DMX REFERENCE

P-3 Vision

SGM Light



Manufacturer	SGM Light
GDTF file	SGM_Light_P-3_Vision_58562.gdtf
GDTF revision	Rev A, Uploaded to GDTF Share. · 2024-02-29
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1 About this manual

This document describes the P-3 Vision by SGM Light. It was compiled from the GDTF file SGM_Light_P-3_Vision_58562.gdtf from the GDTF-Share library.

File revision: “Rev A, Uploaded to GDTF Share.”.

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 SGM Light; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	8.3 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
7 Channel RGB	7	73	1, 8, 15, 22, ...
13 Channel CTC	13	39	1, 14, 27, 40, ...
16 Channel Simplified (RAW)	16	32	1, 17, 33, 49, ...
26 Channel Standard (Default)	26	19	1, 27, 53, 79, ...
36 Channel Standard (Default)	36	14	1, 37, 73, 109, ...
115 Channel Extended	115	4	1, 116, 231, 346
128 Channel Extended Plus	128	4	1, 129, 257, 385
34 Channel Studio	34	15	1, 35, 69, 103, ...
94 Channel RGB	94	5	1, 95, 189, 283, ...



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.

4 Product description

Description in the GDTF file

“P-3 Vision is a game-changer in entertainment lighting. With these two LED engines in one viewing plane, designers can reproduce pixel content and provide illumination in ways never before possible. P-3 Vision is a new type of lighting solution and a building block for creating exciting lighting effects

and video content in ways never seen before.”

5 Installation

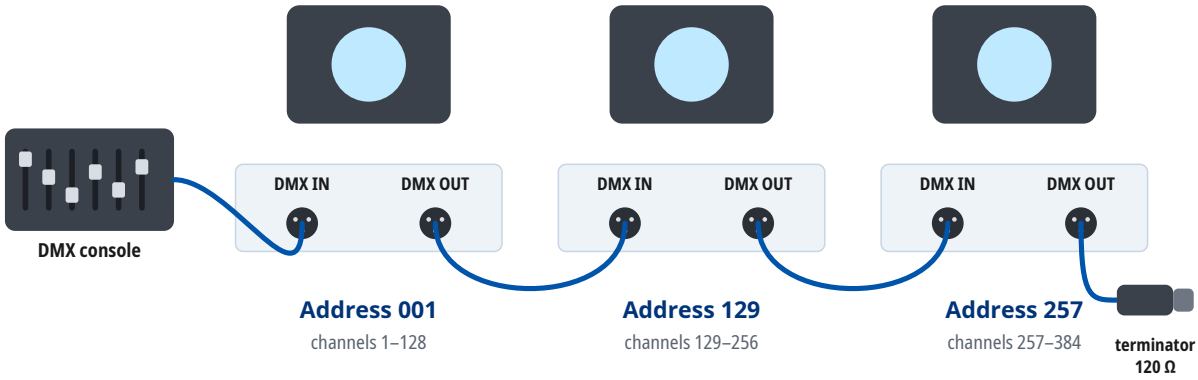
⚠ **WARNING**

- 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: 8.3 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 128 Channel Extended Plus: every unit occupies 128 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 “128 Channel Extended Plus”: 128.
- 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 “128 Channel Extended Plus”, you can use, for example, the start addresses 1, 129, 257, 385.
- 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

	7 Channel RGB 7 channels	13 Channel CTC 13 channels	16 Channel Simplified (RAW) 16 channels	26 Channel Standard (Default) 26 channels	36 Channel Standard (Default) 36 channels	115 Channel Extended 115 channels	128 Channel Extended Plus 128 channels	34 Channel Studio 34 channels
Dimmer		2, 8	1, 9	1, 18	1, 23	1, 22	1, 33	1, 22
Dimmer resolution		8 bit	8 bit	8 bit	16 bit	16 bit	16 bit	16 bit
Shutter / strobe		1, 7	2, 3, 10, 11	2, 3, 19, 20	3, 4, 25, 26	3, 4, 24, 25	3, 4, 35, 36	3, 4, 24, 25
Color mixing	1–6	4–6, 10–12	5–8, 13–15	9–17, 23–25	11–22, 30–35	10–21, 28–114	100 channels (11–127)	8 channels (13–33)
Color temperature		3, 9		7, 22	9, 29	8, 27	9, 39	11, 29
Color wheel				6	7	7	7	7
Effects / macros			4, 12	4–6, 21	5–7, 27	5–7, 26	5–7, 37	5–7, 26
Pixel control				✓	✓	28 cells	28 cells	

