DMX REFERENCE

Xerus

SLV Group

Manufacturer	SLV Group
GDTF file	SLV_Group_Xerus_167175.gdtf
GDTF revision	Initial, Uploaded to GDTF Share. · 2026-10-31
Generated	2026-11-24

Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 5
6 Connections 5
7 Operation 6
8 Functions at a glance 7
9 DMX channels 10
Mode Standard 11
Mode Extended 19
10 Technical specifications 21
11 Maintenance and cleaning 22
12 Troubleshooting 22
13 Disposal 23

1 About this manual

This document describes the Xerus by SLV Group. It was compiled from the GDTF file SLV_Group_Xerus_167175.gdtf from the GDTF-Share library.

File revision: “Initial, 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 SLV Group; 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	25 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	38	13	1, 39, 77, 115, ...
Extended	41	12	1, 42, 83, 124, ...

No light? Check these channels

- Standard: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0
- Extended: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 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.

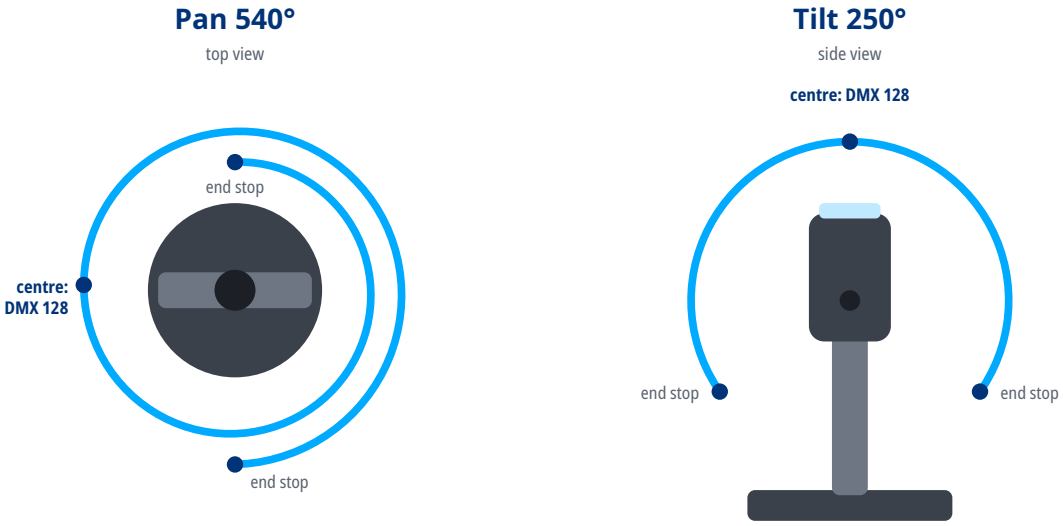
⚠ CAUTION

- 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



5 Installation

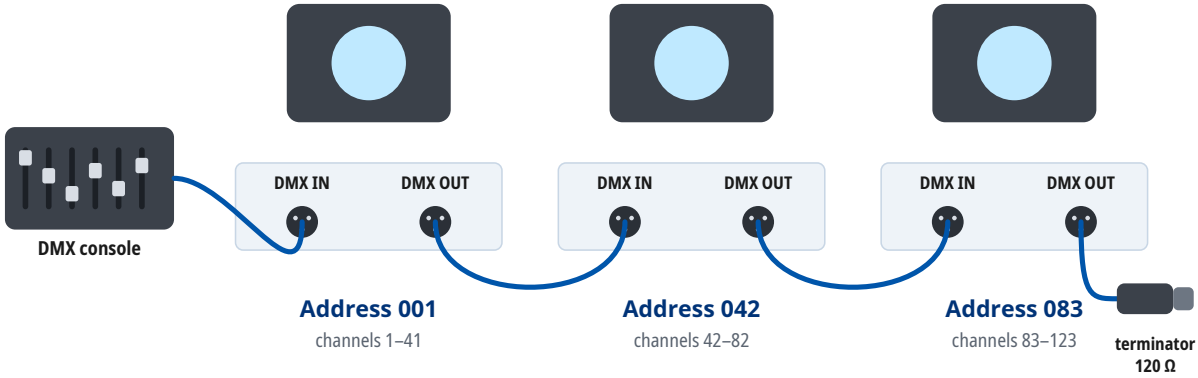
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 25 kg.
> - Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
> - Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
> - During installation and removal, keep people out of the area below the work position.
> - Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.

- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Extended: every unit occupies 41 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended”: 41.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Extended”, you can use, for example, the start addresses 1, 42, 83, 124.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	Standard 38 channels	Extended 41 channels
Pan / Tilt	33, 35	35, 37
Dimmer	7	7
Shutter / strobe	6, 9	6, 9
Color mixing	1–3	1–3
Color temperature	4	4
Color wheel	5	5
Gobo wheel	10, 11	10, 11
Gobo rotation	12	12
Prism	14, 15	14, 15
Frost	18, 19	18, 19
Zoom	21	22
Focus	20	20
Iris	9	9
Animation wheel	16, 17	16, 17
Effects / macros	31	33

Color wheel

1. Color Wheel: Open
   DMX 0–4
2. Open/Dark Red
   DMX 5–9
3. Dark Red/Blue
   DMX 15–19
4. Blue/Green
   DMX 25–29
5. Green/Half Minus Green
   DMX 35–39
6. Half Minus Green/Deep Orange
   DMX 45–49
7. Deep Orange/Deep Blue
   DMX 55–59

Gobo wheel 1

1
Gobo: Open
DMX 0–7

2 
Gobo 1
DMX 8–15

3 
Gobo 2
DMX 16–23

4 
Gobo 3
DMX 24–31

5 
Gobo 4
DMX 32–39

6 
Gobo 5
DMX 40–47

7 
Gobo 6
DMX 48–55

8 
Gobo 7
DMX 56–63

9 
Gobo 8
DMX 64–72

Gobo wheel 2

1
Gobo: Open
DMX 0–5

2 
Gobo 1
DMX 6–10

3 
Gobo 2
DMX 11–15

4 
Gobo 3
DMX 16–20

5 
Gobo 4
DMX 21–25

6 
Gobo 5
DMX 26–30

7 
Gobo 6
DMX 31–35

8 
Gobo 7
DMX 36–41

Prism

1
Open
DMX 0–127

2 
4 facets
4-Facet Circular Prism
DMX 128–255

Animation wheel

1
Open
DMX 0–7

2 
Animation
DMX 8–255

Gobo wheel 3

1
Open
DMX 0

2 
Frost
DMX 255

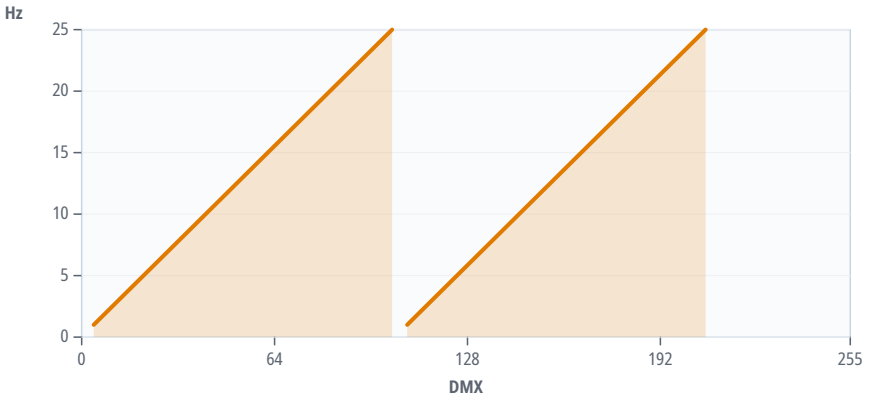
Gobo wheel 4



Open
DMX 0

Frost
DMX 255

Strobe rate

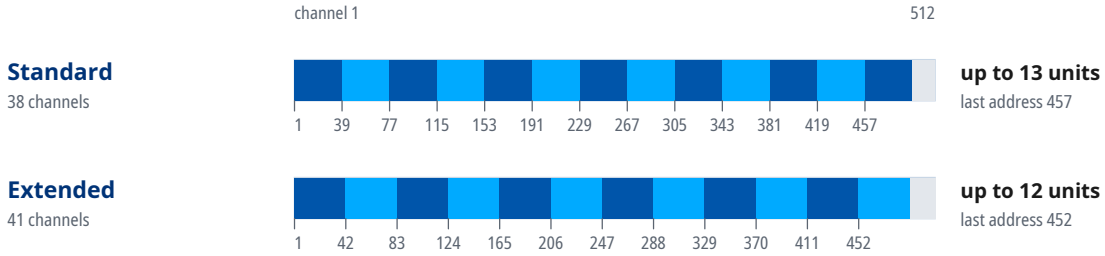


CH 6 · Extended

- 4–103: 1–25 Hz
  Linear Strobe
- 108–207: 1–25 Hz
  Linear Pulse

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	206	11	411	16	U2 · 124
2	42	7	247	12	452	17	U2 · 165
3	83	8	288	13	U2 · 1	18	U2 · 206
4	124	9	329	14	U2 · 42	19	U2 · 247
5	165	10	370	15	U2 · 83	20	U2 · 288

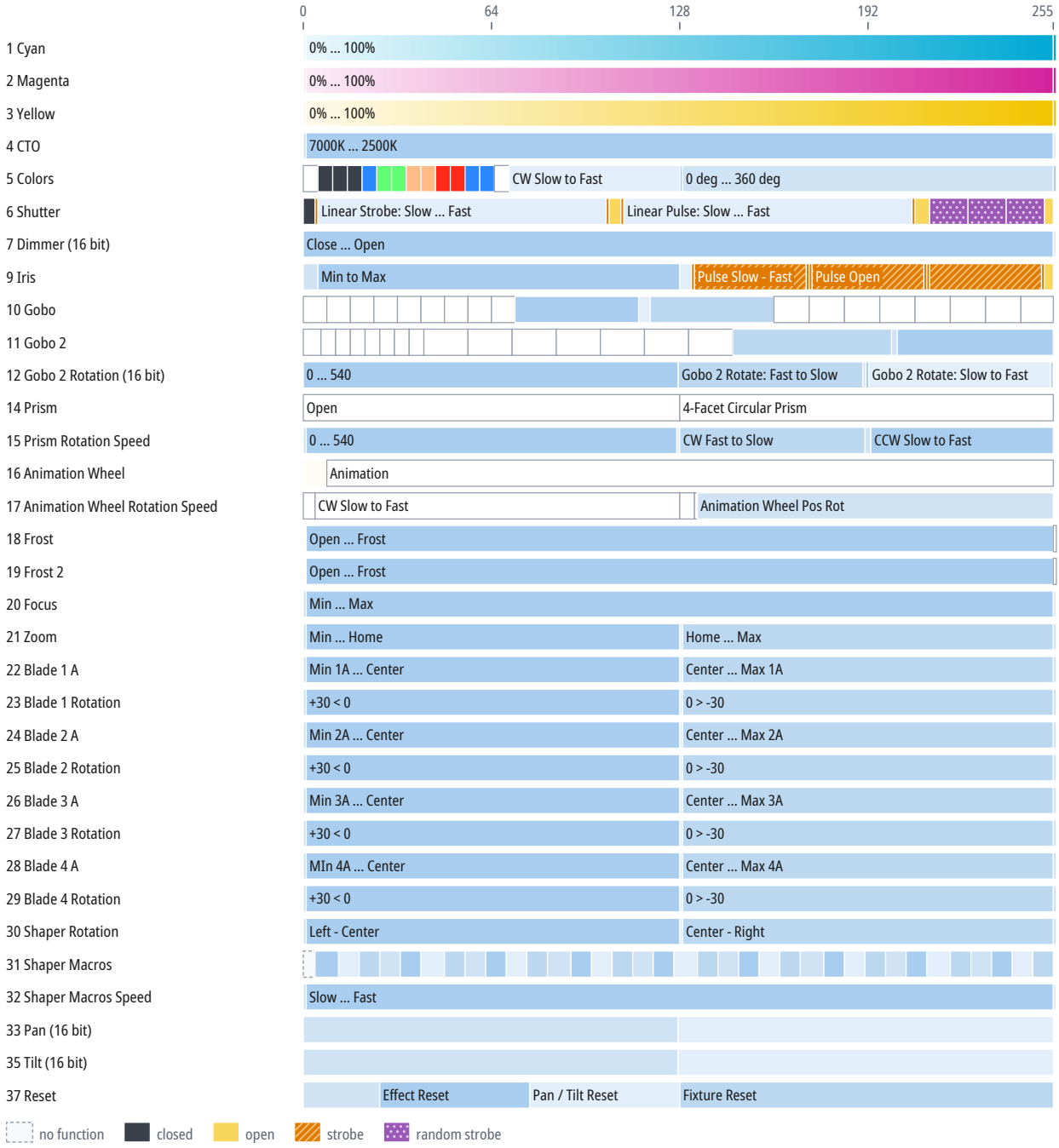
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Standard

