DMX REFERENCE

Pluto 600 Profile

Silver Star Pluto 600 Profile

Silver Star



Manufacturer	Silver Star
GDTF file	Silver_Star_Pluto_600_Profile_165752.gdtf
GDTF revision	pLUTO 600 · 2026-10-22
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1 About this manual

This document describes the Silver Star Pluto 600 Profile by Silver Star. It was compiled from the GDTF file Silver_Star_Pluto_600_Profile_165752.gdtf from the GDTF-Share library.

File revision: “pLUTO 600”.

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 Silver Star; 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	34 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Basic	32	16	1, 33, 65, 97, ...
Standard	35	14	1, 36, 71, 106, ...

No light? Check these channels

- Basic: CH 30 Dimmer above 0; CH 31 Shutter at 0–9, 100–109 or 180–189 “Open”
- Standard: CH 32 Dimmer above 0; CH 34 Shutter at 0–9, 100–109 or 180–189 “Open”


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

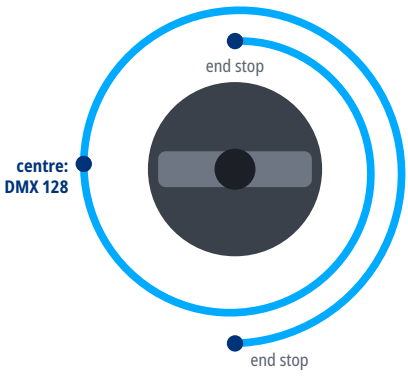
Description in the GDTF file

“LED Moving Head Spot Light, 600W LED engine, CMY + color wheel + CTO color mixing”

Range of movement

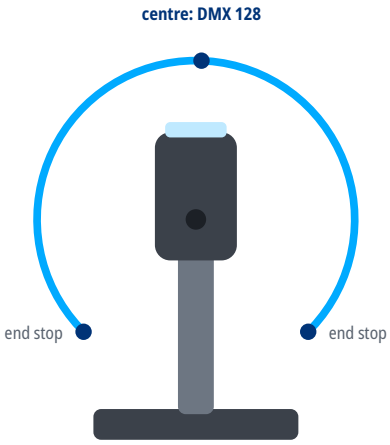
Pan 540°

top view



Tilt 270°

side view



5 Installation

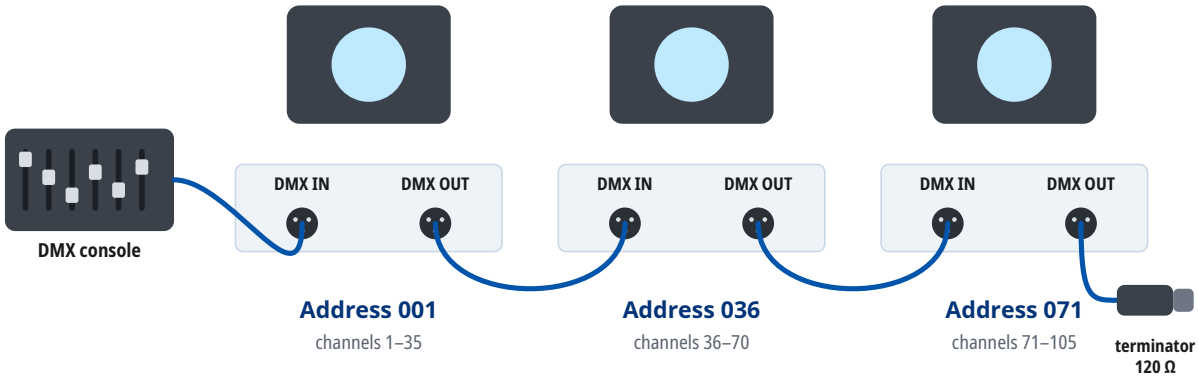
⚠ WARNING

- 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: 34 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 Standard: every unit occupies 35 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 “Standard”: 35.
- 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 “Standard”, you can use, for example, the start addresses 1, 36, 71, 106.
- 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

	Basic 32 channels	Standard 35 channels
Pan / Tilt	**1, 2**	**1, 3**
Pan / Tilt resolution	8 bit	16 bit
Dimmer	**30**	**32**
Dimmer resolution	8 bit	16 bit
Shutter / strobe	**31**	**34**
Color mixing	**4–6**	**6–8**
Color temperature	**7**	**9**
Color wheel	**9**	**11**
Gobo wheel	**11, 12**	**13, 14**
Gobo rotation	**13**	**15**
Prism	**15**	**17**
Frost	**16**	**18**
Zoom	**27**	**29**
Focus	**28, 29**	**30, 31**
Iris	**17**	**19**
Animation wheel	**14**	**16**
Effects / macros	**8**	**10**

