DMX REFERENCE

MOVIBAR 10XA

Stage4



Manufacturer	Stage4
GDTF file	Stage4_MOVIBAR_10XA_119779.gdtf
GDTF revision	FW v1.7, Uploaded to GDTF Share. · 2025-12-03
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1 About this manual

This document describes the MOVIBAR 10XA by Stage4. It was compiled from the GDTF file Stage4_MOVIBAR_10XA_119779.gdtf from the GDTF-Share library.

File revision: “FW v1.7, 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 Stage4; 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	17.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
13ch	13	39	1, 14, 27, 40, ...
26ch	26	19	1, 27, 53, 79, ...
27ch	27	18	1, 28, 55, 82, ...
28ch	28	18	1, 29, 57, 85, ...
29ch	29	17	1, 30, 59, 88, ...
46ch	46	11	1, 47, 93, 139, ...
47ch	47	10	1, 48, 95, 142, ...
85ch	85	6	1, 86, 171, 256, ...

No light? Check these channels

- 28ch: CH 9 Dimmer 1 above 0; CH 18 Dimmer 3 above 0; CH 24 Dimmer 4 above 0
- 29ch: CH 9 Dimmer 1 above 0; CH 19 Dimmer 3 above 0; CH 25 Dimmer 4 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.

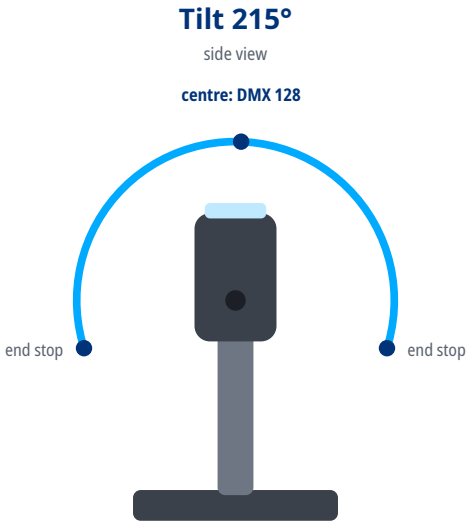
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

Description in the GDTF file

“Tambora Batten is a high-power LED batten fixture, with advanced pixel mapping capabilities and a unique “three layers” selection, which you can arrange seamlessly in line or a matrix for amazing lighting effects.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

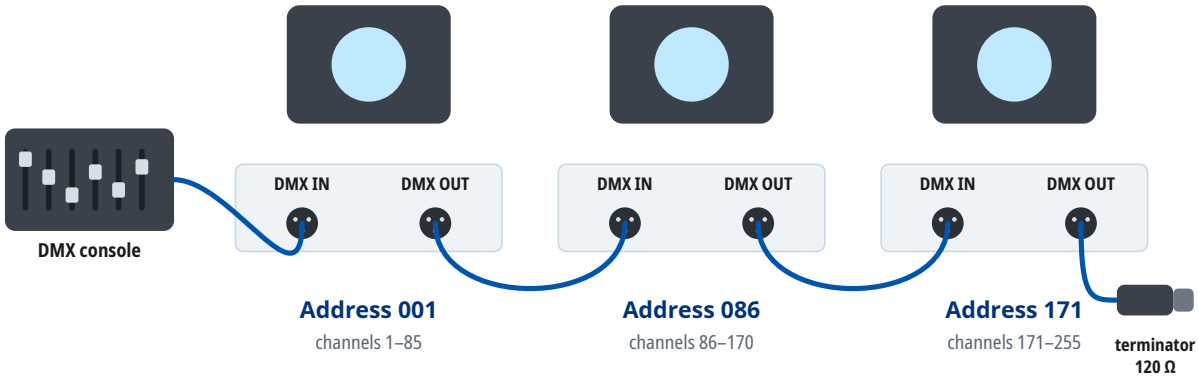
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 17.5 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 85ch: every unit occupies 85 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