Color wheel

1 Open - Color
DMX 0–4

2 Congo - Color
DMX 5–9

3 Red - Color
DMX 10–14

4 Green - Color
DMX 15–19

5 Blue - Color
DMX 20–24

6 COLOR MACRO: Orange - Color
DMX 25–29

7 Light Green - Color
DMX 30–34

8 COLOR MACRO: Pink - Color
DMX 35–39

9 COLOR MACRO: Light Blue - Color
DMX 40–44

10 Purple - Color
DMX 45–49

11 Neon Green - Color
DMX 50–54

12 COLOR MACRO: Magenta - Color
DMX 55–59

13 Cyan - Color
DMX 60–64

14 Yellow - Color
DMX 65–69

15 CTC
DMX 70–75

16 Medium Bastard Amber - Color
DMX 90

17 Medium Yellow - Color
DMX 91

18 Straw Tint - Color
DMX 92

19 Surprise Peach - Color
DMX 93

20 Fire - Color
DMX 94

21 Med Amber - Color
DMX 95

22 Gold Amber - Color
DMX 96

23 Dark Amber - Color
DMX 97

24 Sunset Red - Color
DMX 98

25 Bright Red - Color
DMX 99

26 Light Pink - Color
DMX 100

27 Med Pink - Color
DMX 101

28 Medium Purple - Color
DMX 102

29 Lt Lavender - Color
DMX 103

30 Lavender - Color
DMX 104

31 Sky Blue - Color
DMX 105

32 Tokyo Blue - Color
DMX 106

33 Just Blue - Color
DMX 107

34 Lime Green - Color
DMX 108

35 Moss Green - Color
DMX 109

36 Dk Yellow/Green - Color
DMX 110

37 Spring Yellow - Color
DMX 111

38 Lt Amber - Color
DMX 112

39 Straw - Color
DMX 113

40 Deep Amber - Color
DMX 114

41 Primary Red - Color
DMX 116

42 Lt Rose - Color
DMX 117

43 English Rose - Color
DMX 118

44 Lt Salmon - Color
DMX 119

45 Middle Rose - Color
DMX 120

46 Dark Pink - Color
DMX 121

47 Peacock Blue - Color
DMX 123

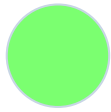
48 Med Blue Green - Color
DMX 124

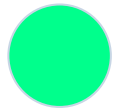
49 Steel Blue - Color **DMX 125**

50  Dark Blue - Color **DMX 127**

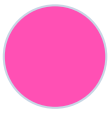
51  Deep Blue - Color **DMX 128**

52 Lee Green - Color **DMX 129**

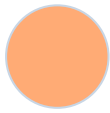
53  Fern Green - Color **DMX 130**

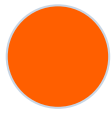
54  Dark Green - Color **DMX 131**

55  Mauve - Color **DMX 132**

56  Bright Pink - Color **DMX 133**

57 Marine Blue - Color **DMX 134**

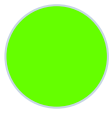
58  Golden Amber - Color **DMX 136**

59  Deep Golden Amber - Color **DMX 137**

60 Pale Lavender - Color **DMX 138**

61 Spec Lavender - Color **DMX 139**

62 Pale Green - Color **DMX 140**

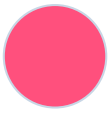
63  Primary Green - Color **DMX 141**

64 Summer Blue - Color **DMX 142**

65  Bright Blue - Color **DMX 143**

66 Pale Navy Blue - Color **DMX 144**

67 Apricot - Color **DMX 145**

68  Bright Rose - Color **DMX 146**

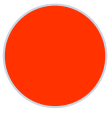
69 Pale Gold35 - Color **DMX 147**

70 Pale Rose - Color **DMX 148**

71  Deep Orange - Color **DMX 150**

72  Slate Blue - Color **DMX 151**

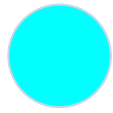
73 Bastard Amber - Color **DMX 152**

74  Flame Red - Color **DMX 153**

75  Daylight Blue - Color **DMX 154**

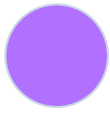
76 Lilac Tint - Color **DMX 155**

77 Deep Lavender - Color **DMX 156**

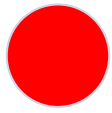
78  Lagoon Blue - Color **DMX 157**

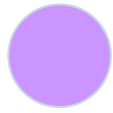
79 Dk Steel Blue - Color **DMX 158**

80  Chrome Orange - Color **DMX 159**

81  Dark Lavender - Color **DMX 160**

82  Congo Blue - Color **DMX 161**

83  Light Red - Color **DMX 162**

84  Surprise Pink - Color **DMX 163**

85  Alice Blue - Color **DMX 164**

86  Double C T Blue - Color **DMX 165**

87 Full C T Blue36 - Color **DMX 166**

88 1/2 C T Blue - Color **DMX 167**

89 1/4 C T Blue - Color **DMX 168**

90 Full C T Orange - Color **DMX 169**

91 1/4 C T Orange - Color **DMX 170**

92 Fluorescent Green - Color **DMX 171**

93 Lee Minus Green - Color **DMX 172**

94 1/2 Minus Green - Color **DMX 173**

95 3/4 C T Blue - Color **DMX 174**

96 3/4 C T Orange - Color **DMX 175**

97 Follies Pink - Color
DMX 176

98 S Spec Rose Pink - Color
DMX 177

99 Fuchsia Pink - Color
DMX 178

100 Glacier Blue - Color
DMX 179

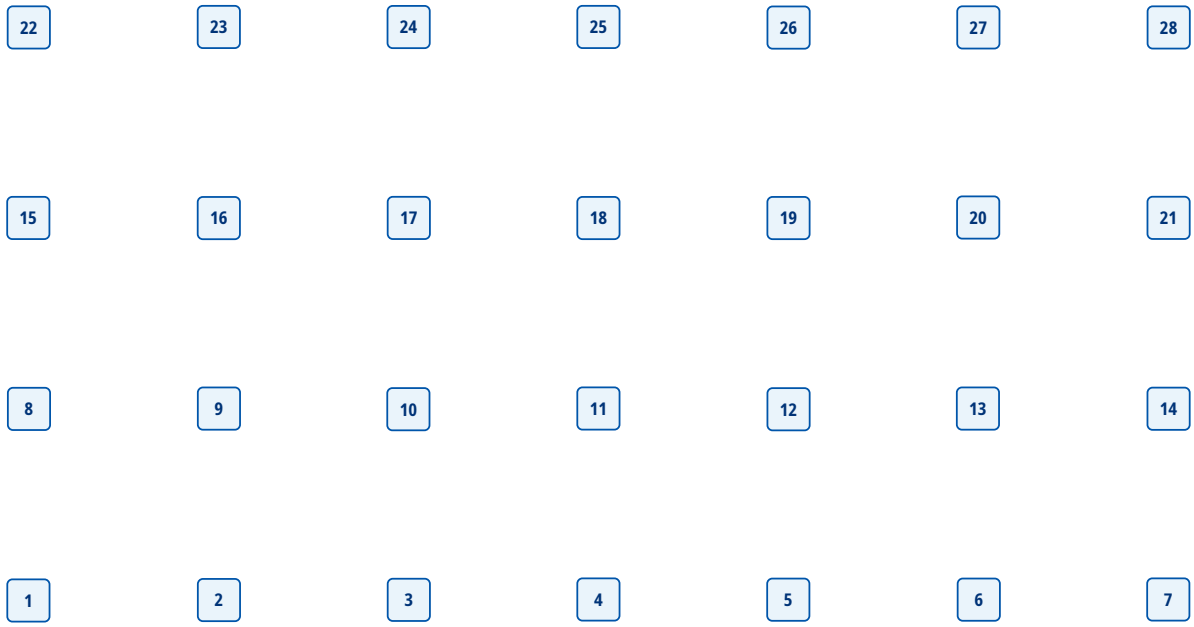
101 Lighter Blue - Color
DMX 180

102 Minus Green - Color
DMX 181–199

103 Neutral - Color
DMX 200

104 Plus Green
DMX 201–220

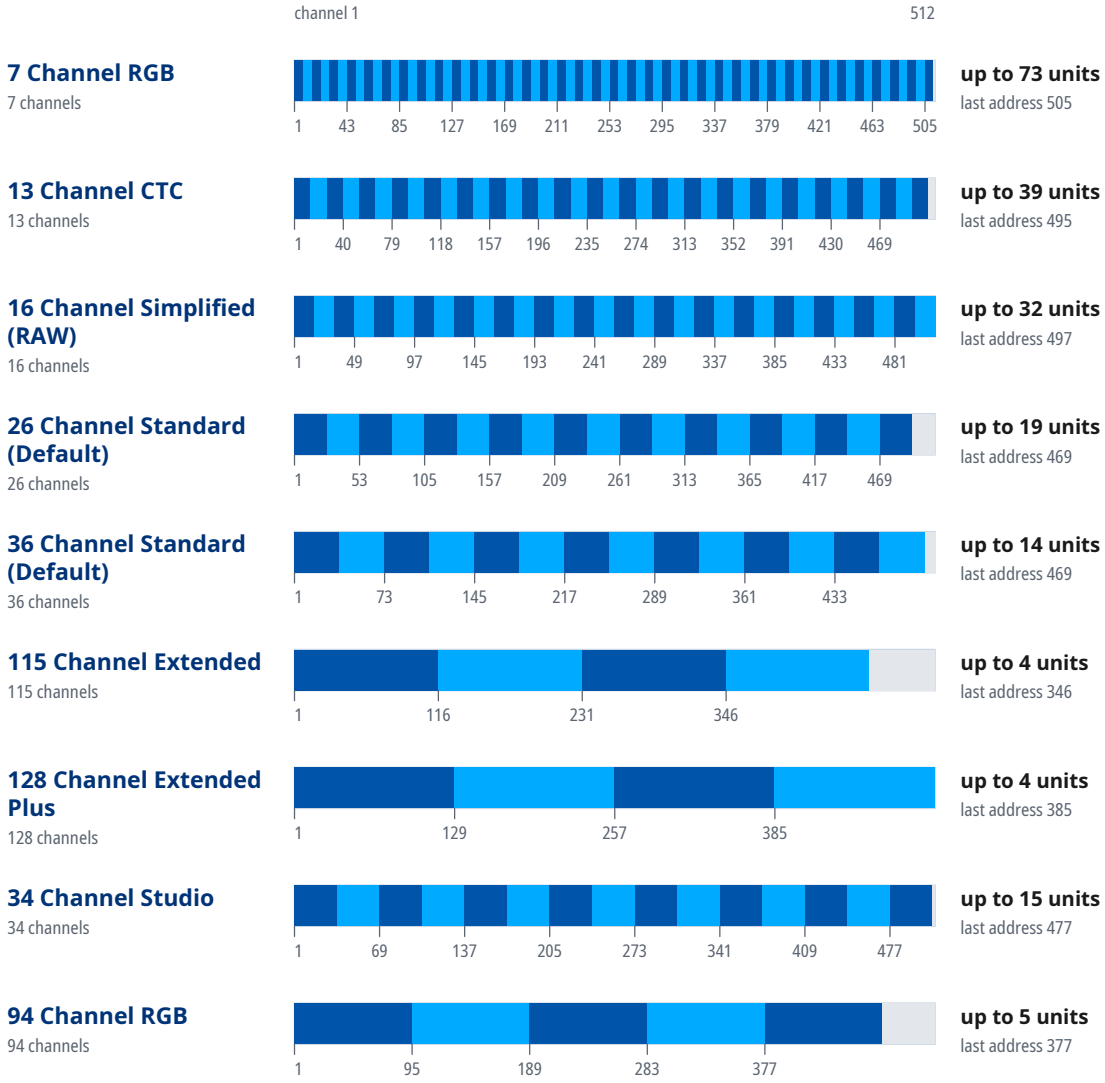
Cells (pixels)



28 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “128 Channel Extended Plus” drives them together.

9 DMX channels

Units in one DMX universe



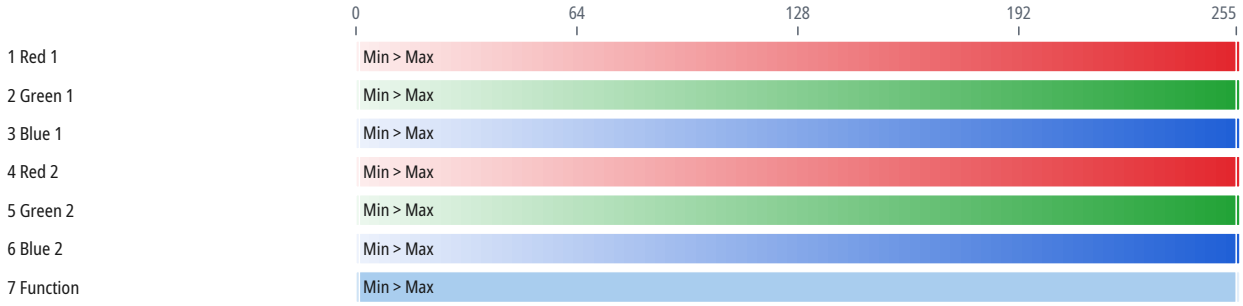
Start addresses of 20 units in the mode “128 Channel Extended Plus”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 129	11	U3 · 257	16	U4 · 385
2	129	7	U2 · 257	12	U3 · 385	17	U5 · 1
3	257	8	U2 · 385	13	U4 · 1	18	U5 · 129
4	385	9	U3 · 1	14	U4 · 129	19	U5 · 257
5	U2 · 1	10	U3 · 129	15	U4 · 257	20	U5 · 385