Color wheel

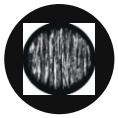
1. White — **DMX 0–7**
2. Red — **DMX 8–15**
3. Blue — **DMX 16–23**
4. Green — **DMX 24–31**
5. Lavender — **DMX 32–39**
6. Teal — **DMX 40–47**
7. Orange — **DMX 48–55**
8. Purple — **DMX 56–62**

Gobo wheel 1

1
Gobo: Open
DMX 0–10

2 
Gobo 1
DMX 11–18

3 
Gobo 2
DMX 19–26

4 
Gobo 3
DMX 27–34

5 
Gobo 4
DMX 35–42

6 
Gobo 5
DMX 43–50

7 
Gobo 6
DMX 51–58

8 
Gobo 7
DMX 59–67

Gobo wheel 2

1
Gobo: Open
DMX 0–10

2 
Gobo 1
DMX 11–15

3 
Gobo 2
DMX 16–20

4 
Gobo 3
DMX 21–25

5 
Gobo 4
DMX 26–30

6 
Gobo 5
DMX 31–35

7 
Gobo 6
DMX 36–40

8 
Gobo 7
DMX 41–45

9 
Gobo 8
DMX 46–50

10 
Gobo 9
DMX 51–55

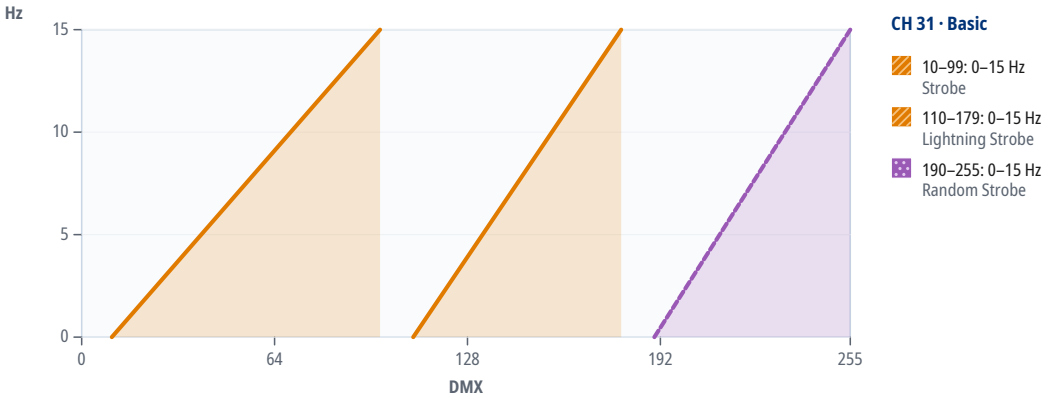
11 
Gobo 10
DMX 56–61

Prism

1
Prism 1: Open
DMX 0–10

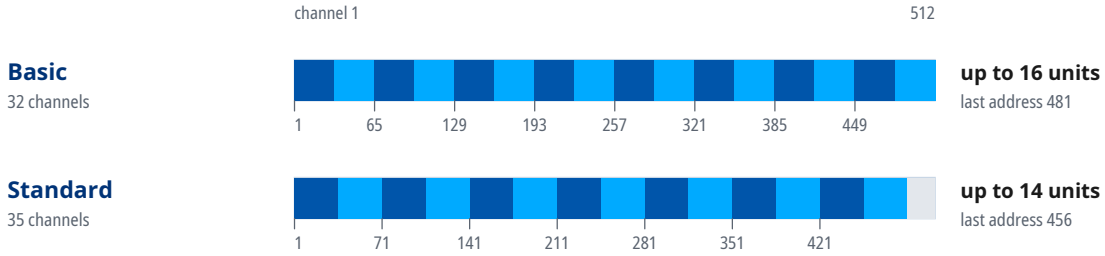
2 
5 facets
5-Facet Prism
DMX 11–12

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	176	11	351	16	U2 · 36
2	36	7	211	12	386	17	U2 · 71
3	71	8	246	13	421	18	U2 · 106
4	106	9	281	14	456	19	U2 · 141
5	141	10	316	15	U2 · 1	20	U2 · 176

