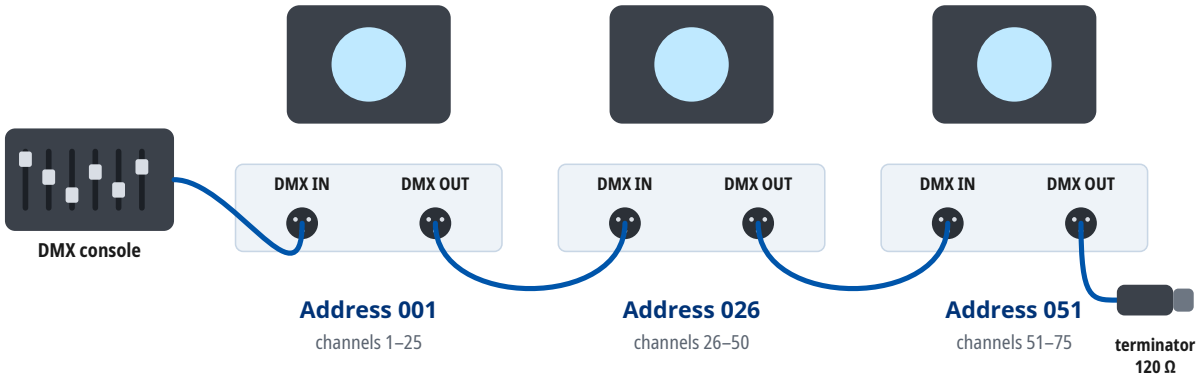
⚠ **WARNING**

- 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: 22.7 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 25Ch Mode: every unit occupies 25 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

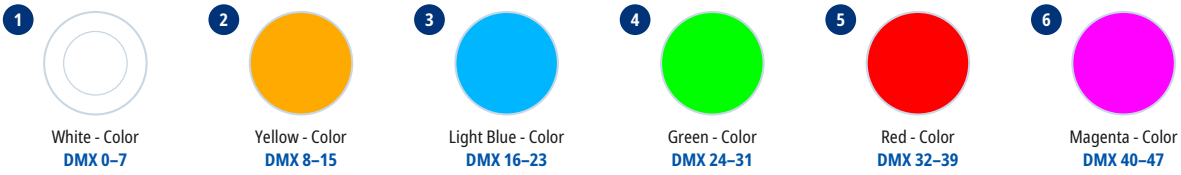
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “25Ch Mode”: 25.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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 “25Ch Mode”, you can use, for example, the start addresses 1, 26, 51, 76.
- 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

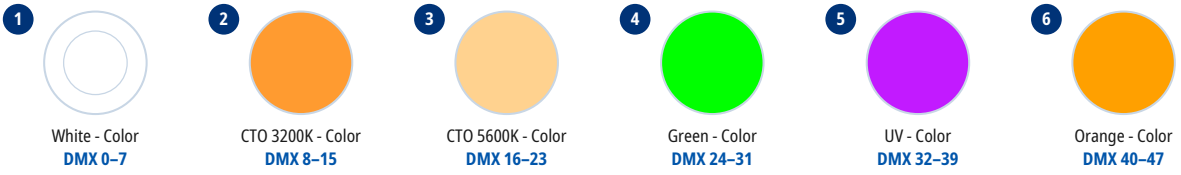
	25Ch Mode 25 channels	19Ch Mode 19 channels
Pan / Tilt	1, 3	1, 3
Dimmer	6	6
Dimmer resolution	16 bit	8 bit
Shutter / strobe	8	7
Color wheel	9, 10	8, 9
Gobo wheel	11, 13	10, 12
Gobo rotation	12	11
Prism	19, 20	15, 16
Frost	22	18
Zoom	17	14
Focus	14, 16	13
Iris	21	17
Effects / macros	23, 24	

Color wheel 1



1. White - Color — DMX 0–7
2. Yellow - Color — DMX 8–15
3. Light Blue - Color — DMX 16–23
4. Green - Color — DMX 24–31
5. Red - Color — DMX 32–39
6. Magenta - Color — DMX 40–47
7. Dark Blue - Color — DMX 48–55
8. Orange - Color — DMX 56–63