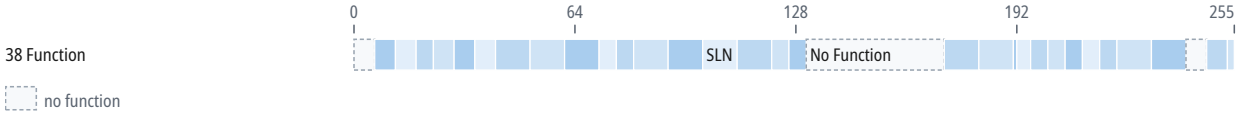
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 4 CTO 0, CH 5 Colors 0, CH 6 Shutter 105, CH 7 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0	0%
		1–254	0% … 100%
		255	100%
2	Magenta	0	0%
		1–254	0% … 100%
		255	100%
3	Yellow	0	0%
		1–254	0% … 100%
		255	100%
4	CTO	0	7000K
		1–254	7000K … 2500K
		255	2500K
5	Colors	0–4	Color Wheel: Open
		5–9	Open/Dark Red
		10–14	Dark Red
		15–19	Dark Red/Blue
		20–24	Blue
		25–29	Blue/Green
		30–34	Green
		35–39	Green/Half Minus Green
		40–44	Half Minus Green
		45–49	Half Minus Green/Deep Orange
		50–54	Deep Orange
		55–59	Deep Orange/Deep Blue
		60–64	Deep Blue
		65–69	Deep Blue/Open
		70–127	CW Slow to Fast (30–360 °/s)
		128	0 deg
		129–254	0 deg … 360 deg
		255	360 deg
6	Shutter	0–3	Closed
		4	Linear Strobe: Slow
		5–102	Linear Strobe: Slow … Fast
		103	Linear Strobe: Fast
		104–107	Open
		108	Linear Pulse: Slow

CH	Function	DMX	Description
6	Shutter (continued)	109–206	Linear Pulse: Slow ... Fast
		207	Linear Pulse: Fast
		208–212	Open
		213–225	Low Frequency
		226–238	Medium Frequency
		239–251	High Frequency
		252–255	Open
7	Dimmer	0–255	Close ... Open
		255	Open
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Iris	0–127	Min to Max
		128–131	Open
		132	Pulse - Slow
		133–170	Pulse Slow - Fast
		171	Pulse - Fast
		172	Pulse Open Slow
		173–210	Pulse Open
		211	Pulse open Fast
		212	Pulse Close Slow
		213–250	Pulse Close Slow to Fast
		251	Pulse Close Fast
		252–255	Open
10	Gobo	0–7	Gobo: Open
		8–15	Gobo 1
		16–23	Gobo 2
		24–31	Gobo 3
		32–39	Gobo 4
		40–47	Gobo 5
		48–55	Gobo 6
		56–63	Gobo 7
		64–71	Gobo 8
		72–113	Gobo 1 Spin: Fast to Slow (360–90 °/s)
		114–117	Gobo 1 Spin: Stop
		118–159	Gobo 1 Spin: Slow to Fast (90–360 °/s)
		160–171	Gobo 1 Shake: Gobo 1 (1–8 Hz)
		172–183	Gobo 1 Shake: Gobo 2 (1–8 Hz)
		184–195	Gobo 1 Shake: Gobo 3 (1–8 Hz)
		196–207	Gobo 1 Shake: Gobo 4 (1–8 Hz)
		208–219	Gobo 1 Shake: Gobo 5 (1–8 Hz)
		220–231	Gobo 1 Shake: Gobo 6 (1–8 Hz)
		232–243	Gobo 1 Shake: Gobo 7 (1–8 Hz)
		244–255	Gobo 1 Shake: Gobo 8 (1–8 Hz)