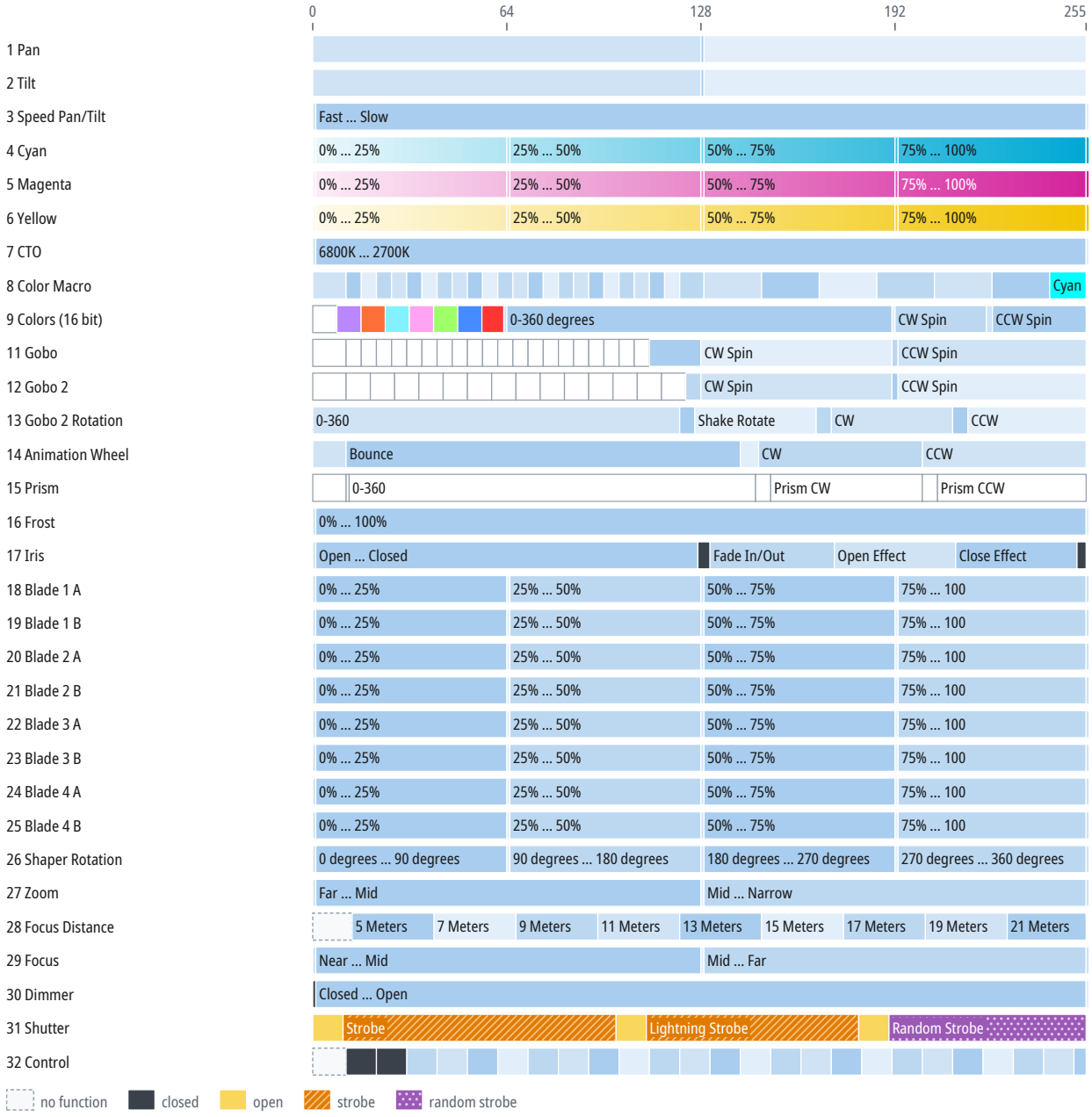
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Basic

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 30 Dimmer above 0; CH 31 Shutter at 0–9, 100–109 or 180–189 “Open”. The GDTF file gives these values for a console's Highlight function: CH 4 Cyan 0, CH 5 Magenta 0, CH 6 Yellow 0, CH 7 CTO 0, CH 8 Color Macro 0, CH 9 Colors 0, CH 30 Dimmer 255, CH 31 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan 1
		128	Home
		129–255	Pan 1
2	Tilt	0–127	Tilt 1