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 7 Channel RGB

Channel functions at a glance

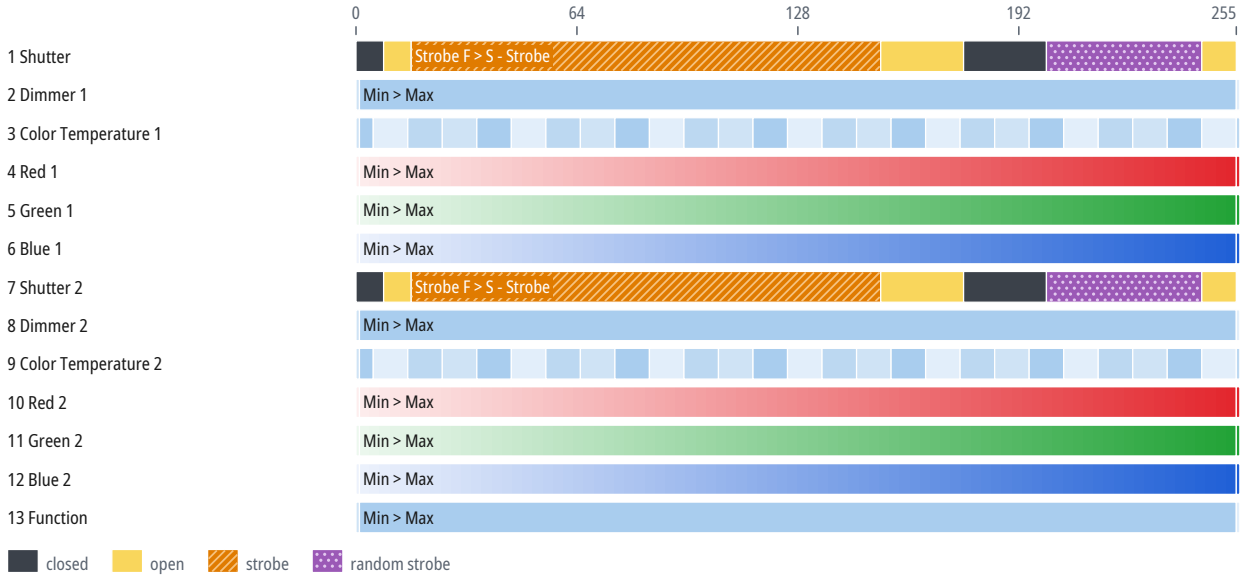


CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min > Max
		255	Max
2	Green 1	0	Min
		1–254	Min > Max
		255	Max
3	Blue 1	0	Min
		1–254	Min > Max
		255	Max
4	Red 2	0	Min
		1–254	Min > Max
		255	Max
5	Green 2	0	Min
		1–254	Min > Max
		255	Max
6	Blue 2	0	Min
		1–254	Min > Max
		255	Max
7	Function	0	Min
		1–254	Min > Max
		255	Max

Mode 13 Channel CTC

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Shutter at 8–15 or 245–255; CH 7 Shutter 2 at 8–15 or 245–255.

Channel functions at a glance



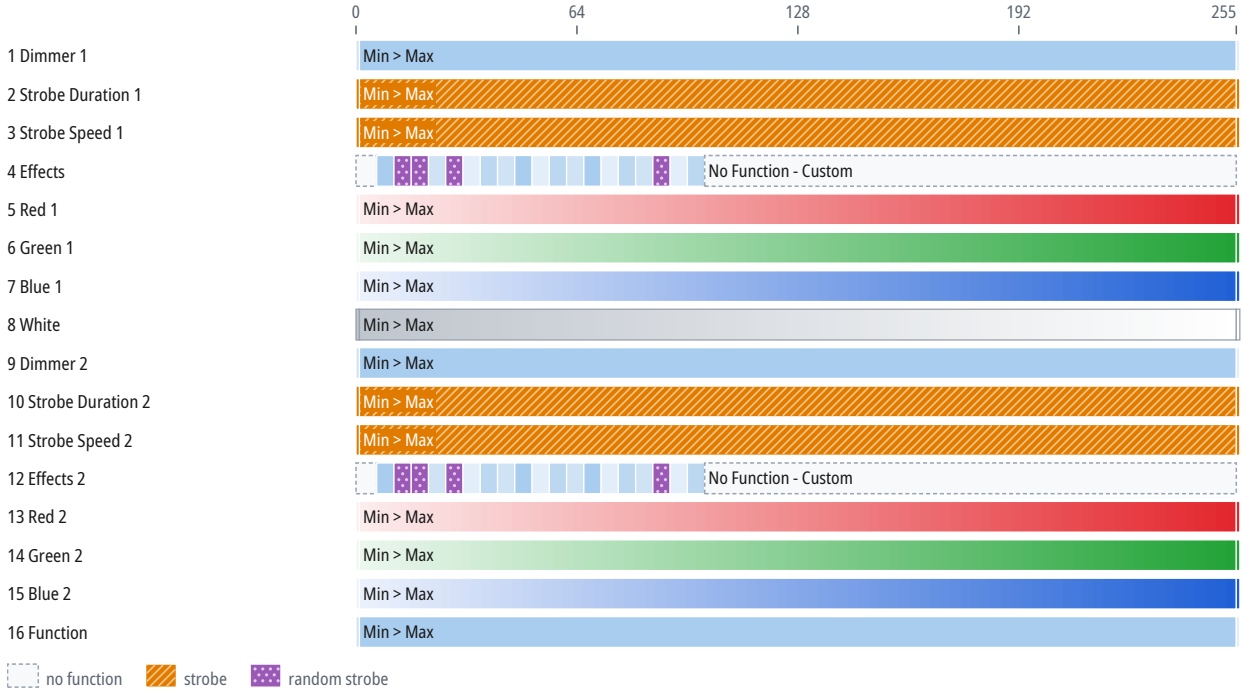
CH	Function	DMX	Description
1	Shutter	0–7	Closed - Shutter Closed
		8–15	STROBE: Open - Shutter Open
		16–151	Strobe F > S - Strobe (28–0.1 Hz)
		152–175	Pulse Open S > F - Strobe Pulse Open (0.1–28 Hz)
		176–199	Pulse Closed S > F - Strobe Pulse Closed (0.1–28 Hz)
		200–244	Strobe Random S > F - Strobe Random (0.1–28 Hz)
		245–255	STROBE: Open - Shutter Open
2	Dimmer 1	0	Min
		1–254	Min > Max
		255	Max
3	Color Temperature 1	0	5600K - CTC
		1–4	RAW - CTC
		5–14	2000K - CTC
		15–24	2200K - CTC
		25–34	2400K - CTC
		35–44	2600K - CTC
		45–54	2800K - CTC
		55–64	3000K - CTC
		65–74	3200K - CTC
		75–84	3400K - CTC
		85–94	3600K - CTC
		95–104	3800K - CTC

CH	Function	DMX	Description
3	Color Temperature 1 (continued)	105–114	4000K - CTC
		115–124	4200K - CTC
		125–134	4400K - CTC
		135–144	4600K - CTC
		145–154	4800K - CTC
		155–164	5000K - CTC
		165–174	5200K - CTC
		175–184	5400K - CTC
		185–194	5600K - CTC
		195–204	5800K - CTC
		205–214	6100K - CTC
		215–224	6300K - CTC
		225–234	6500K - CTC
		235–244	7500K - CTC
		245–254	8800K - CTC
		255	10000K - CTC
4	Red 1		Same as CH 1 in the mode “7 Channel RGB” (p. 11)
5	Green 1		Same as CH 2 in the mode “7 Channel RGB” (p. 11)
6	Blue 1		Same as CH 3 in the mode “7 Channel RGB” (p. 11)
7	Shutter 2	0–7	Closed - Shutter Closed
		8–15	STROBE: Open - Shutter Open
		16–151	Strobe F > S - Strobe (28–0.1 Hz)
		152–175	Pulse Open S > F - Strobe Pulse Open (0.1–28 Hz)
		176–199	Pulse Closed S > F - Strobe Pulse Closed (0.1–28 Hz)
		200–244	Strobe Random S > F - Strobe Random (0.1–28 Hz)
		245–255	STROBE: Open - Shutter Open
8	Dimmer 2	0	Min
		1–254	Min > Max
		255	Max
9	Color Temperature 2	0	5600K - CTC
		1–4	RAW - CTC
		5–14	2000K - CTC
		15–24	2200K - CTC
		25–34	2400K - CTC
		35–44	2600K - CTC
		45–54	2800K - CTC
		55–64	3000K - CTC
		65–74	3200K - CTC
		75–84	3400K - CTC
		85–94	3600K - CTC
		95–104	3800K - CTC
		105–114	4000K - CTC

CH	Function	DMX	Description
9	Color Temperature 2 (continued)	115–124	4200K - CTC
		125–134	4400K - CTC
		135–144	4600K - CTC
		145–154	4800K - CTC
		155–164	5000K - CTC
		165–174	5200K - CTC
		175–184	5400K - CTC
		185–194	5600K - CTC
		195–204	5800K - CTC
		205–214	6100K - CTC
		215–224	6300K - CTC
		225–234	6500K - CTC
		235–244	7500K - CTC
		245–254	8800K - CTC
		255	10000K - CTC
10	Red 2		Same as CH 4 in the mode “7 Channel RGB” (p. 11)
11	Green 2		Same as CH 5 in the mode “7 Channel RGB” (p. 11)
12	Blue 2		Same as CH 6 in the mode “7 Channel RGB” (p. 11)
13	Function		Same as CH 7 in the mode “7 Channel RGB” (p. 11)

Mode 16 Channel Simplified (RAW)