Color wheel 2



1. White - Color — DMX 0–7
2. CTO 3200K - Color — DMX 8–15
3. CTO 5600K - Color — DMX 16–23
4. Green - Color — DMX 24–31
5. UV - Color — DMX 32–39
6. Orange - Color — DMX 40–47
7. Pink - Color — DMX 48–55
8. Light Blue - Color — DMX 56–63

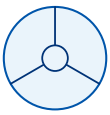
Gobo wheel 1

1.
   ROTATING GOBO: Open - Gobo Open
   DMX 0–7
2. 
   Gobo 1 - Gobo
   DMX 8–15
3. 
   Gobo 2 - Gobo
   DMX 16–23
4. 
   Gobo 3 - Gobo
   DMX 24–31
5. 
   Gobo 4 - Gobo
   DMX 32–39
6. 
   Gobo 5 - Gobo
   DMX 40–47
7. 
   Gobo 6 - Gobo
   DMX 48–55
8. 
   Gobo 7
   DMX 56–64

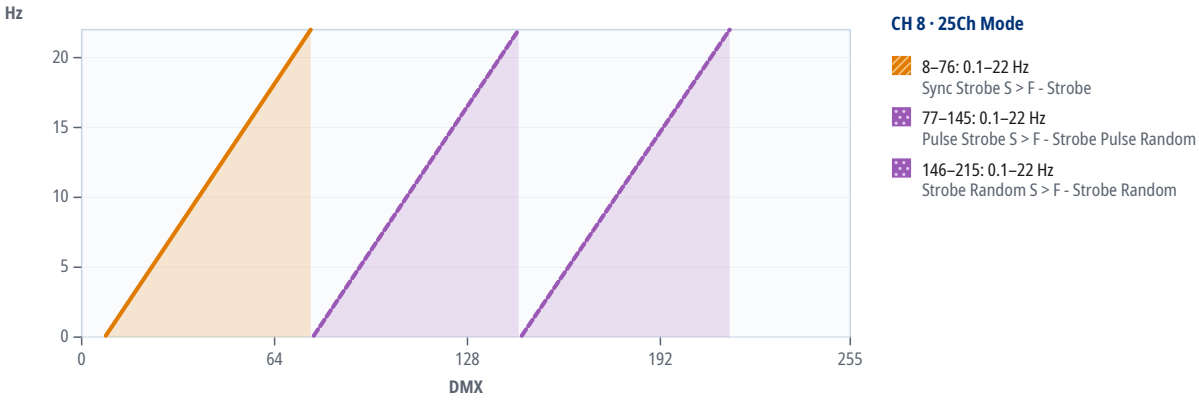
Gobo wheel 2

1.
   STATIC GOBO: Open - Gobo Open
   DMX 0–6
2. 
   Gobo 1 - Gobo
   DMX 7–13
3. 
   Gobo 2 - Gobo
   DMX 14–20
4. 
   Gobo 3 - Gobo
   DMX 21–27
5. 
   Gobo 4 - Gobo
   DMX 28–34
6. 
   Gobo 5 - Gobo
   DMX 35–41
7. 
   Gobo 6 - Gobo
   DMX 42–48
8. 
   Gobo 7 - Gobo
   DMX 49–55
9. 
   Gobo 8
   DMX 56–64

Prism

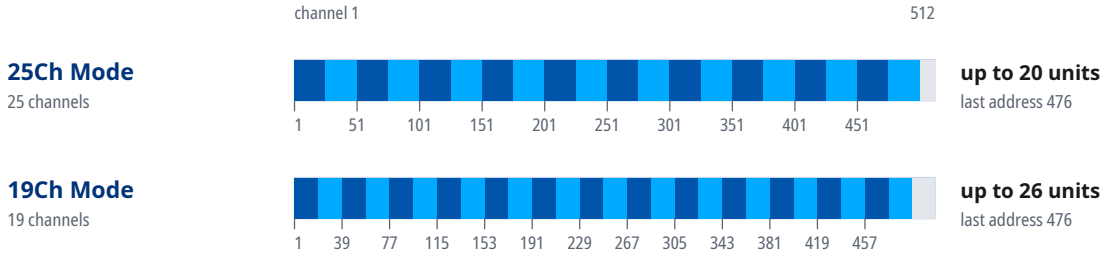
1.
   Open
   DMX 0–5
2. 
   3 facets
   Prism Effect - Prism
   DMX 5–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “25Ch Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	126	11	251	16	376
2	26	7	151	12	276	17	401
3	51	8	176	13	301	18	426
4	76	9	201	14	326	19	451
5	101	10	226	15	351	20	476