CH	Function	DMX	Description
2	Tilt (continued)	128	Home
		129–255	Tilt 1
3	Speed Pan/Tilt	0	Fast
		1–254	Fast ... Slow
		255	Slow
4	Cyan	0	0%
		1–63	0% ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... 100%
		255	100%
5	Magenta	0	0%
		1–63	0% ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... 100%
		255	100%
6	Yellow	0	0%
		1–63	0% ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... 100%
		255	100%
7	CTO	0	6800K
		1–254	6800K ... 2700K
		255	2700K
8	Color Macro	0–10	Open
		11–15	2700K
		16–20	3200K
		21–25	3500K
		26–30	4000K
		31–35	4500K
		36–40	5000K

CH	Function	DMX	Description
8	Color Macro (continued)	41–45	5400K
		46–50	5600K
		51–55	6000K
		56–60	6500K
		61–65	6800K
		66–70	L106
		71–75	L194
		76–80	L019
		81–85	R08
		86–90	L213
		91–95	R80
		96–100	L202
		101–105	L328
		106–110	R3314
		111–115	L101
		116–120	L768
		121–128	Open
		129–147	Cyan +Magenta
		148–166	Magenta -Cyan
		167–185	Magenta +Yellow
		186–204	Yellow -Magenta
		205–223	Yellow +Cyan
		224–242	Cyan -Yellow
		243–255	Cyan
9	Colors	0–7	White
		8–15	Red
		16–23	Blue
		24–31	Green
		32–39	Lavender
		40–47	Teal
		48–55	Orange
		56–63	Purple
		63–64	Color 1
		64–191	0-360 degrees
		191–192	Color 1 Wheel Index
		192–222	CW Spin
		223–224	Static
		225–255	CCW Spin
10	Colors Fine	0–255	Fine adjustment of CH 9
11	Gobo	0–10	Gobo: Open
		11–15	Gobo 1
		16–20	Gobo 2

CH	Function	DMX	Description
11	Gobo (continued)	21–25	Gobo 3
		26–30	Gobo 4
		31–35	Gobo 5
		36–40	Gobo 6
		41–45	Gobo 7
		46–50	Gobo 8
		51–55	Gobo 9
		56–60	Gobo 10
		61–65	Gobo 1 Wheel Shake: Gobo 1
		66–70	Gobo 1 Wheel Shake: Gobo 2
		71–75	Gobo 1 Wheel Shake: Gobo 3
		76–80	Gobo 1 Wheel Shake: Gobo 4
		81–85	Gobo 1 Wheel Shake: Gobo 5
		86–90	Gobo 1 Wheel Shake: Gobo 6
		91–95	Gobo 1 Wheel Shake: Gobo 7
		96–100	Gobo 1 Wheel Shake: Gobo 8
		101–105	Gobo 1 Wheel Shake: Gobo 9
		106–110	Gobo 1 Wheel Shake: Gobo 10
		111–127	Gobo 1 Wheel Spin: Open
		128–190	CW Spin
		191–192	Static
		193–255	CCW Spin
12	Gobo 2	0–10	Gobo: Open
		11–18	Gobo 1
		19–26	Gobo 2
		27–34	Gobo 3
		35–42	Gobo 4
		43–50	Gobo 5
		51–58	Gobo 6
		59–66	Gobo 7
		67–74	Gobo 2 Wheel Shake: Gobo 1
		75–82	Gobo 2 Wheel Shake: Gobo 2
		83–90	Gobo 2 Wheel Shake: Gobo 3
		91–98	Gobo 2 Wheel Shake: Gobo 4
		99–106	Gobo 2 Wheel Shake: Gobo 5
		107–114	Gobo 2 Wheel Shake: Gobo 6
		115–122	Gobo 2 Wheel Shake: Gobo 7
		123–127	Gobo 2 Wheel Spin: Open
		128–190	CW Spin
		191–192	Static
		193–255	CCW Spin
13	Gobo 2 Rotation	0–120	0-360