Channel functions at a glance

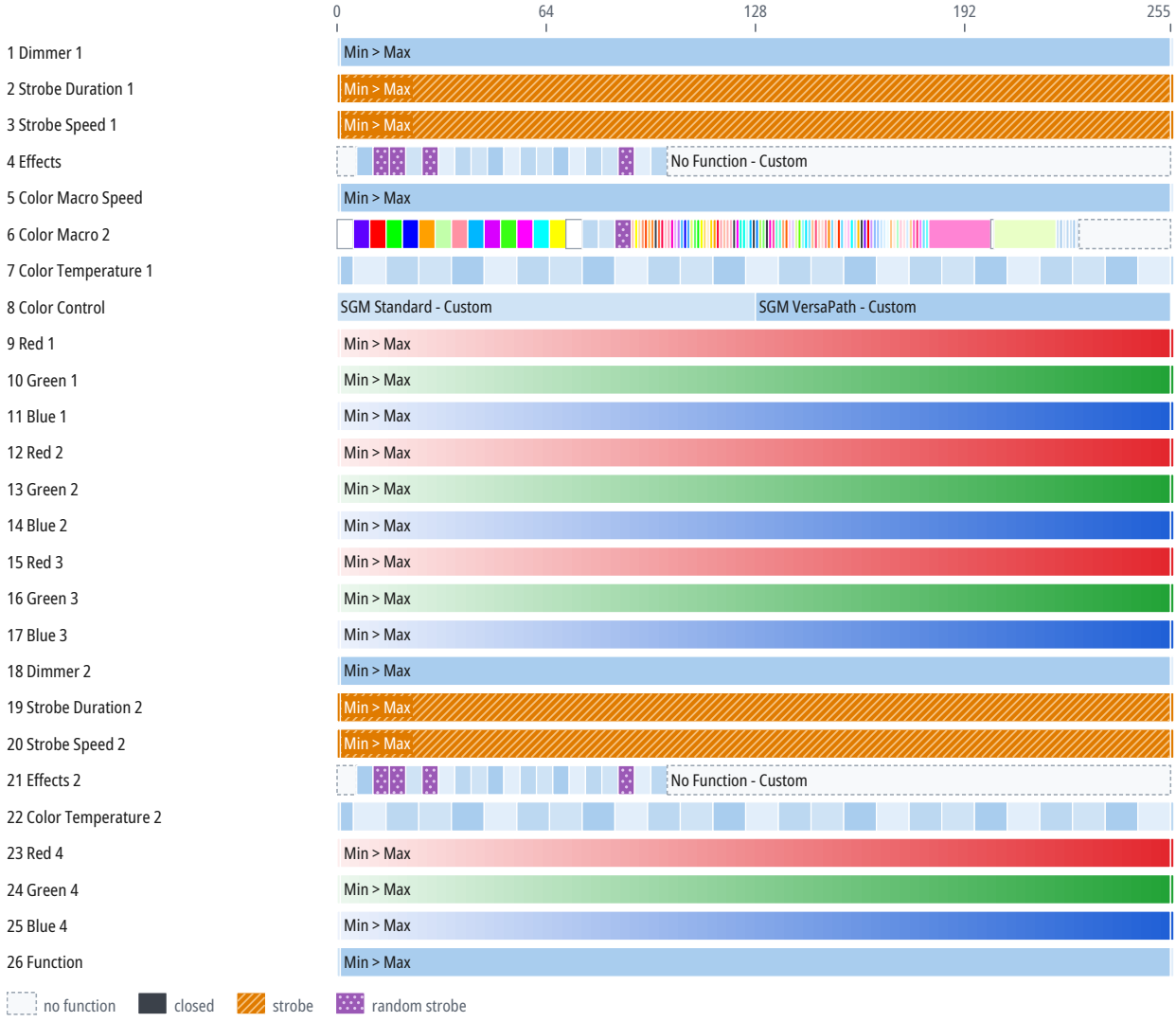


CH	Function	DMX	Description
1	Dimmer 1		Same as CH 2 in the mode “13 Channel CTC” (p. 12)
2	Strobe Duration 1	0	Min
		1–254	Min > Max
		255	Max
3	Strobe Speed 1	0	Min
		1–254	Min > Max
		255	Max
4	Effects	0–5	No Func - Custom
		6–10	Flicker - Effect
		11–15	Random Strobe Panels - Effect
		16–20	Random Strobe - Effect
		21–25	Flicker Colors - Effect
		26–30	Random Strobe Panels - Effect
		31–35	Spikes Colors - Effect
		36–40	Spikes Panel - Effect
		41–45	Pre-Red - Effect
		46–50	Pre-Green - Effect
		51–55	Pre-Blue - Effect
		56–60	RGB-Flicker - Effect
		61–65	Lightning - Effect
		66–70	Roll Effect RGB - Effect
		71–75	Fire - Effect
		76–80	Ice - Effect
		81–85	Magenta Red Blue - Effect
		86–90	Random Color Fade Pixel - Effect
		91–95	Halogen Attack - Effect
		96–100	Halogen Decay - Effect
		101–255	No Function - Custom
5	Red 1		Same as CH 1 in the mode “7 Channel RGB” (p. 11)
6	Green 1		Same as CH 2 in the mode “7 Channel RGB” (p. 11)
7	Blue 1		Same as CH 3 in the mode “7 Channel RGB” (p. 11)
8	White	0	Min
		1–254	Min > Max
		255	Max
9	Dimmer 2		Same as CH 8 in the mode “13 Channel CTC” (p. 13)
10	Strobe Duration 2	0	Min
		1–254	Min > Max
		255	Max
11	Strobe Speed 2	0	Min
		1–254	Min > Max

CH	Function	DMX	Description
11	Strobe Speed 2 (continued)	255	Max
12	Effects 2	0–5	No Func - Custom
		6–10	Flicker - Effect
		11–15	Random Strobe Panels - Effect
		16–20	Random Strobe - Effect
		21–25	Flicker Colors - Effect
		26–30	Random Strobe Panels - Effect
		31–35	Spikes Colors - Effect
		36–40	Spikes Panel - Effect
		41–45	Pre-Red - Effect
		46–50	Pre-Green - Effect
		51–55	Pre-Blue - Effect
		56–60	RGB-Flicker - Effect
		61–65	Lightning - Effect
		66–70	Roll Effect RGB - Effect
		71–75	Fire - Effect
		76–80	Ice - Effect
		81–85	Magenta Red Blue - Effect
		86–90	Random Color Fade Pixel - Effect
		91–95	Halogen Attack - Effect
		96–100	Halogen Decay - Effect
		101–255	No Function - Custom
13	Red 2		Same as CH 4 in the mode “7 Channel RGB” (p. 11)
14	Green 2		Same as CH 5 in the mode “7 Channel RGB” (p. 11)
15	Blue 2		Same as CH 6 in the mode “7 Channel RGB” (p. 11)
16	Function		Same as CH 7 in the mode “7 Channel RGB” (p. 11)

Mode 26 Channel Standard (Default)

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 2 in the mode “13 Channel CTC” (p. 12)
2	Strobe Duration 1		Same as CH 2 in the mode “16 Channel Simplified (RAW)” (p. 15)
3	Strobe Speed 1		Same as CH 3 in the mode “16 Channel Simplified (RAW)” (p. 15)
4	Effects		Same as CH 4 in the mode “16 Channel Simplified (RAW)” (p. 15)
5	Color Macro Speed		MACRO RATE
		0	Min
		1–254	Min > Max
		255	Max
6	Color Macro 2	0–4	Open - Color
		5–9	Congo - Color
		10–14	Red - Color

CH	Function	DMX	Description
6	Color Macro 2 (continued)	15–19	Green - Color
		20–24	Blue - Color
		25–29	COLOR MACRO: Orange - Color
		30–34	Light Green - Color
		35–39	COLOR MACRO: Pink - Color
		40–44	COLOR MACRO: Light Blue - Color
		45–49	Purple - Color
		50–54	Neon Green - Color
		55–59	COLOR MACRO: Magenta - Color
		60–64	Cyan - Color
		65–69	Yellow - Color
		70–74	CTC - CTC
		75–79	Rotate CCW - Rotate CCW (80–0.1 °/s)
		80–84	Rotate CW - Rotate CW (0.1–80 °/s)
		85–89	Rotate Random - Rotate Random
		90	Medium Bastard Amber - Color
		91	Medium Yellow - Color
		92	Straw Tint - Color
		93	Surprise Peach - Color
		94	Fire - Color
		95	Med Amber - Color
		96	Gold Amber - Color
		97	Dark Amber - Color
		98	Sunset Red - Color
		99	Bright Red - Color
		100	Light Pink - Color
		101	Med Pink - Color
		102	Medium Purple - Color
		103	Lt Lavender - Color
		104	Lavender - Color
		105	Sky Blue - Color
		106	Tokyo Blue - Color
		107	Just Blue - Color
		108	Lime Green - Color
		109	Moss Green - Color
		110	Dk Yellow/Green - Color
		111	Spring Yellow - Color
		112	Lt Amber - Color
		113	Straw - Color
		114	Deep Amber - Color
		115	COLOR MACRO: Orange - Color
		116	Primary Red - Color

CH	Function	DMX	Description
6	Color Macro 2 (continued)	117	Lt Rose - Color
		118	English Rose - Color
		119	Lt Salmon - Color
		120	Middle Rose - Color
		121	Dark Pink - Color
		122	COLOR MACRO: Magenta - Color
		123	Peacock Blue - Color
		124	Med Blue Green - Color
		125	Steel Blue - Color
		126	COLOR MACRO: Light Blue - Color
		127	Dark Blue - Color
		128	Deep Blue - Color
		129	Lee Green - Color
		130	Fern Green - Color
		131	Dark Green - Color
		132	Mauve - Color
		133	Bright Pink - Color
		134–135	Marine Blue - Color
		136	Golden Amber - Color
		137	Deep Golden Amber - Color
		138	Pale Lavender - Color
		139	Spec Lavender - Color
		140	Pale Green - Color
		141	Primary Green - Color
		142	Summer Blue - Color
		143	Bright Blue - Color
		144	Pale Navy Blue - Color
		145	Apricot - Color
		146	Bright Rose - Color
		147	Pale Gold35 - Color
		148	Pale Rose - Color
		149	COLOR MACRO: Pink - Color
		150	Deep Orange - Color
		151	Slate Blue - Color
		152	Bastard Amber - Color
		153	Flame Red - Color
		154	Daylight Blue - Color
		155	Lilac Tint - Color
		156	Deep Lavender - Color
		157	Lagoon Blue - Color
		158	Dk Steel Blue - Color
		159	Chrome Orange - Color