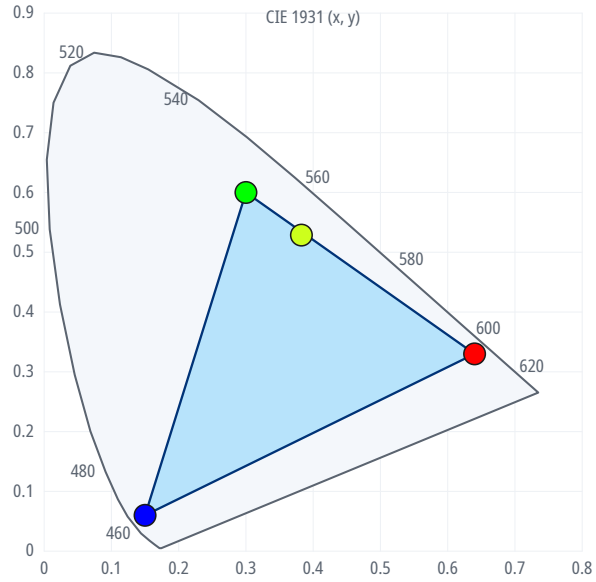
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “85ch”: 85.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “85ch”, you can use, for example, the start addresses 1, 86, 171, 256.
- 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

	13ch 13 channels	26ch 26 channels	27ch 27 channels	28ch 28 channels	29ch 29 channels	46ch 46 channels	47ch 47 channels	85ch 85 channels
Pan / Tilt	1	1	1	1	1	1	1	1
Dimmer	9	4	4	4 channels (9–24)	4 channels (9–25)	4	4	4
Dimmer resolution	8 bit	8 bit	16 bit	8 bit	16 bit	8 bit	16 bit	16 bit
Shutter / strobe	8	3	3	10	10	3	3	
Color mixing	4–7	7–27	7–27	5–8, 14–17, 20–23	5–8, 15–18, 21–24	60 channels (6–81)	60 channels (6–81)	62 channels (6–84)
Zoom	12	6	7	3	3	6	7	3
Effects / macros	11, 13			7 channels (4–28)	7 channels (4–29)			
Pixel control				✓	✓			

LED colors and the colors they mix



LED	x	y
Red	0.640	0.330
Green	0.300	0.600
Blue	0.150	0.060
Lime	0.383	0.529

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Cells (pixels)

1	2	3	4	5	6	7	8	9	10
CH 7	CH 11	CH 15	CH 19	CH 23	CH 27	CH 31	CH 35	CH 39	CH 43

10 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “28ch”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “85ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	426	11	U2 · 341	16	U3 · 256
2	86	7	U2 · 1	12	U2 · 426	17	U3 · 341
3	171	8	U2 · 86	13	U3 · 1	18	U3 · 426
4	256	9	U2 · 171	14	U3 · 86	19	U4 · 1
5	341	10	U2 · 256	15	U3 · 171	20	U4 · 86

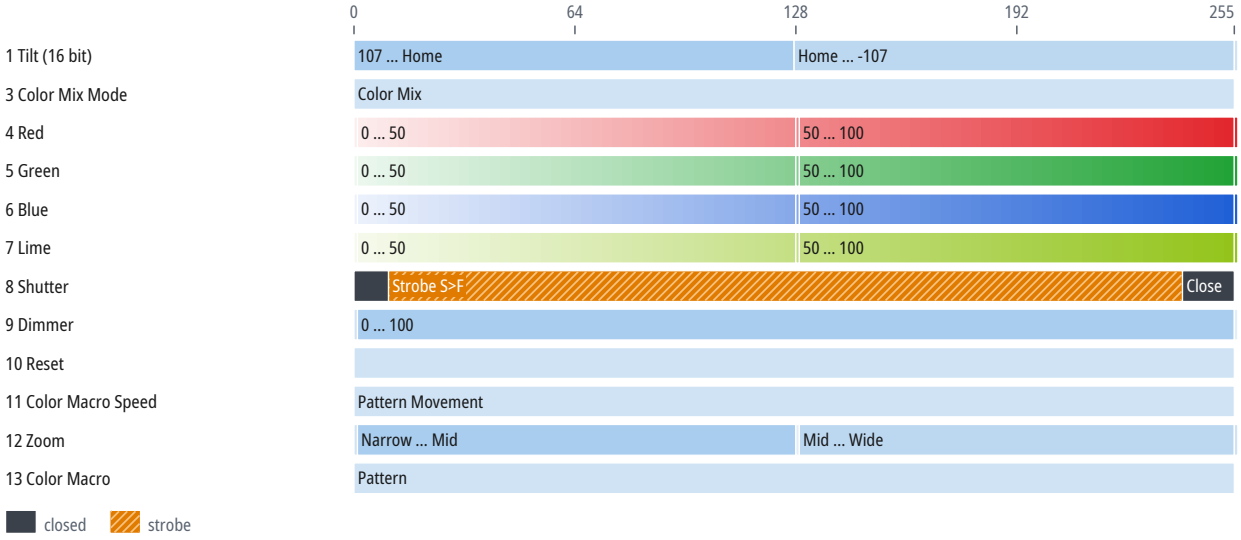
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 13ch