CH	Function	DMX	Description
13	Gobo 2 Rotation (continued)	121–125	Gobo 1 Pos: Stop
		126–165	Shake Rotate
		166–170	Gobo 1 Pos Rotate: Stop
		171–210	CW
		211–215	Static
		216–255	CCW
14	Animation Wheel		Animation Wheel 1
		0–10	Open
		11–140	Bounce
		141–146	Static
		147–200	CW
		201–255	CCW
15	Prism	0–10	Prism 1: Open
		11	Insert
		12–145	0-360 (360°)
		146–150	5-Facet Prism
		151–200	Prism CW
		201–205	Static
		206–255	Prism CCW
16	Frost	0	0%
		1–254	0% ... 100%
		255	100%
17	Iris	0	Open
		1–126	Open ... Closed
		127–130	Closed
		131–171	Fade In/Out
		172–211	Open Effect
		212–251	Close Effect
		252–255	Closed
18	Blade 1 A	0	0%
		1–63	0% ... 25%
		64	25%
		65–127	25% ... 50%
		128	50%
		129–191	50% ... 75%
		192	75%
		193–254	75% ... 100
		255	100
19	Blade 1 B	0	0%
		1–63	0% ... 25%
		64	25%
		65–127	25% ... 50%

CH	Function	DMX	Description
19	Blade 1 B (continued)	128	50%
		129–191	50% … 75%
		192	75%
		193–254	75% … 100
		255	100
20	Blade 2 A	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–191	50% … 75%
		192	75%
		193–254	75% … 100
		255	100
21	Blade 2 B	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–191	50% … 75%
		192	75%
		193–254	75% … 100
		255	100
22	Blade 3 A	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–191	50% … 75%
		192	75%
		193–254	75% … 100
		255	100
23	Blade 3 B	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–191	50% … 75%
		192	75%
		193–254	75% … 100
		255	100
24	Blade 4 A	0	0%

CH	Function	DMX	Description
24	Blade 4 A (continued)	1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–191	50% … 75%
		192	75%
		193–254	75% … 100
		255	100
25	Blade 4 B	0	0%
		1–63	0% … 25%
		64	25%
		65–127	25% … 50%
		128	50%
		129–191	50% … 75%
		192	75%
		193–254	75% … 100
		255	100
26	Shaper Rotation	0	0 degrees
		1–63	0 degrees … 90 degrees
		64	90 degrees
		65–127	90 degrees … 180 degrees
		128	180 degrees
		129–191	180 degrees … 270 degrees
		192	270 degrees
		193–254	270 degrees … 360 degrees
		255	360 degrees
27	Zoom	0	Far
		1–127	Far … Mid
		128	Mid
		129–254	Mid … Narrow
		255	Narrow
28	Focus Distance	0–12	No Function
		13–39	5 Meters
		40–66	7 Meters
		67–93	9 Meters
		94–120	11 Meters
		121–147	13 Meters
		148–174	15 Meters
		175–201	17 Meters
		202–228	19 Meters
		229–255	21 Meters
29	Focus	0	Near