CH	Function	DMX	Description
6	Color Macro 2 (continued)	160	Dark Lavender - Color
		161	Congo Blue - Color
		162	Light Red - Color
		163	Surprise Pink - Color
		164	Alice Blue - Color
		165	Double C T Blue - Color
		166	Full C T Blue36 - Color
		167	1/2 C T Blue - Color
		168	1/4 C T Blue - Color
		169	Full C T Orange - Color
		170	1/4 C T Orange - Color
		171	Fluorescent Green - Color
		172	Lee Minus Green - Color
		173	1/2 Minus Green - Color
		174	3/4 C T Blue - Color
		175	3/4 C T Orange - Color
		176	Follies Pink - Color
		177	S Spec Rose Pink - Color
		178	Fuchsia Pink - Color
		179	Glacier Blue - Color
		180	Lighter Blue - Color
		181–199	Minus Green - Color
		200	Neutral - Color
		201–219	Plus Green - Color
		220–226	Vision Macro 1...7 - Macro
		227–255	Reserved - Custom
7	Color Temperature 1		Same as CH 3 in the mode “13 Channel CTC” (p. 12)
8	Color Control		COLOR PATH
		0–127	SGM Standard - Custom
		128–255	SGM VersaPath - Custom
9	Red 1		Same as CH 1 in the mode “7 Channel RGB” (p. 11)
10	Green 1		Same as CH 2 in the mode “7 Channel RGB” (p. 11)
11	Blue 1		Same as CH 3 in the mode “7 Channel RGB” (p. 11)
12	Red 2		Same as CH 4 in the mode “7 Channel RGB” (p. 11)
13	Green 2		Same as CH 5 in the mode “7 Channel RGB” (p. 11)
14	Blue 2		Same as CH 6 in the mode “7 Channel RGB” (p. 11)
15	Red 3	0	Min
		1–254	Min > Max
		255	Max
16	Green 3	0	Min
		1–254	Min > Max
		255	Max

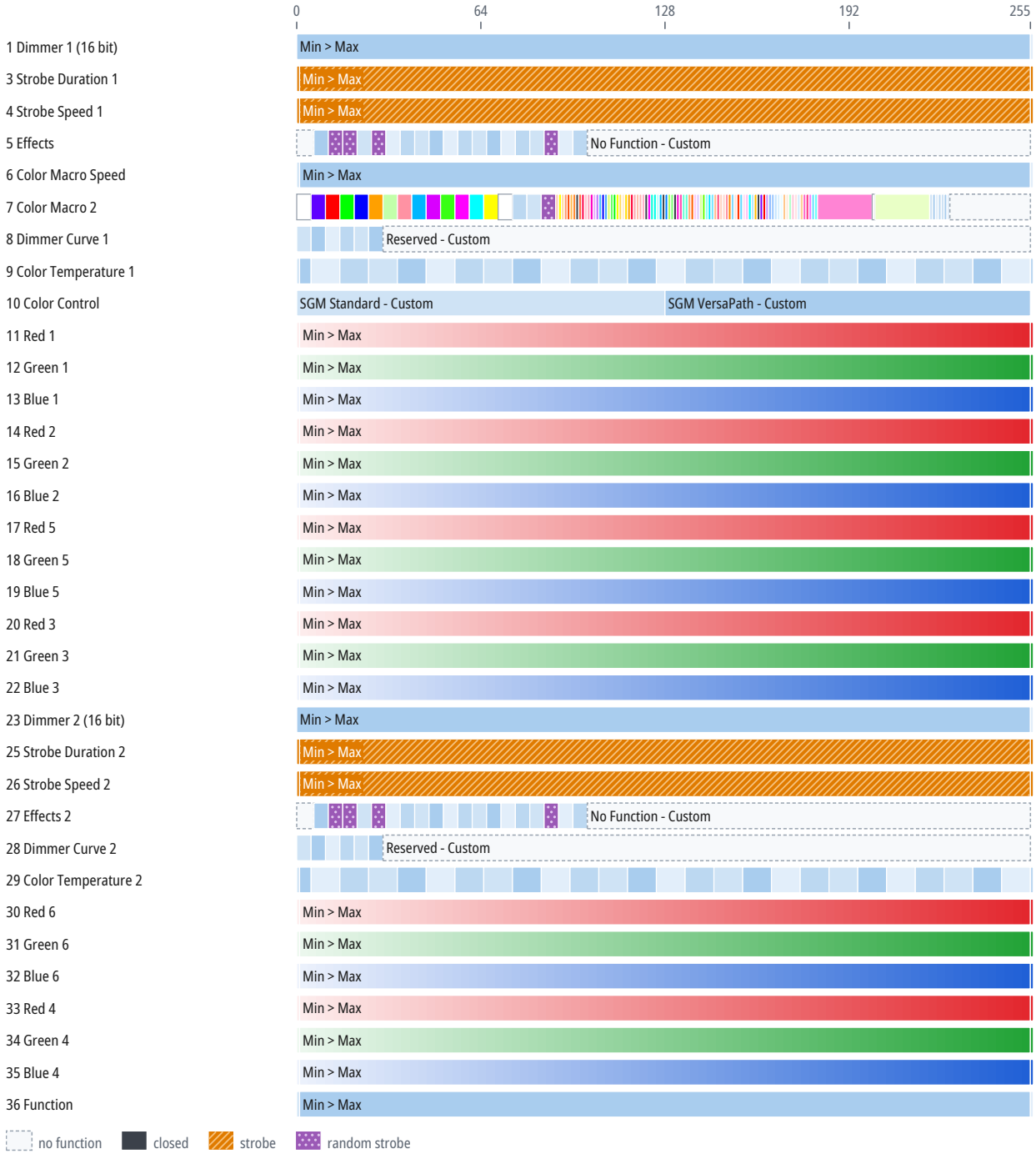
CH	Function	DMX	Description
17	Blue 3	0	Min
		1–254	Min > Max
		255	Max
18	Dimmer 2		Same as CH 8 in the mode “13 Channel CTC” (p. 13)
19	Strobe Duration 2		Same as CH 10 in the mode “16 Channel Simplified (RAW)” (p. 15)
20	Strobe Speed 2		Same as CH 11 in the mode “16 Channel Simplified (RAW)” (p. 15)
21	Effects 2		Same as CH 12 in the mode “16 Channel Simplified (RAW)” (p. 16)
22	Color Temperature 2		Same as CH 9 in the mode “13 Channel CTC” (p. 13)
23	Red 4	0	Min
		1–254	Min > Max
		255	Max
24	Green 4	0	Min
		1–254	Min > Max
		255	Max
25	Blue 4	0	Min
		1–254	Min > Max
		255	Max
26	Function		Same as CH 7 in the mode “7 Channel RGB” (p. 11)

Mode 36 Channel Standard (Default)

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 23 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1	0	Min
		0–255	Min > Max
		255	Max

CH	Function	DMX	Description
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1		Same as CH 2 in the mode “16 Channel Simplified (RAW)” (p. 15)
4	Strobe Speed 1		Same as CH 3 in the mode “16 Channel Simplified (RAW)” (p. 15)
5	Effects		Same as CH 4 in the mode “16 Channel Simplified (RAW)” (p. 15)
6	Color Macro Speed		Same as CH 5 in the mode “26 Channel Standard (Default)” (p. 17)
7	Color Macro 2		Same as CH 6 in the mode “26 Channel Standard (Default)” (p. 17)
8	Dimmer Curve 1	0–4	Smooth Gamma Corrected - Custom
		5–9	Smooth Linear - Custom
		10–14	Halogen Gamma Corrected - Custom
		15–19	Halogen Linear - Custom
		20–24	Fast Gamma Corrected - Custom
		25–29	Fast Linear - Custom
		30–255	Reserved - Custom
9	Color Temperature 1		Same as CH 3 in the mode “13 Channel CTC” (p. 12)
10	Color Control		Same as CH 8 in the mode “26 Channel Standard (Default)” (p. 20)
11	Red 1		RED STROBE
		0	Min
		1–254	Min > Max
		255	Max
12	Green 1		GREEN STROBE
		0	Min
		1–254	Min > Max
		255	Max
13	Blue 1		BLUE STROBE
		0	Min
		1–254	Min > Max
		255	Max
14	Red 2		Same as CH 4 in the mode “7 Channel RGB” (p. 11)
15	Green 2		Same as CH 5 in the mode “7 Channel RGB” (p. 11)
16	Blue 2		Same as CH 6 in the mode “7 Channel RGB” (p. 11)
17	Red 5	0	Min
		1–254	Min > Max
		255	Max
18	Green 5	0	Min
		1–254	Min > Max
		255	Max
19	Blue 5	0	Min
		1–254	Min > Max

