DMX REFERENCE

Dino

Starway



Manufacturer	Starway
GDTF file	Starway_Dino_103261.gdtf
GDTF revision	V105f · 2025-07-09
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1 About this manual

This document describes the Dino by Starway. It was compiled from the GDTF file Starway_Dino_103261.gdtf from the GDTF-Share library.

File revision: “V105f”.

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 Starway; 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	9.3 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extend 1 23CH	23	22	1, 24, 47, 70, ...
Extend 20CH	20	25	1, 21, 41, 61, ...
Standard 17CH	17	30	1, 18, 35, 52, ...
Basic 14CH	14	36	1, 15, 29, 43, ...

No light? Check these channels

- Extend 1 23CH: CH 7 Dimmer above 0; CH 9 Shutter at 32–63, 96–127, 160–191 “Open” or 224–255
- Extend 20CH: CH 7 Dimmer above 0; CH 9 Shutter at 32–63, 96–127, 160–191 “Open” or 224–255
- Standard 17CH: CH 5 Dimmer above 0; CH 7 Shutter at 32–63, 96–127, 160–191 “Open” or 224–255
- Basic 14CH: CH 3 Dimmer above 0; CH 4 Shutter at 32–63, 96–127, 160–191 “Open” or 224–255


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

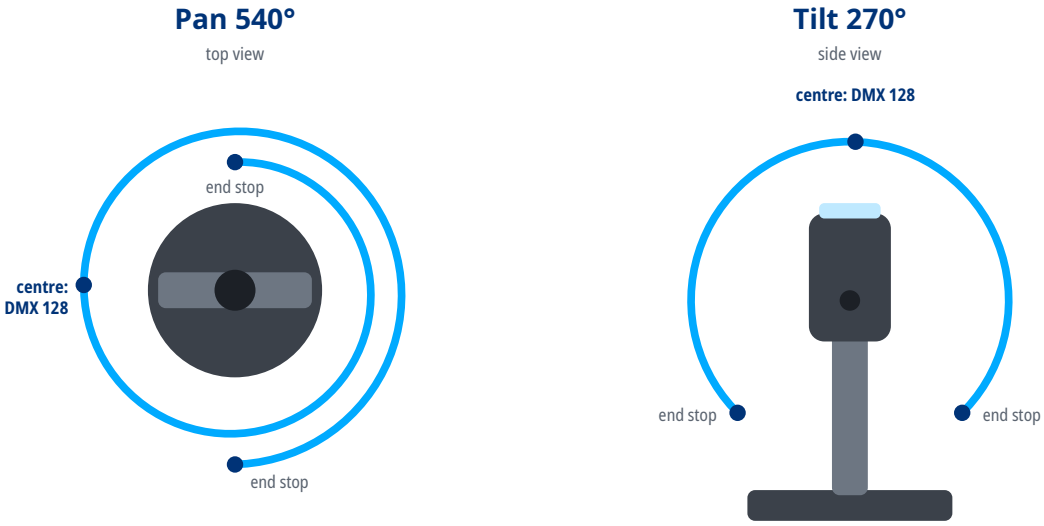
⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



5 Installation

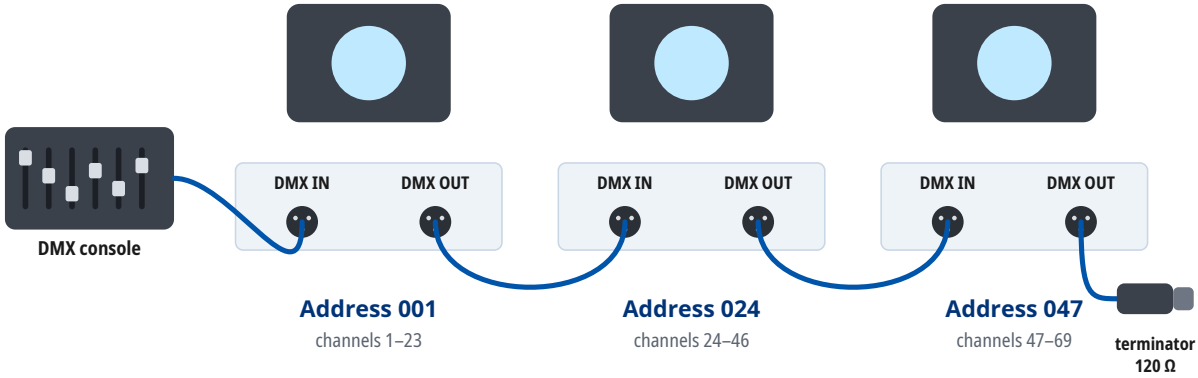
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 9.3 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 Extend 1 23CH: every unit occupies 23 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 “Extend 1 23CH”: 23.
- 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 “Extend 1 23CH”, you can use, for example, the start addresses 1, 24, 47, 70.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	Extend 1 23CH 23 channels	Extend 20CH 20 channels	Standard 17CH 17 channels	Basic 14CH 14 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 2
Pan / Tilt resolution	16 bit	16 bit	16 bit	8 bit
Dimmer	7	7	5	3
Dimmer resolution	16 bit	16 bit	16 bit	8 bit
Shutter / strobe	9	9	7	4
Color wheel	10	10	8	5
Gobo wheel	11, 15	11, 13	9, 11	6, 8
Gobo rotation	13	12	10	7
Prism	19, 20	16, 17	14, 15	11, 12
Frost	21	18	16	13
Zoom	17	14	12	9
Focus	18	15	13	10
Effects / macros	22	19		