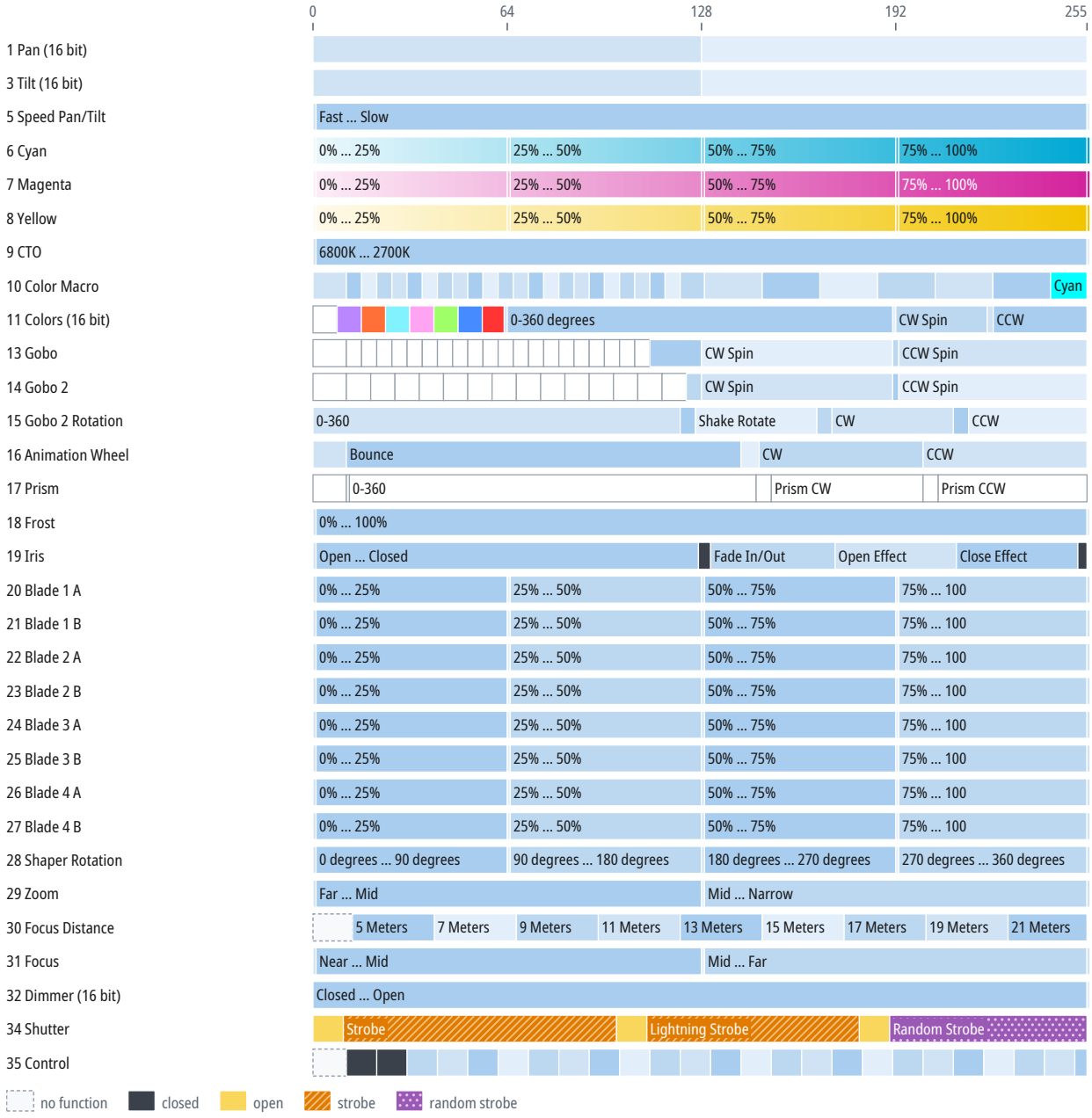
CH	Function	DMX	Description
29	Focus (continued)	1–127	Near ... Mid
		128	Mid
		129–254	Mid ... Far
		255	Far
30	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
31	Shutter	0–9	Shutter: Open
		10–99	Strobe (0–15 Hz)
		100–109	Shutter: Open
		110–179	Lightning Strobe (0–15 Hz)
		180–189	Shutter: Open
		190–255	Random Strobe (0–15 Hz)
32	Control	0–10	No Function
		11–20	P/T Blackout On
		21–30	P/T Blackout Off
		31–40	Pan Invert
		41–50	Tilt Invert
		51–60	P/T Invert Off
		61–70	Fan Slow
		71–80	Fan Normal
		81–90	Fan Fast
		91–100	Fan Auto
		101–110	Dim 1
		111–120	Dim 2
		121–130	Dim 3
		131–140	Dim 4
		141–150	Dim 5
		151–160	1200Hz
		161–170	2400Hz
		171–180	4000Hz
		181–190	6000Hz
		191–200	25000Hz
		201–210	All Reset
		211–220	P/T Reset
		221–230	Color Reset
		231–240	Gobo Reset
		241–250	Optics Reset
		251–255	Framing Reset

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 32 Dimmer above 0; CH 34 Shutter at 0–9, 100–109 or 180–189 “Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Cyan 0, CH 7 Magenta 0, CH 8 Yellow 0, CH 9 CTO 0, CH 10 Color Macro 0, CH 11 Colors 0, CH 32 Dimmer 255, CH 34 Shutter 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–128	Pan 1
		128	Home
		128–255	Pan 1
2	Pan Fine	0–255	Fine adjustment of CH 1