RDM personalities

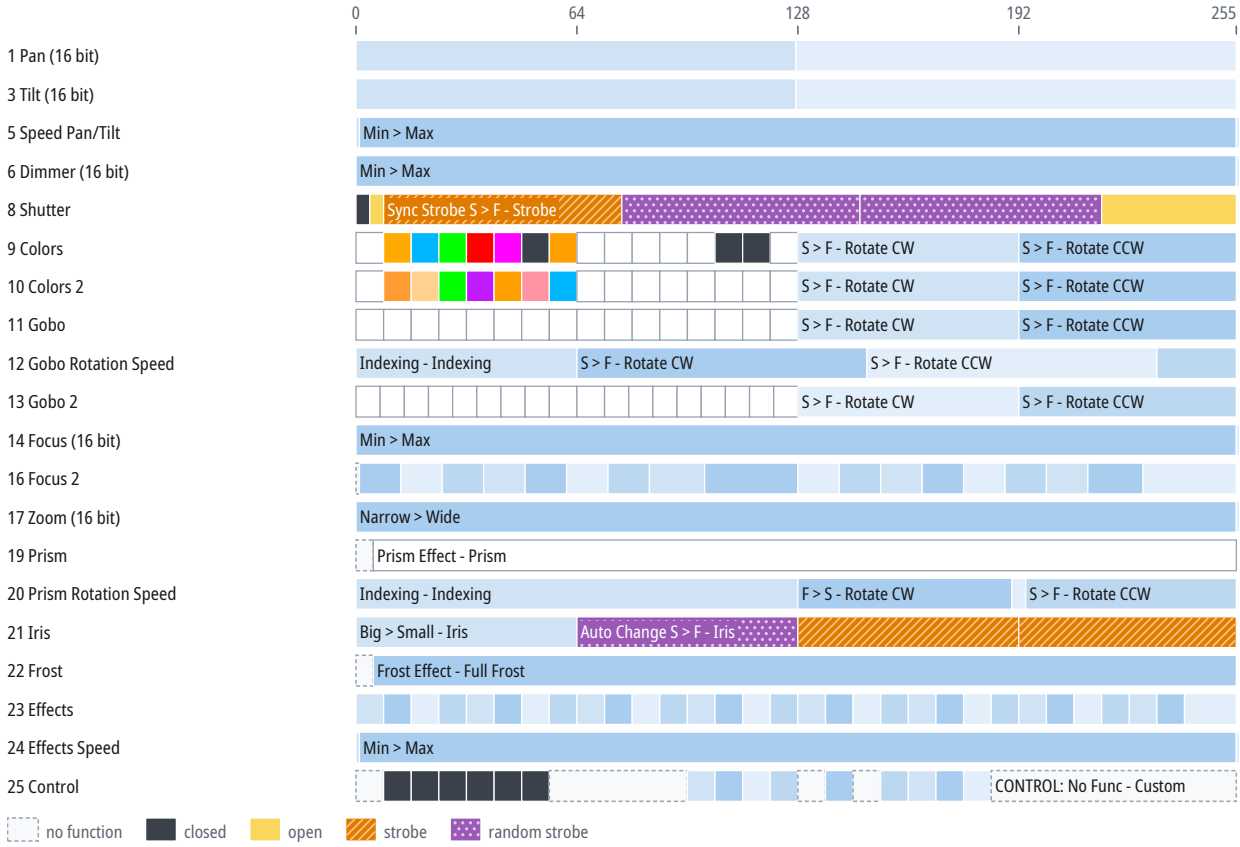
Mode	Channels	RDM personality
25Ch Mode	25	1
19Ch Mode	19	2

Mode 25Ch Mode

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 8 Shutter at 4–7 or 216–255. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	PAN
		127	Home
		128–255	PAN
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	TILT
		127	Home
		128–255	TILT
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Min
		1–254	Min > Max
		255	Max
6	Dimmer	0	Min
		0–255	Min > Max
		255	Max