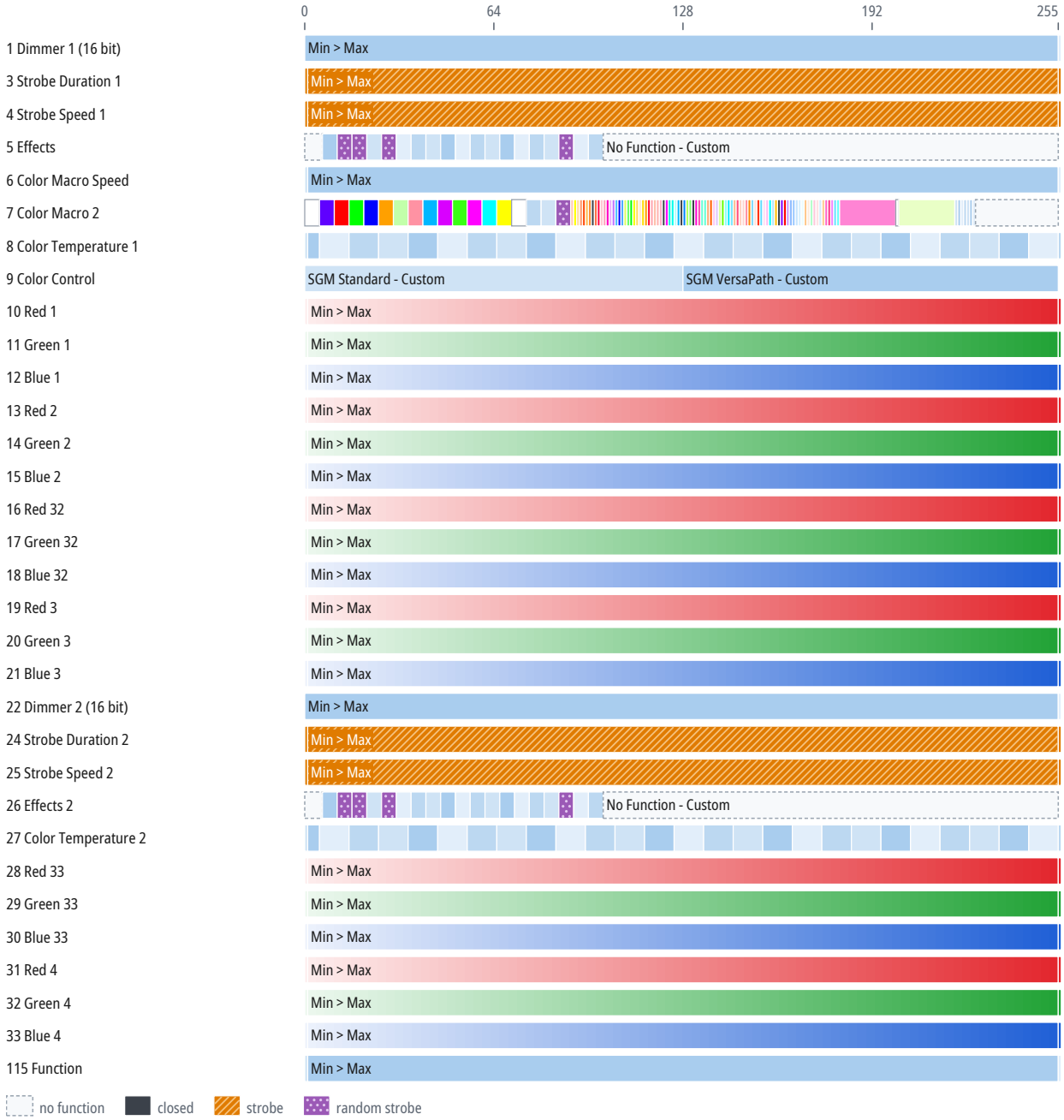
CH	Function	DMX	Description
19	Blue 5 (continued)	255	Max
20	Red 3		Same as CH 15 in the mode “26 Channel Standard (Default)” (p. 20)
21	Green 3		Same as CH 16 in the mode “26 Channel Standard (Default)” (p. 20)
22	Blue 3		Same as CH 17 in the mode “26 Channel Standard (Default)” (p. 21)
23	Dimmer 2	0	Min
		0–255	Min > Max
		255	Max
24	Dimmer 2 Fine	0–255	Fine adjustment of CH 23
25	Strobe Duration 2		Same as CH 10 in the mode “16 Channel Simplified (RAW)” (p. 15)
26	Strobe Speed 2		Same as CH 11 in the mode “16 Channel Simplified (RAW)” (p. 15)
27	Effects 2		Same as CH 12 in the mode “16 Channel Simplified (RAW)” (p. 16)
28	Dimmer Curve 2	0–4	Smooth Gamma Corrected - Custom
		5–9	Smooth Linear - Custom
		10–14	Halogen Gamma Corrected - Custom
		15–19	Halogen Linear - Custom
		20–24	Fast Gamma Corrected - Custom
		25–29	Fast Linear - Custom
		30–255	Reserved - Custom
29	Color Temperature 2		Same as CH 9 in the mode “13 Channel CTC” (p. 13)
30	Red 6		RED STROBE
		0	Min
		1–254	Min > Max
		255	Max
31	Green 6		GREEN STROBE
		0	Min
		1–254	Min > Max
		255	Max
32	Blue 6		BLUE STROBE
		0	Min
		1–254	Min > Max
		255	Max
33	Red 4		Same as CH 23 in the mode “26 Channel Standard (Default)” (p. 21)
34	Green 4		Same as CH 24 in the mode “26 Channel Standard (Default)” (p. 21)
35	Blue 4		Same as CH 25 in the mode “26 Channel Standard (Default)” (p. 21)
36	Function		Same as CH 7 in the mode “7 Channel RGB” (p. 11)

Mode 115 Channel Extended

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 22 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “36 Channel Standard (Default)” (p. 22)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1		Same as CH 2 in the mode “16 Channel Simplified (RAW)” (p. 15)

CH	Function	DMX	Description
4	Strobe Speed 1		Same as CH 3 in the mode “16 Channel Simplified (RAW)” (p. 15)
5	Effects		Same as CH 4 in the mode “16 Channel Simplified (RAW)” (p. 15)
6	Color Macro Speed		Same as CH 5 in the mode “26 Channel Standard (Default)” (p. 17)
7	Color Macro 2		Same as CH 6 in the mode “26 Channel Standard (Default)” (p. 17)
8	Color Temperature 1		Same as CH 3 in the mode “13 Channel CTC” (p. 12)
9	Color Control		Same as CH 8 in the mode “26 Channel Standard (Default)” (p. 20)
10	Red 1		Same as CH 11 in the mode “36 Channel Standard (Default)” (p. 23)
11	Green 1		Same as CH 12 in the mode “36 Channel Standard (Default)” (p. 23)
12	Blue 1		Same as CH 13 in the mode “36 Channel Standard (Default)” (p. 23)
13	Red 2		Same as CH 4 in the mode “7 Channel RGB” (p. 11)
14	Green 2		Same as CH 5 in the mode “7 Channel RGB” (p. 11)
15	Blue 2		Same as CH 6 in the mode “7 Channel RGB” (p. 11)
16	Red 32	0	Min
		1–254	Min > Max
		255	Max
17	Green 32	0	Min
		1–254	Min > Max
		255	Max
18	Blue 32	0	Min
		1–254	Min > Max
		255	Max
19	Red 3		Same as CH 15 in the mode “26 Channel Standard (Default)” (p. 20)
20	Green 3		Same as CH 16 in the mode “26 Channel Standard (Default)” (p. 20)
21	Blue 3		Same as CH 17 in the mode “26 Channel Standard (Default)” (p. 21)
22	Dimmer 2		Same as CH 23 in the mode “36 Channel Standard (Default)” (p. 24)
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22
24	Strobe Duration 2		Same as CH 10 in the mode “16 Channel Simplified (RAW)” (p. 15)
25	Strobe Speed 2		Same as CH 11 in the mode “16 Channel Simplified (RAW)” (p. 15)
26	Effects 2		Same as CH 12 in the mode “16 Channel Simplified (RAW)” (p. 16)
27	Color Temperature 2		Same as CH 9 in the mode “13 Channel CTC” (p. 13)
28	Red 33		RED STROBE

CH	Function	DMX	Description
28	Red 33 (continued)	0	Min
		1–254	Min > Max
		255	Max
29	Green 33		GREEN STROBE
		0	Min
		1–254	Min > Max
		255	Max
30	Blue 33		BLUE STROBE
		0	Min
		1–254	Min > Max
		255	Max
31	Red 4	0	Min
		1–254	Min > Max
		255	Max
32	Green 4	0	Min
		1–254	Min > Max
		255	Max
33	Blue 4	0	Min
		1–254	Min > Max
		255	Max
115	Function		Same as CH 7 in the mode “7 Channel RGB” (p. 11)

CH 31–114: 28 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 31–33); the table below gives each cell's channel numbers.