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 4 Red 255, CH 5 Green 255, CH 6 Blue 255, CH 7 Lime 255, CH 9 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–127	107 ... Home
		128–255	Home ... -107
		255	-107
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Color Mix Mode		Color Mix
		0–255	Color Mix
4	Red	0	0
		1–127	0 ... 50
		128	50
		129–254	50 ... 100
		255	100
5	Green	0	0
		1–127	0 ... 50
		128	50
		129–254	50 ... 100
		255	100
6	Blue	0	0
		1–127	0 ... 50
		128	50
		129–254	50 ... 100
		255	100
7	Lime	0	0

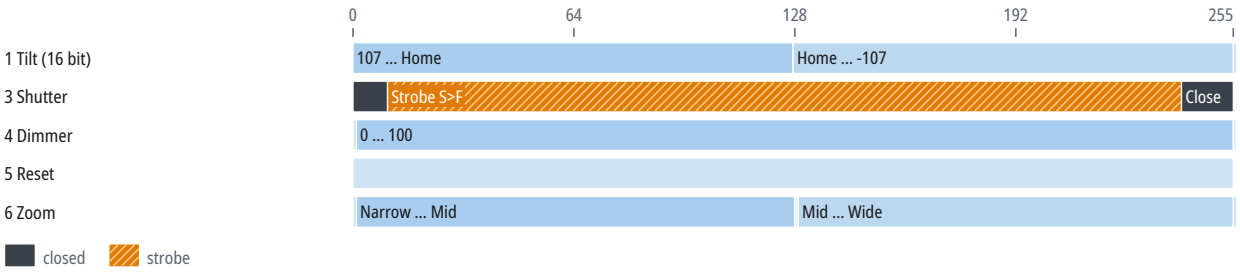
CH	Function	DMX	Description
7	Lime (continued)	1–127	0 … 50
		128	50
		129–254	50 … 100
		255	100
8	Shutter	0–9	Close
		10–239	Strobe S>F
		240–255	Close
9	Dimmer	0	0
		1–254	0 … 100
		255	100
10	Reset	0–255	
11	Color Macro Speed		Pattern Movement
		0–255	Pattern Movement
12	Zoom	0	Narrow
		1–127	Narrow … Mid
		128	Mid
		129–254	Mid … Wide
		255	Wide
13	Color Macro	0–255	Pattern

Mode 26ch

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 4 Dimmer 255, CH 7 Red 1 255, CH 8 Green 1 255, CH 9 Blue 1 255, CH 10 Lime 1 255, CH 11 Red 2 255, CH 12 Green 2 255, CH 13 Blue 2 255, CH 14 Lime 2 255, CH 15 Red 3 255, CH 16 Green 3 255, CH 17 Blue 3 255, CH 18 Lime 3 255, CH 19 Red 4 255, CH 20 Green 4 255, CH 21 Blue 4 255, CH 22 Lime 4 255, CH 23 Red 5 255, CH 24 Green 5 255, CH 25 Blue 5 255, CH 26 Lime 5 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “13ch” (p. 10)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 8 in the mode “13ch” (p. 11)
4	Dimmer		Same as CH 9 in the mode “13ch” (p. 11)
5	Reset	0–255	
6	Zoom		Same as CH 12 in the mode “13ch” (p. 11)

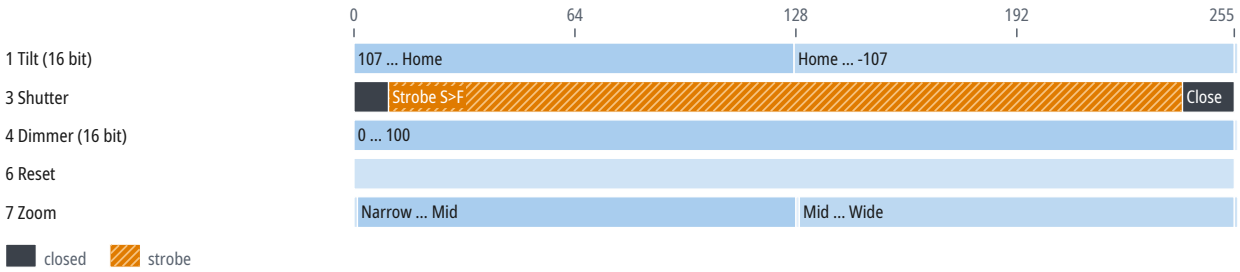
CH	Function	DMX	Description
7	Red 1	0–255	
8	Green 1	0–255	
9	Blue 1	0–255	
10	Lime 1	0–255	
11	Red 2	0–255	
12	Green 2	0–255	
13	Blue 2	0–255	
14	Lime 2	0–255	
15	Red 3	0–255	
16	Green 3	0–255	
17	Blue 3	0–255	
18	Lime 3	0–255	
19	Red 4	0–255	
20	Green 4	0–255	
21	Blue 4	0–255	
22	Lime 4	0–255	
23	Red 5	0–255	
24	Green 5	0–255	
25	Blue 5	0–255	
26	Lime 5	0–255	