Color wheel



1. Color off — DMX 0–5
2. Red — DMX 6–11
3. Orange — DMX 12–17
4. Yellow — DMX 18–23
5. Green — DMX 24–29
6. Dark Blue — DMX 30–35
7. Purple — DMX 36–41
8. Light Blue — DMX 42–47
9. Magenta — DMX 48–54

Gobo wheel 1



1. Open/Hole — DMX 0–5
2. Gobo 1 — DMX 6–20
3. Gobo 2 — DMX 21–35
4. Gobo 3 — DMX 36–50
5. Gobo 4 — DMX 51–65
6. Gobo 5 — DMX 66–80
7. Gobo 6 — DMX 81–95

Gobo wheel 2

1 Open/Hole
DMX 0–5

2 
Gobo 1
DMX 6–20

3 
Gobo 2
DMX 21–35

4 
Gobo 3
DMX 36–50

5 
Gobo 4
DMX 51–65

6 
Gobo 5
DMX 66–80

7 
Gobo 6
DMX 81–95

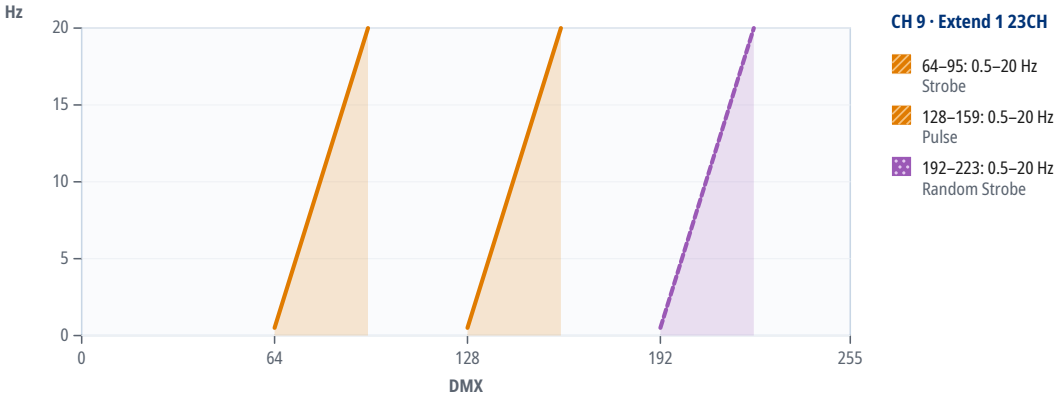
Prism

1 Prism off (open)
DMX 0–5

2 
6 facets
Prism 1 Linear
DMX 6–127

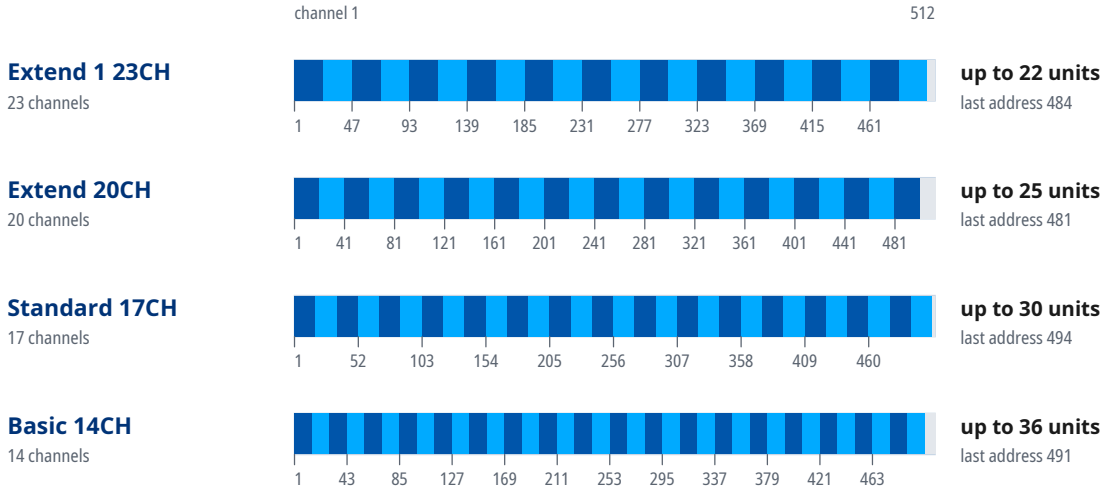
3 
6 facets
Prism 2 Circle
DMX 128–255

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extend 1 23CH”