CH	Function	DMX	Description
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter	0–3	Closed - Shutter Closed
		4–7	STROBE: Open - Shutter Open
		8–76	Sync Strobe S > F - Strobe (0.1–22 Hz)
		77–145	Pulse Strobe S > F - Strobe Pulse Random (0.1–22 Hz)
		146–215	Strobe Random S > F - Strobe Random (0.1–22 Hz)
		216–255	STROBE: Open - Shutter Open
9	Colors	0–7	White - Color
		8–15	Yellow - Color
		16–23	Light Blue - Color
		24–31	Green - Color
		32–39	Red - Color
		40–47	Magenta - Color
		48–55	Dark Blue - Color
		56–63	Orange - Color
		64–71	White + Yellow - Color
		72–79	Yellow + Light Blue - Color
		80–87	Light Blue + Green - Color
		88–95	Green + Red - Color
		96–103	Red + Magenta - Color
		104–111	Magenta + Dark Blue - Color
		112–119	Dark Blue + Orange - Color
		120–127	Orange + White - Color
		128–191	S > F - Rotate CW (80–0.1 °/s)
		192–255	S > F - Rotate CCW (0.1–80 °/s)
10	Colors 2	0–7	White - Color
		8–15	CTO 3200K - Color
		16–23	CTO 5600K - Color
		24–31	Green - Color
		32–39	UV - Color
		40–47	Orange - Color
		48–55	Pink - Color
		56–63	Light Blue - Color
		64–71	White + CTO 3200K - Color
		72–79	CTO 3200K + CTO 5600K - Color
		80–87	CTO 5600K + Green - Color
		88–95	Green + UV - Color
		96–103	UV + Orange - Color
		104–111	Orange + Pink - Color
		112–119	Pink + Light Blue - Color
		120–127	Light Blue + White - Color
		128–191	S > F - Rotate CW (80–0.1 °/s)

CH	Function	DMX	Description
10	Colors 2 (continued)	192–255	S > F - Rotate CCW (0.1–80 °/s)
11	Gobo	0–7	ROTATING GOBO: Open - Gobo Open
		8–15	Gobo 1 - Gobo
		16–23	Gobo 2 - Gobo
		24–31	Gobo 3 - Gobo
		32–39	Gobo 4 - Gobo
		40–47	Gobo 5 - Gobo
		48–55	Gobo 6 - Gobo
		56–63	Gobo 7 - Gobo
		64–71	Gobo 7 Shake - Gobo Shake (0.1–10 Hz)
		72–79	Gobo 6 Shake - Gobo Shake (0.1–10 Hz)
		80–87	Gobo 5 Shake - Gobo Shake (0.1–10 Hz)
		88–95	Gobo 4 Shake - Gobo Shake (0.1–10 Hz)
		96–103	Gobo 3 Shake - Gobo Shake (0.1–10 Hz)
		104–111	Gobo 2 Shake - Gobo Shake (0.1–10 Hz)
		112–119	Gobo 1 Shake - Gobo Shake (0.1–10 Hz)
		120–127	ROTATING GOBO: Open - Gobo Open
		128–191	S > F - Rotate CW (80–0.1 °/s)
		192–255	S > F - Rotate CCW (0.1–80 °/s)
12	Gobo Rotation Speed	0–63	Indexing - Indexing (360°)
		64–147	S > F - Rotate CW (655–0.1 °/s)
		148–231	S > F - Rotate CCW (0.1–655 °/s)
		232–255	Bounce Effect - Gobo Shake
13	Gobo 2	0–6	STATIC GOBO: Open - Gobo Open
		7–13	Gobo 1 - Gobo
		14–20	Gobo 2 - Gobo
		21–27	Gobo 3 - Gobo
		28–34	Gobo 4 - Gobo
		35–41	Gobo 5 - Gobo
		42–48	Gobo 6 - Gobo
		49–55	Gobo 7 - Gobo
		56–63	Gobo 8 - Gobo
		64–71	Gobo 8 Shake - Gobo Shake (0.1–10 Hz)
		72–78	Gobo 7 Shake - Gobo Shake (0.1–10 Hz)
		79–85	Gobo 6 Shake - Gobo Shake (0.1–10 Hz)
		86–92	Gobo 5 Shake - Gobo Shake (0.1–10 Hz)
		93–99	Gobo 4 Shake - Gobo Shake (0.1–10 Hz)
		100–106	Gobo 3 Shake - Gobo Shake (0.1–10 Hz)
		107–113	Gobo 2 Shake - Gobo Shake (0.1–10 Hz)
		114–120	Gobo 1 Shake - Gobo Shake (0.1–10 Hz)
		121–127	STATIC GOBO: Open - Gobo Open
		128–191	S > F - Rotate CW (80–0.1 °/s)