Mode 27ch

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 4 Dimmer 255, CH 8 Red 1 255, CH 9 Green 1 255, CH 10 Blue 1 255, CH 11 Lime 1 255, CH 12 Red 2 255, CH 13 Green 2 255, CH 14 Blue 2 255, CH 15 Lime 2 255, CH 16 Red 3 255, CH 17 Green 3 255, CH 18 Blue 3 255, CH 19 Lime 3 255, CH 20 Red 4 255, CH 21 Green 4 255, CH 22 Blue 4 255, CH 23 Lime 4 255, CH 24 Red 5 255, CH 25 Green 5 255, CH 26 Blue 5 255, CH 27 Lime 5 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “13ch” (p. 10)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 8 in the mode “13ch” (p. 11)
4	Dimmer	0–255	0 ... 100
		255	100

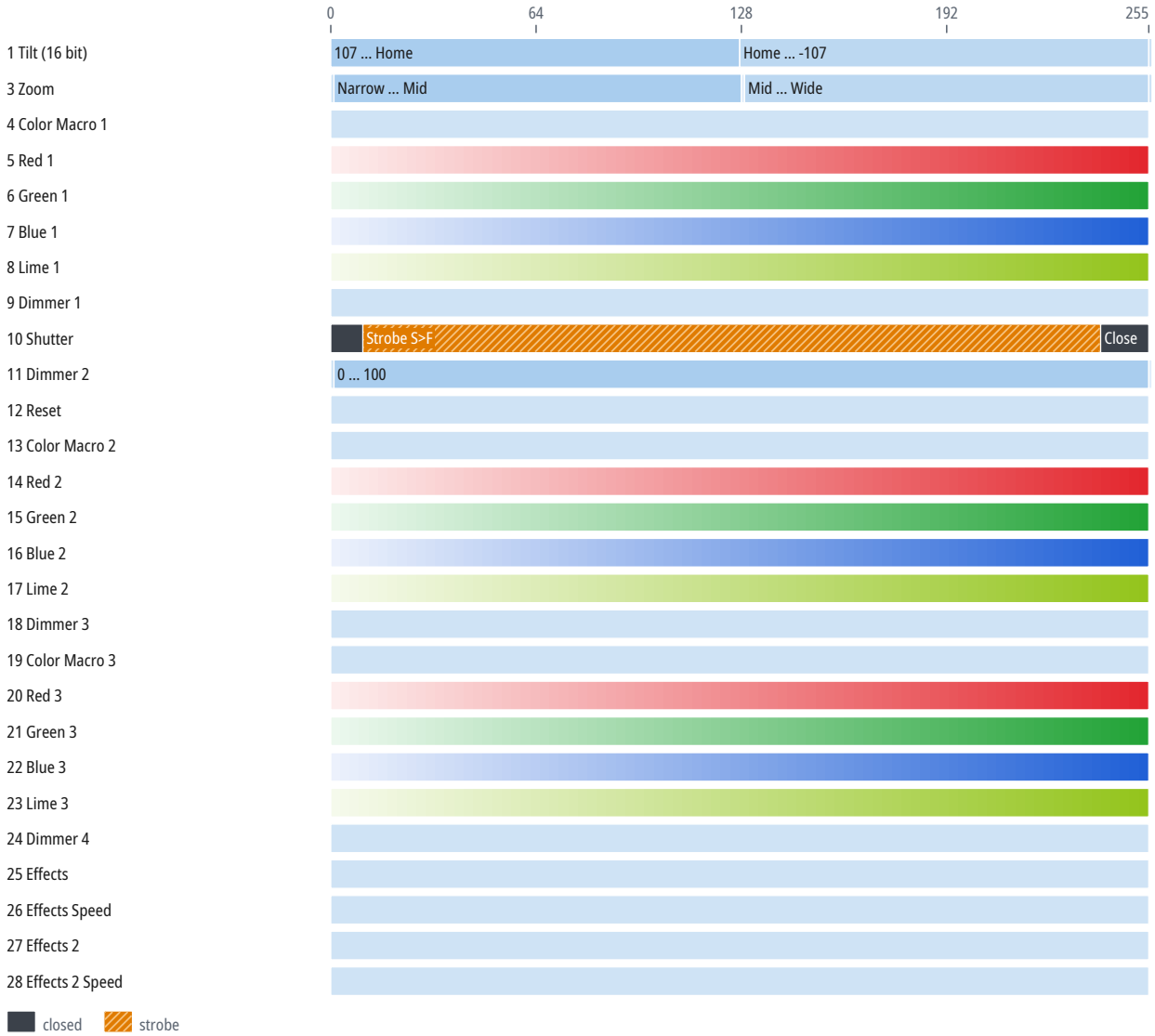
CH	Function	DMX	Description
5	Dimmer Fine	0–255	Fine adjustment of CH 4
6	Reset	0–255	
7	Zoom		Same as CH 12 in the mode “13ch” (p. 11)
8	Red 1	0–255	
9	Green 1	0–255	
10	Blue 1	0–255	
11	Lime 1	0–255	
12	Red 2	0–255	
13	Green 2	0–255	
14	Blue 2	0–255	
15	Lime 2	0–255	
16	Red 3	0–255	
17	Green 3	0–255	
18	Blue 3	0–255	
19	Lime 3	0–255	
20	Red 4	0–255	
21	Green 4	0–255	
22	Blue 4	0–255	
23	Lime 4	0–255	
24	Red 5	0–255	
25	Green 5	0–255	
26	Blue 5	0–255	
27	Lime 5	0–255	