CH	Function	DMX	Description
3	Tilt	0–128	Tilt 1
		128	Home
		128–255	Tilt 1
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 3 in the mode “Basic” (p. 11)
6	Cyan		Same as CH 4 in the mode “Basic” (p. 11)
7	Magenta		Same as CH 5 in the mode “Basic” (p. 11)
8	Yellow		Same as CH 6 in the mode “Basic” (p. 11)
9	CTO		Same as CH 7 in the mode “Basic” (p. 11)
10	Color Macro		Same as CH 8 in the mode “Basic” (p. 11)
11	Colors	0–7	White
		8–15	Red
		16–23	Blue
		24–31	Green
		32–39	Lavender
		40–47	Teal
		48–55	Orange
		56–63	Purple
		63–64	Color 1
		64–191	0-360 degrees
		191–192	Color 1 Wheel Index
		192–222	CW Spin
		223–224	Static
		225–255	CCW
12	Colors Fine	0–255	Fine adjustment of CH 11
13	Gobo		Same as CH 11 in the mode “Basic” (p. 12)
14	Gobo 2		Same as CH 12 in the mode “Basic” (p. 13)
15	Gobo 2 Rotation		Same as CH 13 in the mode “Basic” (p. 13)
16	Animation Wheel		Same as CH 14 in the mode “Basic” (p. 14)
17	Prism		Same as CH 15 in the mode “Basic” (p. 14)
18	Frost		Same as CH 16 in the mode “Basic” (p. 14)
19	Iris		Same as CH 17 in the mode “Basic” (p. 14)
20	Blade 1 A		Same as CH 18 in the mode “Basic” (p. 14)
21	Blade 1 B		Same as CH 19 in the mode “Basic” (p. 14)
22	Blade 2 A		Same as CH 20 in the mode “Basic” (p. 15)
23	Blade 2 B		Same as CH 21 in the mode “Basic” (p. 15)
24	Blade 3 A		Same as CH 22 in the mode “Basic” (p. 15)
25	Blade 3 B		Same as CH 23 in the mode “Basic” (p. 15)
26	Blade 4 A		Same as CH 24 in the mode “Basic” (p. 15)
27	Blade 4 B		Same as CH 25 in the mode “Basic” (p. 16)
28	Shaper Rotation		Same as CH 26 in the mode “Basic” (p. 16)
29	Zoom		Same as CH 27 in the mode “Basic” (p. 16)

CH	Function	DMX	Description
30	Focus Distance		Same as CH 28 in the mode “Basic” (p. 16)
31	Focus		Same as CH 29 in the mode “Basic” (p. 16)
32	Dimmer	0–255	Closed … Open
		255	Open
33	Dimmer Fine	0–255	Fine adjustment of CH 32
34	Shutter		Same as CH 31 in the mode “Basic” (p. 17)
35	Control		Same as CH 32 in the mode “Basic” (p. 17)

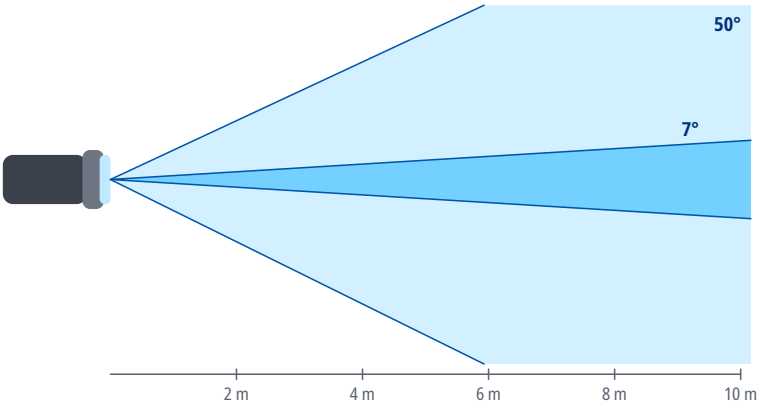
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	1,000 W
Luminous flux	1,000 lm
Color temperature	6,800 K
Color rendering index (CRI)	70
Optics	
Zoom	7–50°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	34 kg
Operating environment	
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–6800 K
Strobe frequency	0–15 Hz
Color wheel rotation	up to 180 °/s (30 rpm)
Gobo wheel 1 rotation	up to 180 °/s (30 rpm)
Gobo wheel 2 rotation	up to 180 °/s (30 rpm)
Gobo 1 rotation	up to 180 °/s (30 rpm)
Prism rotation	up to 180 °/s (30 rpm)

Spot diameter



Distance	Ø 7°	Ø 50°
2 m	0.24 m	1.9 m
4 m	0.49 m	3.7 m
6 m	0.73 m	5.6 m
8 m	0.98 m	7.5 m
10 m	1.2 m	9.3 m
15 m	1.8 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.