CH	Function	DMX	Description
13	Gobo 2 (continued)	192–255	S > F - Rotate CCW (0.1–80 °/s)
14	Focus	0	Min
		0–255	Min > Max
		255	Max
15	Focus Fine	0–255	Fine adjustment of CH 14
16	Focus 2	0	No Func - Custom
		1–12	5m (Static Gobo Wheel) - Focus
		13–24	6m (Static Gobo Wheel) - Focus
		25–36	7m (Static Gobo Wheel) - Focus
		37–48	8m (Static Gobo Wheel) - Focus
		49–60	9m (Static Gobo Wheel) - Focus
		61–72	10m (Static Gobo Wheel) - Focus
		73–84	15m (Static Gobo Wheel) - Focus
		85–100	20m (Static Gobo Wheel) - Focus
		101–127	Auto Focus (Static Gobo Wheel) - Focus
		128–139	5m (Rotating Gobo Wheel) - Focus
		140–151	6m (Rotating Gobo Wheel) - Focus
		152–163	7m (Rotating Gobo Wheel) - Focus
		164–175	8m (Rotating Gobo Wheel) - Focus
		176–187	9m (Rotating Gobo Wheel) - Focus
		188–199	10m (Rotating Gobo Wheel) - Focus
		200–211	15m (Rotating Gobo Wheel) - Focus
		212–227	20m (Rotating Gobo Wheel) - Focus
		228–255	Auto Focus (Rotating Gobo Wheel) - Focus
17	Zoom	0	Narrow
		0–255	Narrow > Wide
		255	Wide
18	Zoom Fine	0–255	Fine adjustment of CH 17
19	Prism	0–4	Open - Custom
		5–255	Prism Effect - Prism
20	Prism Rotation Speed	0–127	Indexing - Indexing (360°)
		128–189	F > S - Rotate CW (655–0.1 °/s)
		190–193	Stop - Stop Loop
		194–255	S > F - Rotate CCW (0.1–655 °/s)
21	Iris	0–63	Big > Small - Iris
		64–127	Auto Change S > F - Iris (0.1–10 Hz)
		128–191	Slow Zoom Out Fast Zoom In (S > F) - Iris (0.1–10 Hz)
		192–255	Slow Zoom In Fast Zoom Out (S > F) - Iris (0.1–10 Hz)
22	Frost	0–4	No Func - Custom
		5–255	Frost Effect - Full Frost
23	Effects		AUTO PROGRAM
		0–7	Auto Program 1 - Macro

CH	Function	DMX	Description
23	Effects (continued)	8–15	Auto Program 2 - Macro
		16–23	Auto Program 3 - Macro
		24–31	Auto Program 4 - Macro
		32–39	Auto Program 5 - Macro
		40–47	Auto Program 6 - Macro
		48–55	Auto Program 7 - Macro
		56–63	Auto Program 8 - Macro
		64–71	Auto Program 9 - Macro
		72–79	Auto Program 10 - Macro
		80–87	Auto Program 11 - Macro
		88–95	Auto Program 12 - Macro
		96–103	Auto Program 13 - Macro
		104–111	Auto Program 14 - Macro
		112–119	Auto Program 15 - Macro
		120–127	Auto Program 16 - Macro
		128–135	Auto Program 17 - Macro
		136–143	Auto Program 18 - Macro
		144–151	Auto Program 19 - Macro
		152–159	Auto Program 20 - Macro
		160–167	Auto Program 21 - Macro
		168–175	Auto Program 22 - Macro
		176–183	Auto Program 23 - Macro
		184–191	Auto Program 24 - Macro
		192–199	Auto Program 25 - Macro
		200–207	Auto Program 26 - Macro
		208–215	Auto Program 27 - Macro
		216–223	Auto Program 28 - Macro
		224–231	Auto Program 29 - Macro
		232–239	Auto Program 30 - Macro
		240–255	Auto Program 31 - Macro
24	Effects Speed		AUTO SPEED
		0	Min
		1–254	Min > Max
		255	Max
25	Control	0–7	CONTROL: No Func - Custom
		8–15	BO During P/T - Blackout
		16–23	BO While Color Wheel Is Moving - Blackout
		24–31	BO While Gobo Wheel Is Moving - Blackout
		32–39	BO While P/T/Color Wheel Is Moving - Blackout
		40–47	BO While P/T/Gobo Wheel Is Moving - Blackout
		48–55	BO While P/T/Gobo Color Wheel Is Moving - Blackout
		56–95	CONTROL: No Func - Custom