Mode 28ch

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 9 Dimmer 1 above 0; CH 18 Dimmer 3 above 0; CH 24 Dimmer 4 above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Red 1 255, CH 6 Green 1 255, CH 7 Blue 1 255, CH 8 Lime 1 255, CH 9 Dimmer 1 255, CH 11 Dimmer 2 255, CH 14 Red 2 255, CH 15 Green 2 255, CH 16 Blue 2 255, CH 17 Lime 2 255, CH 18 Dimmer 3 255, CH 20 Red 3 255, CH 21 Green 3 255, CH 22 Blue 3 255, CH 23 Lime 3 255, CH 24 Dimmer 4 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “13ch” (p. 10)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Zoom		Same as CH 12 in the mode “13ch” (p. 11)
4	Color Macro 1	0–255	
5	Red 1	0–255	
6	Green 1	0–255	

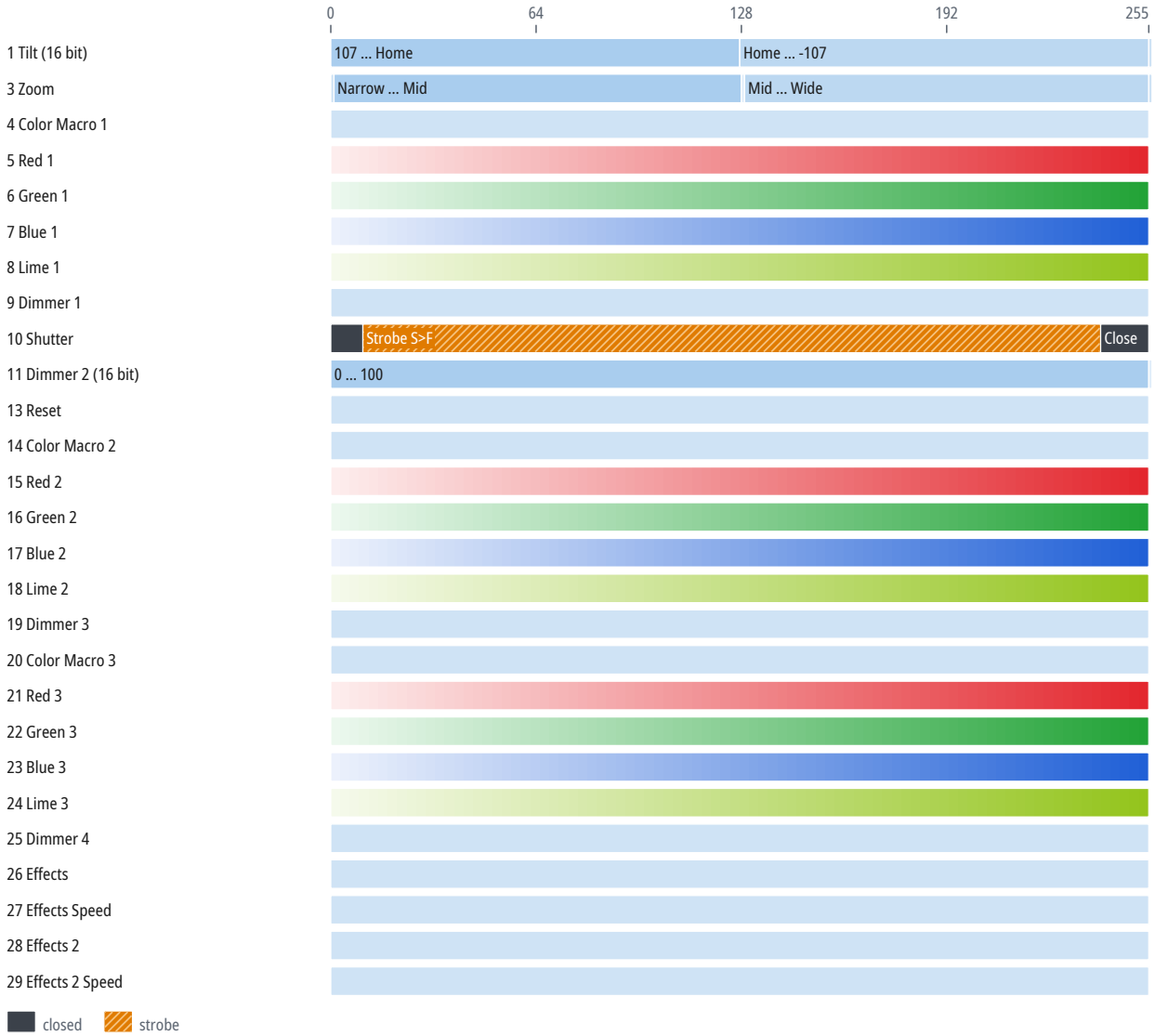
CH	Function	DMX	Description
7	Blue 1	0–255	
8	Lime 1	0–255	
9	Dimmer 1	0–255	
10	Shutter		Same as CH 8 in the mode “13ch” (p. 11)
11	Dimmer 2	0	0
		1–254	0 … 100
		255	100
12	Reset	0–255	
13	Color Macro 2	0–255	
14	Red 2	0–255	
15	Green 2	0–255	