CH	Function	DMX	Description
11	Gobo 2	0–5	Gobo: Open
		6–10	Gobo 1
		11–15	Gobo 2
		16–20	Gobo 3
		21–25	Gobo 4
		26–30	Gobo 5
		31–35	Gobo 6
		36–40	Gobo 7
		41–55	Gobo 2 Shake: Gobo 1 (1–8 Hz)
		56–70	Gobo 2 Shake: Gobo 2 (1–8 Hz)
		71–85	Gobo 2 Shake: Gobo 3 (1–8 Hz)
		86–100	Gobo 2 Shake: Gobo 4 (1–8 Hz)
		101–115	Gobo 2 Shake: Gobo 5 (1–8 Hz)
		116–130	Gobo 2 Shake: Gobo 6 (1–8 Hz)
		131–145	Gobo 2 Shake: Gobo 7 (1–8 Hz)
		146–199	Gobo 2 Rotate: Slow to Fast (90–360 °/s)
		200–201	Gobo 2 Rotate: Stop
		202–255	Gobo 2 Rotate: Fast to Slow (90–360 °/s)
12	Gobo 2 Rotation	0–127	0 ... 540
		127	540
		128–190	Gobo 2 Rotate: Fast to Slow (800–0.01 °/s)
		191–192	Gobo 2 Rotate: Stop
		192	Gobo 2 Rotate: Stop ... Slow to Fast
		193–255	Gobo 2 Rotate: Slow to Fast (0.01–800 °/s)
13	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 12
14	Prism	0–127	Open
		128–255	4-Facet Circular Prism
15	Prism Rotation Speed	0	0
		1–126	0 ... 540
		127	540
		128–190	CW Fast to Slow (540–1 °/s)
		191–192	Prism Rotation: Stop
		193–255	CCW Slow to Fast (1–540 °/s)
16	Animation Wheel	0–7	Open
		8–255	Animation
17	Animation Wheel Rotation Speed		Animation Wheel Pos Rot
		0–3	Stop
		4–127	CW Slow to Fast (16–1080 °/s)
		128–132	Stop
		133	CCW Slow to Fast (16–1080 °/s)
		134–255	Animation Wheel Pos Rot
18	Frost		Frost 1

CH	Function	DMX	Description
18	Frost (continued)	0	Open
		1–254	Open … Frost
		255	Frost
19	Frost 2	0	Open
		1–254	Open … Frost
		255	Frost
20	Focus	0	Min
		1–254	Min … Max
		255	Max
21	Zoom	0	Min
		1–127	Min … Home
		128	Home
		129–254	Home … Max
		255	Max
22	Blade 1 A	0	Min 1A
		1–127	Min 1A … Center
		128	Center
		129–254	Center … Max 1A
		255	Max 1A
23	Blade 1 Rotation	0	+30
		1–127	+30 < 0
		128	0
		129–254	0 > -30
		255	-30
24	Blade 2 A	0	Min 2A
		1–127	Min 2A … Center
		128	Center
		129–254	Center … Max 2A
		255	Max 2A
25	Blade 2 Rotation	0	+30
		1–127	+30 < 0
		128	0
		129–254	0 > -30
		255	-30
26	Blade 3 A	0	Min 3A
		1–127	Min 3A … Center
		128	Center
		129–254	Center … Max 3A
		255	Max 3A
27	Blade 3 Rotation	0	+30
		1–127	+30 < 0
		128	0

CH	Function	DMX	Description
27	Blade 3 Rotation (continued)	129–254	0 > -30
		255	-30
28	Blade 4 A	0	MIn 4A
		1–127	MIn 4A ... Center
		128	Center
		129–254	Center ... Max 4A
		255	Max 4A
29	Blade 4 Rotation	0	+30
		1–127	+30 < 0
		128	0
		129–254	0 > -30
		255	-30
30	Shaper Rotation	0	Left
		1–127	Left - Center
		128	Center
		129–254	Center - Right
		255	Right
31	Shaper Macros		Framing Shutter Macros
		0–3	Off
		4–11	Macro 1
		12–18	Macro 2
		19–25	Macro 3
		26–32	Macro 4
		33–39	Macro 5
		40–47	Macro 6
		48–54	Macro 7
		55–61	Macro 8
		62–68	Macro 9
		69–75	Macro 10
		76–82	Macro 11
		83–90	Macro 12
		91–97	Macro 13
		98–104	Macro 14
		105–111	Macro 15
		112–118	Macro 16
		119–125	Macro 17
		126–133	Macro 18
		134–140	Macro 19
		141–147	Macro 20
		148–154	Macro 21
		155–161	Macro 22
		162–168	Macro 23