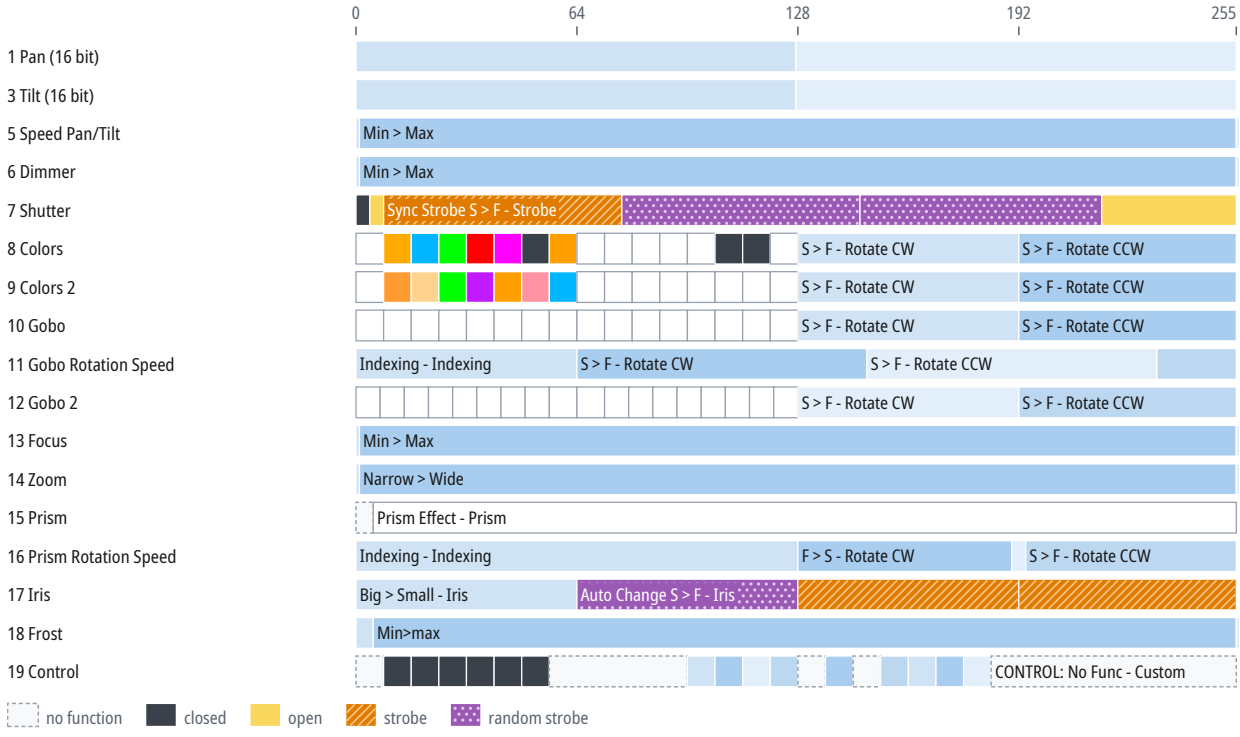
CH	Function	DMX	Description
25	Control (continued)	96–103	Pan Reset - Reset
		104–111	Tilt Reset - Reset
		112–119	Color Reset - Reset
		120–127	Gobo Reset - Reset
		128–135	CONTROL: No Func - Custom
		136–143	Prism Reset - Reset
		144–151	CONTROL: No Func - Custom
		152–159	All Reset - Reset
		160–167	Iris Reset - Reset
		168–175	Frost Reset - Reset
		176–183	Zoom Reset - Reset
		184–255	CONTROL: No Func - Custom