16	Blue 2	0–255	
17	Lime 2	0–255	
18	Dimmer 3	0–255	
19	Color Macro 3	0–255	
20	Red 3	0–255	
21	Green 3	0–255	
22	Blue 3	0–255	
23	Lime 3	0–255	
24	Dimmer 4	0–255	
25	Effects	0–255	
26	Effects Speed	0–255	
27	Effects 2	0–255	
28	Effects 2 Speed	0–255	

Mode 29ch

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 9 Dimmer 1 above 0; CH 19 Dimmer 3 above 0; CH 25 Dimmer 4 above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Red 1 255, CH 6 Green 1 255, CH 7 Blue 1 255, CH 8 Lime 1 255, CH 9 Dimmer 1 255, CH 11 Dimmer 2 255, CH 14 Color Macro 2 255, CH 15 Red 2 255, CH 16 Green 2 255, CH 17 Blue 2 255, CH 18 Lime 2 255, CH 19 Dimmer 3 255, CH 21 Red 3 255, CH 22 Green 3 255, CH 23 Blue 3 255, CH 24 Lime 3 255, CH 25 Dimmer 4 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “13ch” (p. 10)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Zoom		Same as CH 12 in the mode “13ch” (p. 11)
4	Color Macro 1	0–255	
5	Red 1	0–255	
6	Green 1	0–255	