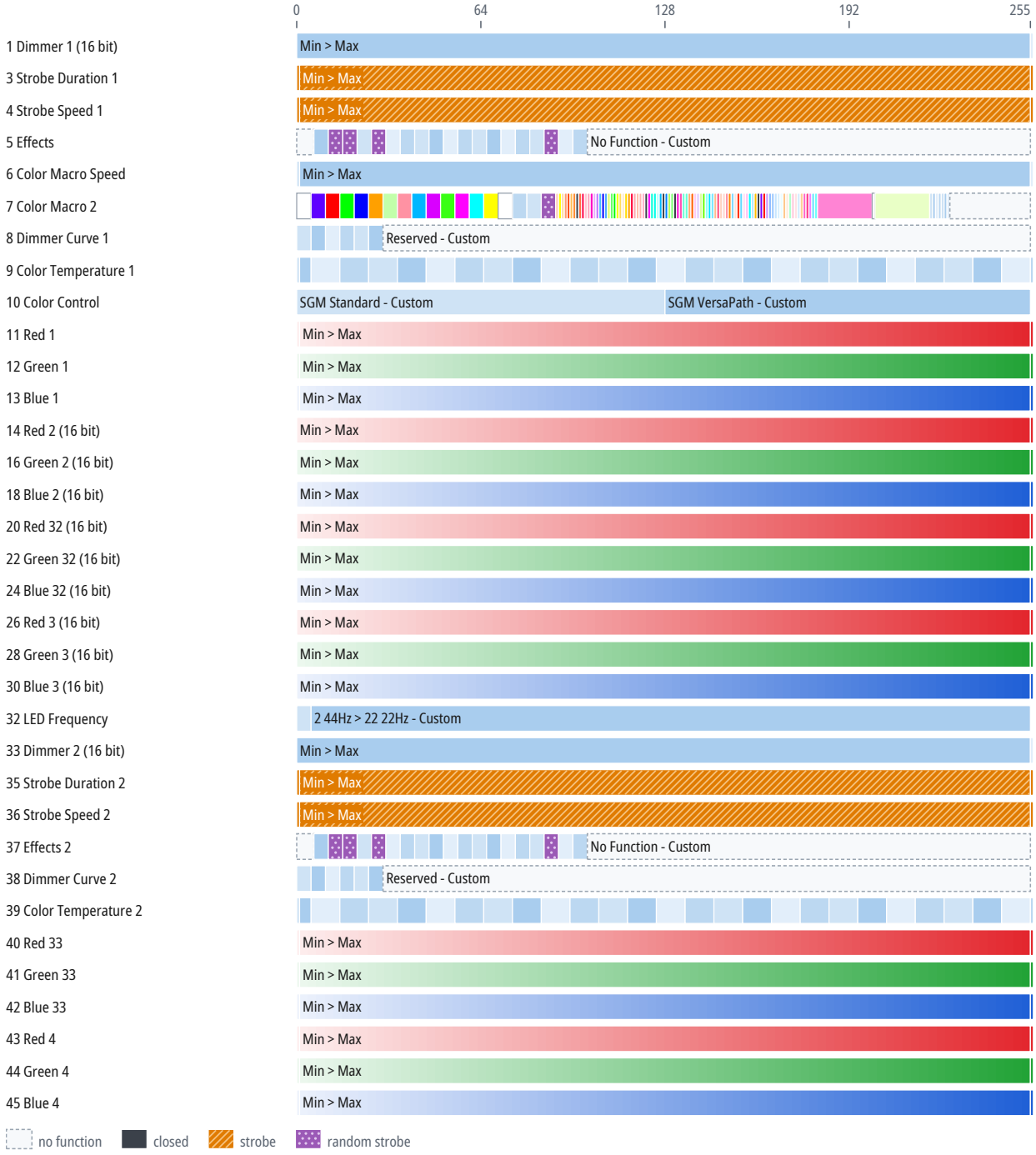
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	31	32	33	2	34	35	36	3	37	38	39
4	40	41	42	5	43	44	45	6	46	47	48
7	49	50	51	8	52	53	54	9	55	56	57
10	58	59	60	11	61	62	63	12	64	65	66
13	67	68	69	14	70	71	72	15	73	74	75
16	76	77	78	17	79	80	81	18	82	83	84
19	85	86	87	20	88	89	90	21	91	92	93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

Mode 128 Channel Extended Plus

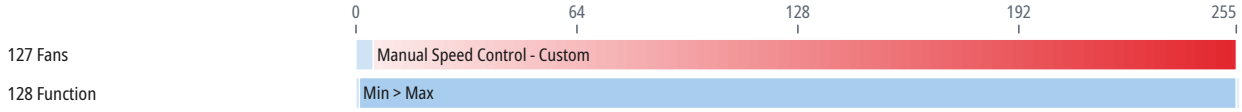
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 14 Red 2 255, CH 16 Green 2 255, CH 18 Blue 2 255, CH 20 Red 32 255, CH 22 Green 32 255, CH 24 Blue 32 255, CH 26 Red 3 255, CH 28 Green 3 255, CH 30 Blue 3 255, CH 33 Dimmer 2 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “36 Channel Standard (Default)” (p. 22)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1		Same as CH 2 in the mode “16 Channel Simplified (RAW)” (p. 15)
4	Strobe Speed 1		Same as CH 3 in the mode “16 Channel Simplified (RAW)” (p. 15)
5	Effects		Same as CH 4 in the mode “16 Channel Simplified (RAW)” (p. 15)
6	Color Macro Speed		Same as CH 5 in the mode “26 Channel Standard (Default)” (p. 17)
7	Color Macro 2		Same as CH 6 in the mode “26 Channel Standard (Default)” (p. 17)
8	Dimmer Curve 1		Same as CH 8 in the mode “36 Channel Standard (Default)” (p. 23)
9	Color Temperature 1		Same as CH 3 in the mode “13 Channel CTC” (p. 12)
10	Color Control		Same as CH 8 in the mode “26 Channel Standard (Default)” (p. 20)
11	Red 1		Same as CH 11 in the mode “36 Channel Standard (Default)” (p. 23)
12	Green 1		Same as CH 12 in the mode “36 Channel Standard (Default)” (p. 23)
13	Blue 1		Same as CH 13 in the mode “36 Channel Standard (Default)” (p. 23)
14	Red 2	0	Min
		0–255	Min > Max
		255	Max
15	Red 2 Fine	0–255	Fine adjustment of CH 14
16	Green 2	0	Min
		0–255	Min > Max
		255	Max
17	Green 2 Fine	0–255	Fine adjustment of CH 16
18	Blue 2	0	Min
		0–255	Min > Max
		255	Max
19	Blue 2 Fine	0–255	Fine adjustment of CH 18
20	Red 32	0	Min
		0–255	Min > Max
		255	Max
21	Red 32 Fine	0–255	Fine adjustment of CH 20

CH	Function	DMX	Description
22	Green 32	0	Min
		0–255	Min > Max
		255	Max
23	Green 32 Fine	0–255	Fine adjustment of CH 22
24	Blue 32	0	Min
		0–255	Min > Max
		255	Max
25	Blue 32 Fine	0–255	Fine adjustment of CH 24
26	Red 3	0	Min
		0–255	Min > Max
		255	Max
27	Red 3 Fine	0–255	Fine adjustment of CH 26
28	Green 3	0	Min
		0–255	Min > Max
		255	Max
29	Green 3 Fine	0–255	Fine adjustment of CH 28
30	Blue 3	0	Min
		0–255	Min > Max
		255	Max
31	Blue 3 Fine	0–255	Fine adjustment of CH 30
32	LED Frequency	0–4	Default (24 4kHz) - Custom
		5–255	2 44Hz > 22 22Hz - Custom (2.44–22.2 Hz)
33	Dimmer 2		Same as CH 23 in the mode “36 Channel Standard (Default)” (p. 24)
34	Dimmer 2 Fine	0–255	Fine adjustment of CH 33
35	Strobe Duration 2		Same as CH 10 in the mode “16 Channel Simplified (RAW)” (p. 15)
36	Strobe Speed 2		Same as CH 11 in the mode “16 Channel Simplified (RAW)” (p. 15)
37	Effects 2		Same as CH 12 in the mode “16 Channel Simplified (RAW)” (p. 16)
38	Dimmer Curve 2		Same as CH 28 in the mode “36 Channel Standard (Default)” (p. 24)
39	Color Temperature 2		Same as CH 9 in the mode “13 Channel CTC” (p. 13)
40	Red 33		Same as CH 28 in the mode “115 Channel Extended” (p. 26)
41	Green 33		Same as CH 29 in the mode “115 Channel Extended” (p. 27)
42	Blue 33		Same as CH 30 in the mode “115 Channel Extended” (p. 27)
43	Red 4	0	Min
		1–254	Min > Max
		255	Max
44	Green 4	0	Min
		1–254	Min > Max
		255	Max

CH	Function	DMX	Description
45	Blue 4	0	Min
		1–254	Min > Max
		255	Max
127	Fans	0–4	Default - Custom
		5–255	Manual Speed Control - Custom
128	Function		Same as CH 7 in the mode “7 Channel RGB” (p. 11)

CH 43–126: 28 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 43–45); the table below gives each cell's channel numbers.