Mode 19Ch Mode

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 7 Shutter at 4–7 or 216–255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “25Ch Mode” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “25Ch Mode” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “25Ch Mode” (p. 11)

CH	Function	DMX	Description
6	Dimmer	0	Min
		1–254	Min > Max
		255	Max
7	Shutter	0–3	Closed - Shutter Closed
		4–7	STROBE: Open - Shutter Open
		8–76	Sync Strobe S > F - Strobe (0.1–10 Hz)
		77–145	Pulse Strobe S > F - Strobe Pulse Random (0.1–10 Hz)
		146–215	Strobe Random S > F - Strobe Random (0.1–10 Hz)
		216–255	STROBE: Open - Shutter Open
8	Colors		Same as CH 9 in the mode “25Ch Mode” (p. 12)
9	Colors 2		Same as CH 10 in the mode “25Ch Mode” (p. 12)
10	Gobo		Same as CH 11 in the mode “25Ch Mode” (p. 13)
11	Gobo Rotation Speed		Same as CH 12 in the mode “25Ch Mode” (p. 13)
12	Gobo 2		Same as CH 13 in the mode “25Ch Mode” (p. 13)
13	Focus	0	Min
		1–254	Min > Max
		255	Max
14	Zoom	0	Narrow
		1–254	Narrow > Wide
		255	Wide
15	Prism		Same as CH 19 in the mode “25Ch Mode” (p. 14)
16	Prism Rotation Speed		Same as CH 20 in the mode “25Ch Mode” (p. 14)
17	Iris		Same as CH 21 in the mode “25Ch Mode” (p. 14)
18	Frost	0–4	No Func
		5–254	Min>max
		255	Max
19	Control		Same as CH 25 in the mode “25Ch Mode” (p. 15)

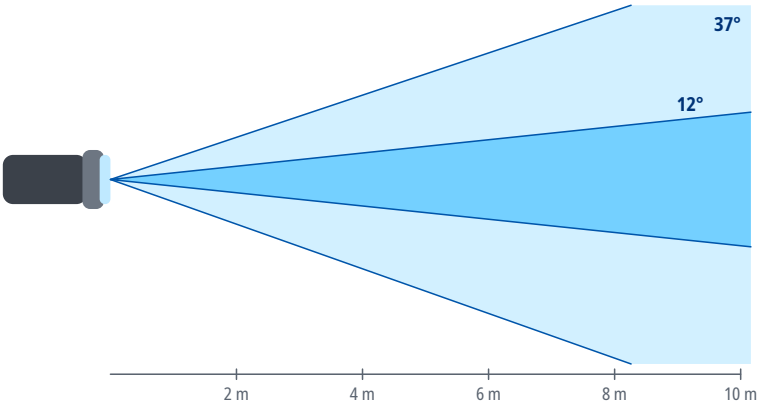
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	300 W
Luminous flux	12,800 lm
Color temperature	8,324 K
Color rendering index (CRI)	73
Optics	
Zoom	12–37°
Movement	
Pan	540°
Tilt	250°
Control	
RDM	yes (manufacturer ID 0x21A4, device model ID 0x0586)
Dimensions and construction	
Weight	22.7 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–22 Hz
Color wheel 1 rotation	up to 80 °/s (13 rpm)
Color wheel 2 rotation	up to 80 °/s (13 rpm)
Gobo wheel 1 rotation	up to 80 °/s (13 rpm)
Gobo wheel 2 rotation	up to 80 °/s (13 rpm)
Gobo 1 rotation	up to 655 °/s (109 rpm)
Prism rotation	up to 655 °/s (109 rpm)

Spot diameter



Distance	Ø 12°	Ø 37°
2 m	0.42 m	1.3 m
4 m	0.84 m	2.7 m
6 m	1.3 m	4 m
8 m	1.7 m	5.4 m
10 m	2.1 m	6.7 m
15 m	3.2 m	10 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.