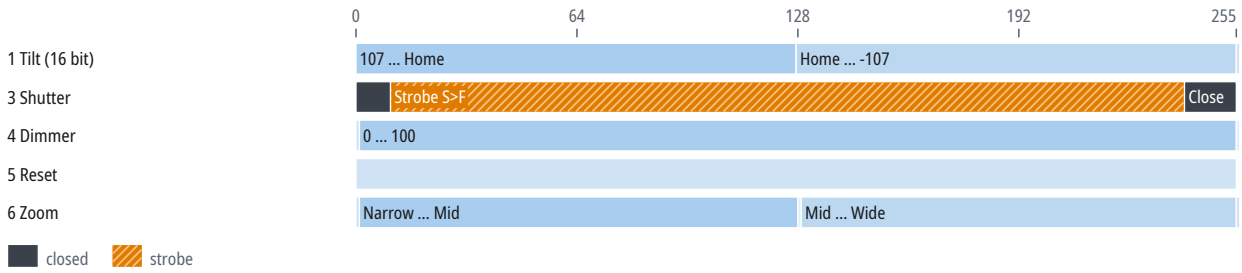
CH	Function	DMX	Description
7	Blue 1	0–255	
8	Lime 1	0–255	
9	Dimmer 1	0–255	
10	Shutter		Same as CH 8 in the mode “13ch” (p. 11)
11	Dimmer 2	0–255	0 … 100
		255	100
12	Dimmer 2 Fine	0–255	Fine adjustment of CH 11
13	Reset	0–255	
14	Color Macro 2	0–255	
15	Red 2	0–255	
16	Green 2	0–255	
17	Blue 2	0–255	
18	Lime 2	0–255	
19	Dimmer 3	0–255	
20	Color Macro 3	0–255	
21	Red 3	0–255	
22	Green 3	0–255	
23	Blue 3	0–255	
24	Lime 3	0–255	
25	Dimmer 4	0–255	
26	Effects	0–255	
27	Effects Speed	0–255	
28	Effects 2	0–255	
29	Effects 2 Speed	0–255	

Mode 46ch

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 4 Dimmer 255, CH 7 Red 255 (the same in each of the 10 cells), CH 8 Green 255 (the same in each of the 10 cells), CH 9 Blue 255 (the same in each of the 10 cells), CH 10 Lime 255 (the same in each of the 10 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “13ch” (p. 10)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 8 in the mode “13ch” (p. 11)

CH	Function	DMX	Description
4	Dimmer		Same as CH 9 in the mode “13ch” (p. 11)
5	Reset	0–255	
6	Zoom		Same as CH 12 in the mode “13ch” (p. 11)
7	Red 1	0–255	
8	Green 1	0–255	
9	Blue 1	0–255	
10	Lime 1	0–255	

CH 7–46: 10 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 7–10); the table below gives each cell's channel numbers.

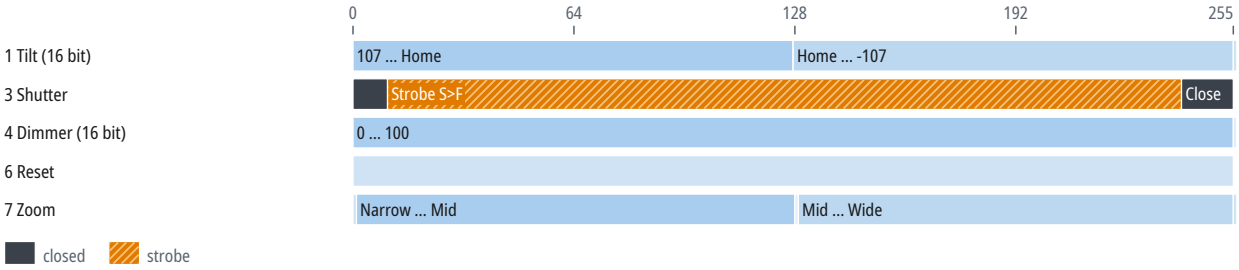
Cell	Red	Green	Blue	Lime	Cell	Red	Green	Blue	Lime
1	7	8	9	10	2	11	12	13	14
3	15	16	17	18	4	19	20	21	22
5	23	24	25	26	6	27	28	29	30
7	31	32	33	34	8	35	36	37	38
9	39	40	41	42	10	43	44	45	46

Mode 47ch

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 8 Red 255 (the same in each of the 10 cells), CH 9 Green 255 (the same in each of the 10 cells), CH 10 Blue 255 (the same in each of the 10 cells), CH 11 Lime 255 (the same in each of the 10 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “13ch” (p. 10)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Shutter		Same as CH 8 in the mode “13ch” (p. 11)
4	Dimmer		Same as CH 4 in the mode “27ch” (p. 12)
5	Dimmer Fine	0–255	Fine adjustment of CH 4
6	Reset	0–255	
7	Zoom		Same as CH 12 in the mode “13ch” (p. 11)
8	Red 1	0–255	
9	Green 1	0–255	
10	Blue 1	0–255	
11	Lime 1	0–255	

CH 8–47: 10 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 8–11); the table below gives each cell's channel numbers.