CH	Function	DMX	Description
31	Shaper Macros (continued)	169–176	Macro 24
		177–183	Macro 25
		184–190	Macro 26
		191–197	Macro 27
		198–204	Macro 28
		205–211	Macro 29
		212–219	Macro 30
		220–226	Macro 31
		227–233	Macro 32
		234–240	Macro 33
		241–247	Macro 34
		248–255	Macro 35
32	Shaper Macros Speed	0	Slow
		1–254	Slow ... Fast
		255	Fast
33	Pan	0–127	Pan
		128	Home
		128–255	Pan
34	Pan Fine	0–255	Fine adjustment of CH 33
35	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
36	Tilt Fine	0–255	Fine adjustment of CH 35
37	Reset	0–25	Unused Range
		26–76	Effect Reset
		77–127	Pan / Tilt Reset
		128–255	Fixture Reset
38	Function	0–5	No Function
		6–11	PWM Frequency 600Hz
		12–17	PWM Frequency 1200Hz
		18–22	PWM Frequency 2000Hz
		23–28	PWM Frequency 4000Hz
		29–34	PWM Frequency 6000Hz
		35–40	PWM Frequency 20000Hz
		41–50	Dimmer Curve 1
		51–60	Dimmer Curve 2
		61–70	Dimmer Curve 3
		71–75	Dimmer Curve 4
		76–80	Dimmer Curve 5
		81–90	Constant
		91–100	Auto
		101–110	SLN