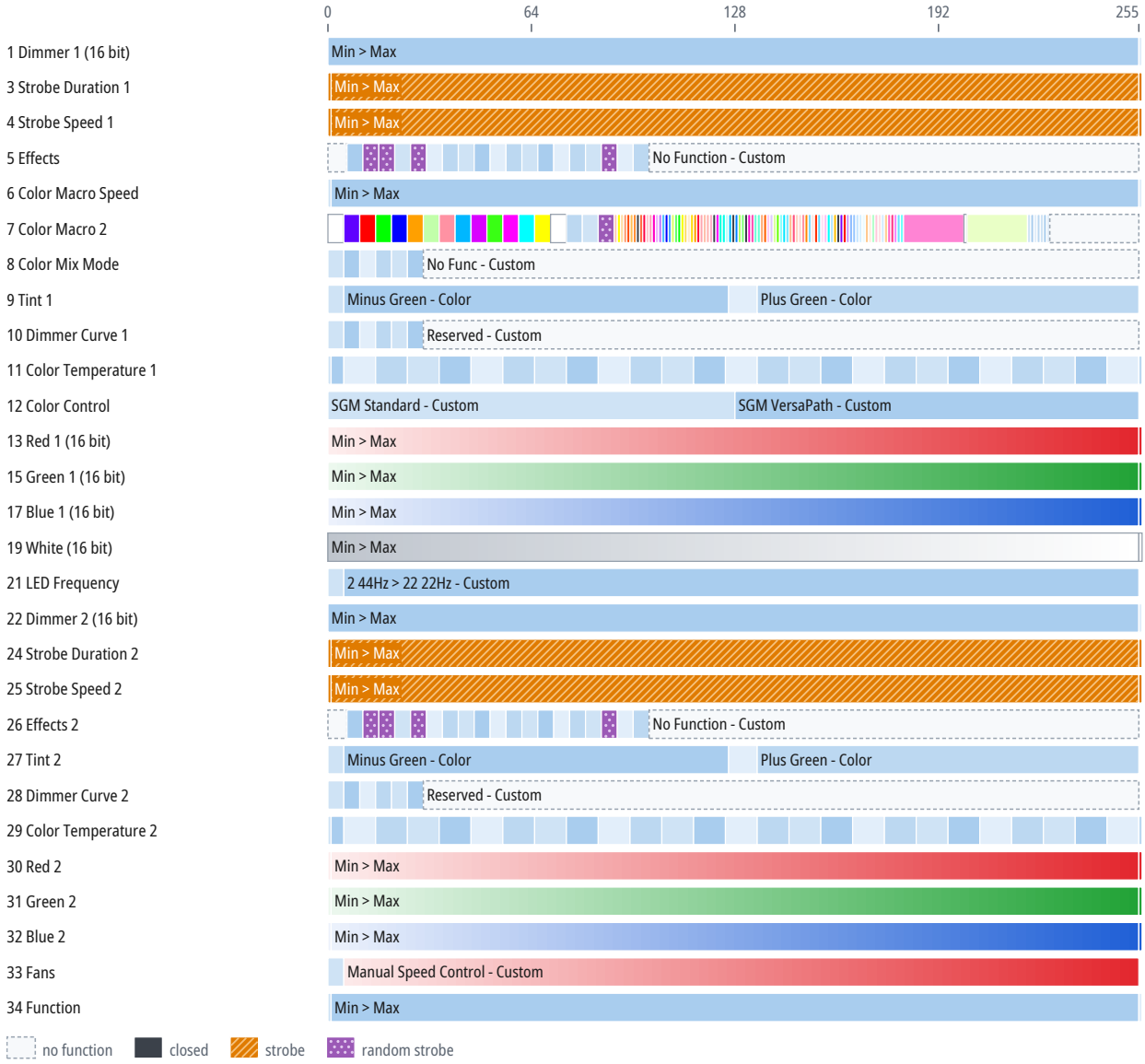
Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	43	44	45	2	46	47	48	3	49	50	51
4	52	53	54	5	55	56	57	6	58	59	60
7	61	62	63	8	64	65	66	9	67	68	69
10	70	71	72	11	73	74	75	12	76	77	78
13	79	80	81	14	82	83	84	15	85	86	87
16	88	89	90	17	91	92	93	18	94	95	96
19	97	98	99	20	100	101	102	21	103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

Mode 34 Channel Studio

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 1 255, CH 13 Red 1 255, CH 15 Green 1 255, CH 17 Blue 1 255, CH 19 White 255, CH 22 Dimmer 2 255.

Channel functions at a glance



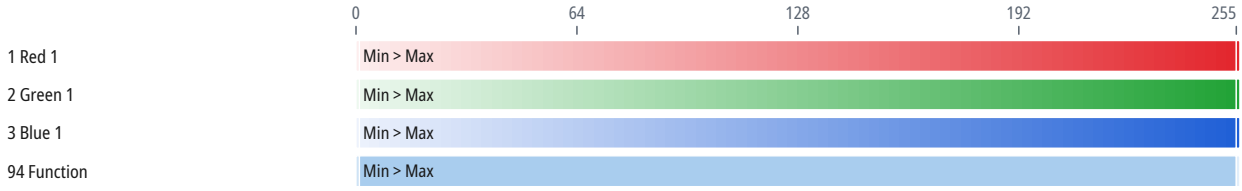
CH	Function	DMX	Description
1	Dimmer 1		Same as CH 1 in the mode “36 Channel Standard (Default)” (p. 22)
2	Dimmer 1 Fine	0–255	Fine adjustment of CH 1
3	Strobe Duration 1		Same as CH 2 in the mode “16 Channel Simplified (RAW)” (p. 15)
4	Strobe Speed 1		Same as CH 3 in the mode “16 Channel Simplified (RAW)” (p. 15)
5	Effects		Same as CH 4 in the mode “16 Channel Simplified (RAW)” (p. 15)

CH	Function	DMX	Description
6	Color Macro Speed		Same as CH 5 in the mode “26 Channel Standard (Default)” (p. 17)
7	Color Macro 2		Same as CH 6 in the mode “26 Channel Standard (Default)” (p. 17)
8	Color Mix Mode	0–4	CTC RGB - Color
		5–9	XY Control - Color
		10–14	CTC RGBW - Color
		15–19	HSI - Color
		20–24	CMY - Color
		25–29	CTC RGB+W - Color
		30–255	No Func - Custom
9	Tint 1		PLUS/MINUS GREEN
		0–4	Neutral - Color
		5–125	Minus Green - Color
		126–134	Neutral - Color
		135–255	Plus Green - Color
10	Dimmer Curve 1		Same as CH 8 in the mode “36 Channel Standard (Default)” (p. 23)
11	Color Temperature 1		Same as CH 3 in the mode “13 Channel CTC” (p. 12)
12	Color Control		Same as CH 8 in the mode “26 Channel Standard (Default)” (p. 20)
13	Red 1	0	Min
		0–255	Min > Max
		255	Max
14	Red 1 Fine	0–255	Fine adjustment of CH 13
15	Green 1	0	Min
		0–255	Min > Max
		255	Max
16	Green 1 Fine	0–255	Fine adjustment of CH 15
17	Blue 1	0	Min
		0–255	Min > Max
		255	Max
18	Blue 1 Fine	0–255	Fine adjustment of CH 17
19	White	0	Min
		0–255	Min > Max
		255	Max
20	White Fine	0–255	Fine adjustment of CH 19
21	LED Frequency		Same as CH 32 in the mode “128 Channel Extended Plus” (p. 30)
22	Dimmer 2		Same as CH 23 in the mode “36 Channel Standard (Default)” (p. 24)
23	Dimmer 2 Fine	0–255	Fine adjustment of CH 22
24	Strobe Duration 2		Same as CH 10 in the mode “16 Channel Simplified (RAW)” (p. 15)

CH	Function	DMX	Description
25	Strobe Speed 2		Same as CH 11 in the mode “16 Channel Simplified (RAW)” (p. 15)
26	Effects 2		Same as CH 12 in the mode “16 Channel Simplified (RAW)” (p. 16)
27	Tint 2		PLUS/MINUS GREEN
		0–4	Neutral - Color
		5–125	Minus Green - Color
		126–134	Neutral - Color
		135–255	Plus Green - Color
28	Dimmer Curve 2		Same as CH 28 in the mode “36 Channel Standard (Default)” (p. 24)
29	Color Temperature 2		Same as CH 9 in the mode “13 Channel CTC” (p. 13)
30	Red 2		Same as CH 4 in the mode “7 Channel RGB” (p. 11)
31	Green 2		Same as CH 5 in the mode “7 Channel RGB” (p. 11)
32	Blue 2		Same as CH 6 in the mode “7 Channel RGB” (p. 11)
33	Fans		Same as CH 127 in the mode “128 Channel Extended Plus” (p. 31)
34	Function		Same as CH 7 in the mode “7 Channel RGB” (p. 11)

Mode 94 Channel RGB

Channel functions at a glance



CH	Function	DMX	Description
1	Red 1	0	Min
		1–254	Min > Max
		255	Max
2	Green 1	0	Min
		1–254	Min > Max
		255	Max
3	Blue 1	0	Min
		1–254	Min > Max
		255	Max
94	Function		Same as CH 7 in the mode “7 Channel RGB” (p. 11)

CH 1–93: 31 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 1–3); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	1	2	3	2	4	5	6	3	7	8	9
4	10	11	12	5	13	14	15	6	16	17	18
7	19	20	21	8	22	23	24	9	25	26	27
10	28	29	30	11	31	32	33	12	34	35	36
13	37	38	39	14	40	41	42	15	43	44	45
16	46	47	48	17	49	50	51	18	52	53	54
19	55	56	57	20	58	59	60	21	61	62	63
22	64	65	66	23	67	68	69	24	70	71	72
25	73	74	75	26	76	77	78	27	79	80	81
28	82	83	84	29	85	86	87	30	88	89	90
31	91	92	93								

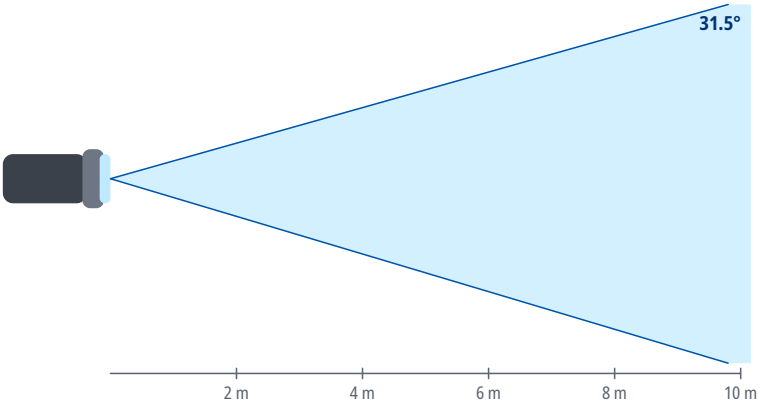
10 Technical specifications

Parameter	Value
Light source	LED
Weight	8.3 kg
Operating temperature	-40 to 50 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–28 Hz
LED frequency	0–22.2 Hz
Color wheel rotation	up to 80 °/s (13 rpm)

Spot diameter



Distance	Ø 31.5°
2 m	1.1 m
4 m	2.3 m
6 m	3.4 m
8 m	4.5 m
10 m	5.6 m
15 m	8.5 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.

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.