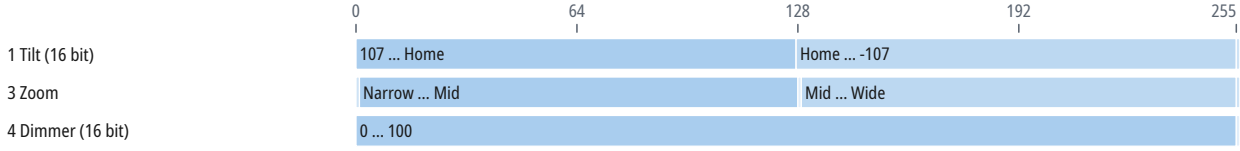
Cell	Red	Green	Blue	Lime	Cell	Red	Green	Blue	Lime
1	8	9	10	11	2	12	13	14	15
3	16	17	18	19	4	20	21	22	23
5	24	25	26	27	6	28	29	30	31
7	32	33	34	35	8	36	37	38	39
9	40	41	42	43	10	44	45	46	47

Mode 85ch

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 4 Dimmer 255, CH 6 Red 255 (the same in each of the 10 cells), CH 8 Green 255 (the same in each of the 10 cells), CH 10 Blue 255 (the same in each of the 10 cells), CH 12 Lime 255 (the same in each of the 10 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “13ch” (p. 10)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Zoom		Same as CH 12 in the mode “13ch” (p. 11)
4	Dimmer		Same as CH 4 in the mode “27ch” (p. 12)
5	Dimmer Fine	0–255	Fine adjustment of CH 4
6	Red 1	0–255	
7	Red 1 Fine	0–255	Fine adjustment of CH 6
8	Green 1	0–255	
9	Green 1 Fine	0–255	Fine adjustment of CH 8
10	Blue 1	0–255	
11	Blue 1 Fine	0–255	Fine adjustment of CH 10
12	Lime 1	0–255	
85	Lime 10 Fine	0–255	Fine adjustment of CH 84

CH 5–84: 10 cells of 8 channels each. Every cell works as cell 1 in the table above (CH 5–12); the table below gives each cell's channel numbers.

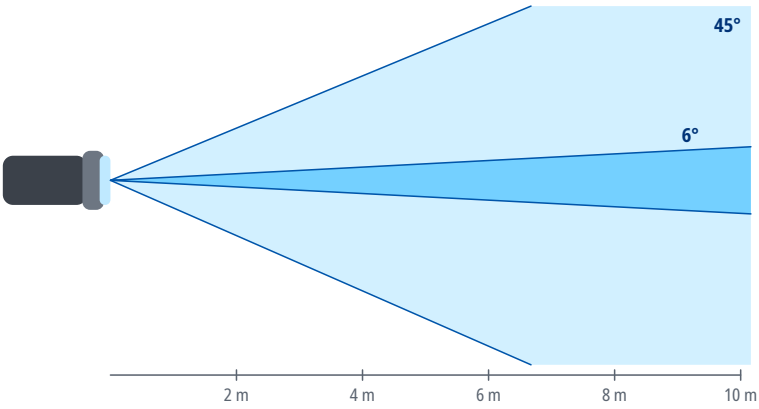
Cell	Dimmer Fine	Red	Red Fine	Green	Green Fine	Blue	Blue Fine	Lime
1	5	6	7	8	9	10	11	12
2	13	14	15	16	17	18	19	20
3	21	22	23	24	25	26	27	28
4	29	30	31	32	33	34	35	36
5	37	38	39	40	41	42	43	44
6	45	46	47	48	49	50	51	52

Cell	Dimmer Fine	Red	Red Fine	Green	Green Fine	Blue	Blue Fine	Lime
7	53	54	55	56	57	58	59	60
8	61	62	63	64	65	66	67	68
9	69	70	71	72	73	74	75	76
10	77	78	79	80	81	82	83	84

10 Technical specifications

Parameter	Value
Zoom	6–45°
Tilt	215°
Weight	17.5 kg
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 6°	Ø 45°
2 m	0.21 m	1.7 m
4 m	0.42 m	3.3 m
6 m	0.63 m	5 m
8 m	0.84 m	6.6 m
10 m	1 m	8.3 m
15 m	1.6 m	12.4 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.