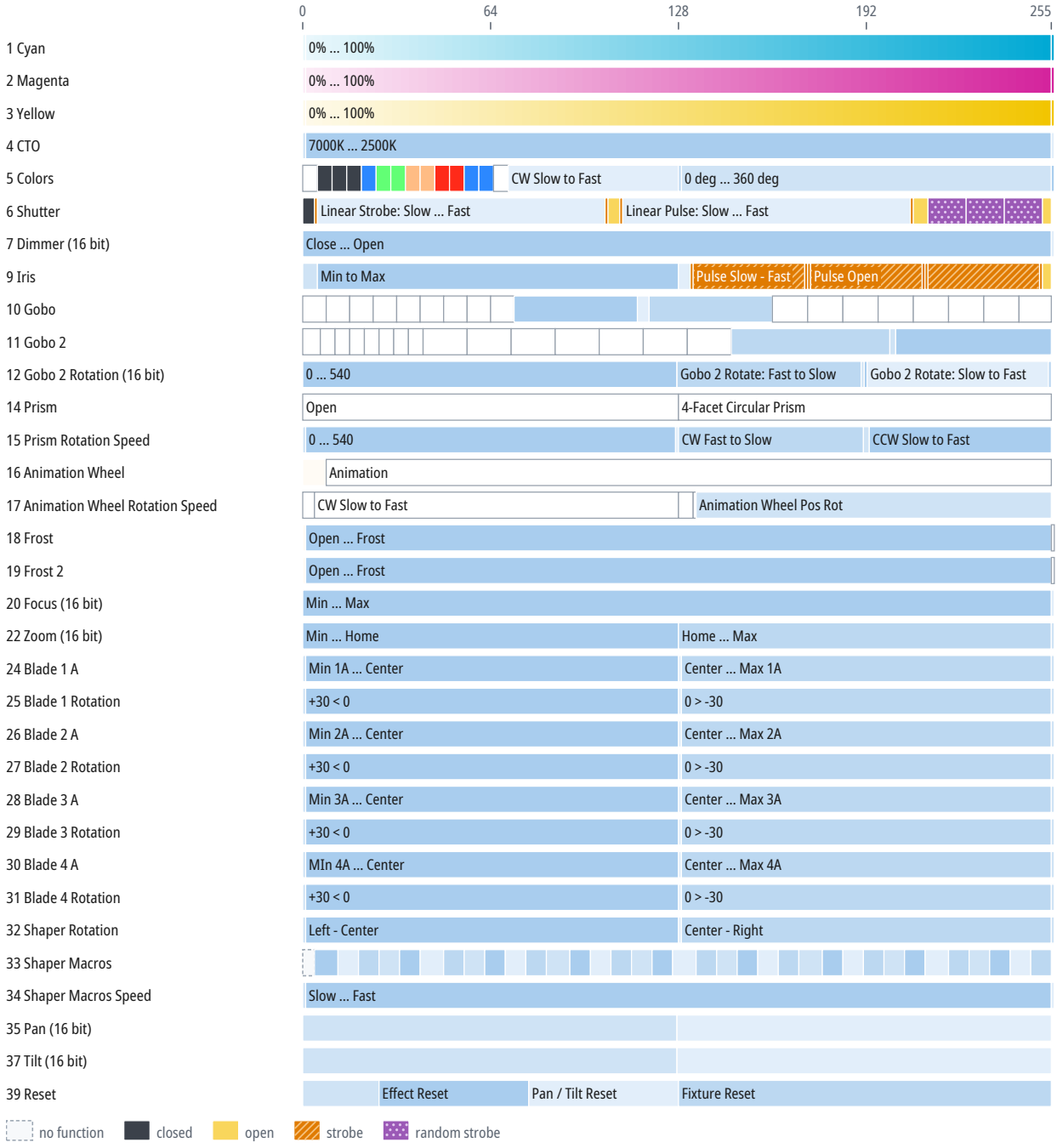
CH	Function	DMX	Description
38	Function (continued)	111–120	Theatre
		121–125	Sunsafe Off
		126–130	Sunsafe On
		131–170	No Function
		171–180	P/T Smooth Off
		181–190	P/T Smooth On
		191	P/T Slow
		192–195	P/T Slow ... P/T Med
		196–200	P/T Med
		201–205	P/T Fast
		206–210	P/T Follow Spot
		211–215	Z/F Standard
		216–220	Z/F Fast
		221–230	Normal Speed
		231–240	CMY Speed: Fast Speed
		241–246	Display: Off
		247–252	Display: On
		253–255	Default Function Recall

Mode Extended

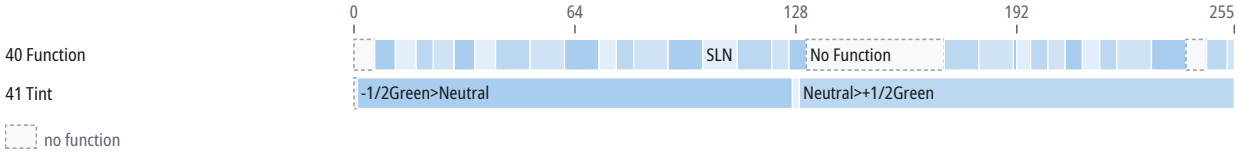
16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 4 CTO 0, CH 5 Colors 0, CH 6 Shutter 105, CH 7 Dimmer 255.

Channel functions at a glance



Channel functions at a glance



CH	Function	DMX	Description
1	Cyan		Same as CH 1 in the mode “Standard” (p. 12)
2	Magenta		Same as CH 2 in the mode “Standard” (p. 12)
3	Yellow		Same as CH 3 in the mode “Standard” (p. 12)
4	CTO		Same as CH 4 in the mode “Standard” (p. 12)
5	Colors		Same as CH 5 in the mode “Standard” (p. 12)
6	Shutter		Same as CH 6 in the mode “Standard” (p. 12)
7	Dimmer		Same as CH 7 in the mode “Standard” (p. 13)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Iris		Same as CH 9 in the mode “Standard” (p. 13)
10	Gobo		Same as CH 10 in the mode “Standard” (p. 13)
11	Gobo 2		Same as CH 11 in the mode “Standard” (p. 14)
12	Gobo 2 Rotation		Same as CH 12 in the mode “Standard” (p. 14)
13	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 12
14	Prism		Same as CH 14 in the mode “Standard” (p. 14)
15	Prism Rotation Speed		Same as CH 15 in the mode “Standard” (p. 14)
16	Animation Wheel		Same as CH 16 in the mode “Standard” (p. 14)
17	Animation Wheel Rotation Speed		Same as CH 17 in the mode “Standard” (p. 14)
18	Frost		Same as CH 18 in the mode “Standard” (p. 14)
19	Frost 2		Same as CH 19 in the mode “Standard” (p. 15)
20	Focus	0–255	Min … Max
		255	Max
21	Focus Fine	0–255	Fine adjustment of CH 20
22	Zoom	0–128	Min … Home
		128–255	Home … Max
		255	Max
23	Zoom Fine	0–255	Fine adjustment of CH 22
24	Blade 1 A		Same as CH 22 in the mode “Standard” (p. 15)
25	Blade 1 Rotation		Same as CH 23 in the mode “Standard” (p. 15)
26	Blade 2 A		Same as CH 24 in the mode “Standard” (p. 15)
27	Blade 2 Rotation		Same as CH 25 in the mode “Standard” (p. 15)
28	Blade 3 A		Same as CH 26 in the mode “Standard” (p. 15)
29	Blade 3 Rotation		Same as CH 27 in the mode “Standard” (p. 15)
30	Blade 4 A		Same as CH 28 in the mode “Standard” (p. 16)
31	Blade 4 Rotation		Same as CH 29 in the mode “Standard” (p. 16)
32	Shaper Rotation		Same as CH 30 in the mode “Standard” (p. 16)

CH	Function	DMX	Description
33	Shaper Macros		Same as CH 31 in the mode “Standard” (p. 16)
34	Shaper Macros Speed		Same as CH 32 in the mode “Standard” (p. 17)
35	Pan		Same as CH 33 in the mode “Standard” (p. 17)
36	Pan Fine	0–255	Fine adjustment of CH 35
37	Tilt		Same as CH 35 in the mode “Standard” (p. 17)
38	Tilt Fine	0–255	Fine adjustment of CH 37
39	Reset		Same as CH 37 in the mode “Standard” (p. 17)
40	Function		Same as CH 38 in the mode “Standard” (p. 17)
41	Tint	0	Off
		1–126	-1/2Green>Neutral
		127–128	Neutral
		129–255	Neutral>+1/2Green

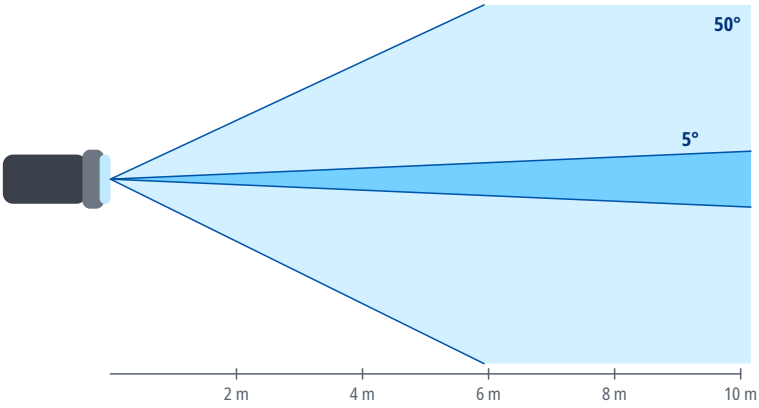
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	900 W
Luminous flux	40,360 lm
Color temperature	7,000 K
Color rendering index (CRI)	88
Optics	
Zoom	5–50°
Movement	
Pan	540°
Tilt	250°
Dimensions and construction	
Weight	25 kg
Operating environment	
Operating temperature	-20 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2500–7000 K
Strobe frequency	1–25 Hz
Color wheel rotation	up to 360 °/s (60 rpm)
Gobo wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo 2 rotation	up to 800 °/s (133 rpm)
Prism rotation	up to 540 °/s (90 rpm)
Animation wheel rotation	up to 1080 °/s (180 rpm)

Spot diameter



Distance	Ø 5°	Ø 50°
2 m	0.17 m	1.9 m
4 m	0.35 m	3.7 m
6 m	0.52 m	5.6 m
8 m	0.7 m	7.5 m
10 m	0.87 m	9.3 m
15 m	1.3 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.