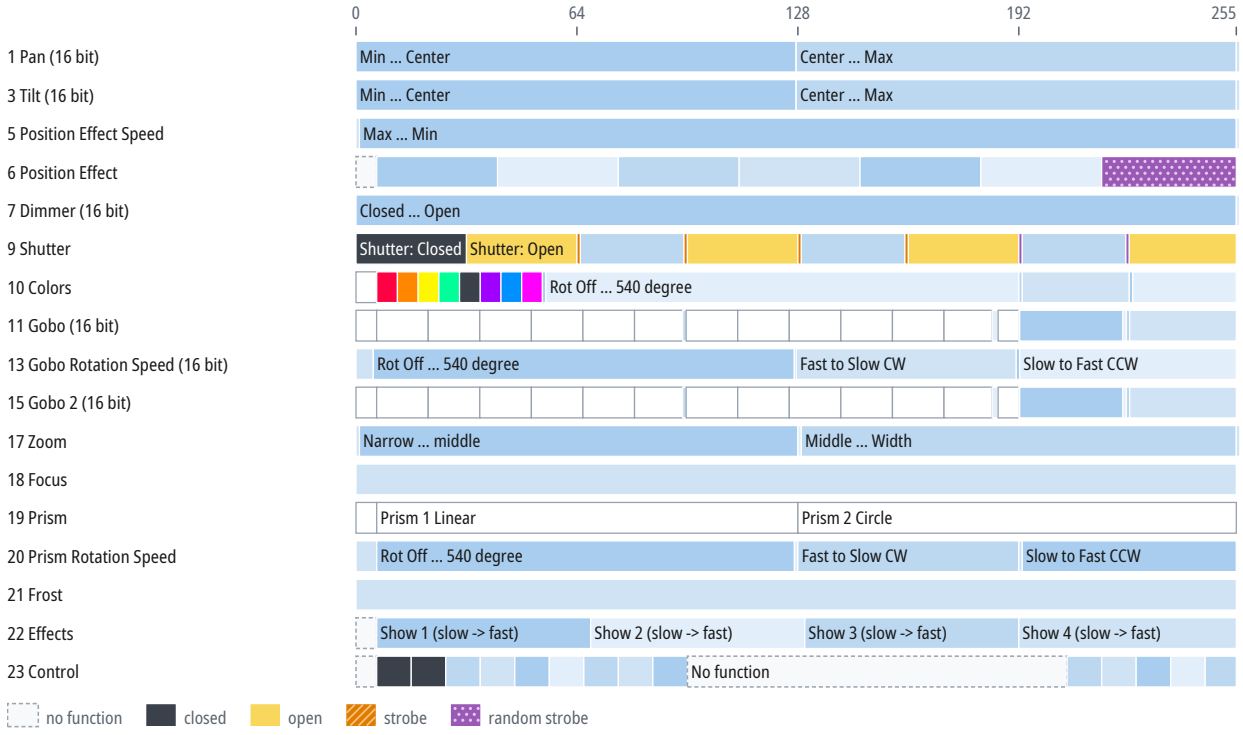
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	116	11	231	16	346
2	24	7	139	12	254	17	369
3	47	8	162	13	277	18	392
4	70	9	185	14	300	19	415
5	93	10	208	15	323	20	438

Mode Extend 1 23CH

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

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0; CH 9 Shutter at 32–63, 96–127, 160–191 “Open” or 224–255. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Position Effect Speed		PT Speed
		0	Max
		1–254	Max ... Min
		255	Min
6	Position Effect	0–5	Off
		6–40	PAN "small > big"
		41–75	TILT "small > big"
		76–110	PAN / TILT "small > big"
		111–145	PAN / TILT (invers) "small > big"

CH	Function	DMX	Description
6	Position Effect (continued)	146–180	Circle "small > big"
		181–215	Circle (invers) "small > big"
		216–255	Random "small > big"5
7	Dimmer	0–255	Closed ... Open
		255	Open
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Shutter	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Strobe Min
		65–94	Strobe Min ... Strobe Max
		95	Strobe Max
		96–127	Shutter Open: Open
		128	Strobe Pulse Min
		129–158	Strobe Pulse Min ... Strobe Pulse Max
		159	Strobe Pulse Max
		160–191	Shutter Open: Open
		192	Random Strobe Min
		193–222	Random Strobe Min ... Random Strobe Max
		223	Random Strobe Max
		224–255	Shutter Open 2
10	Colors	0–5	Color off
		6–11	Red
		12–17	Orange
		18–23	Yellow
		24–29	Green
		30–35	Dark Blue
		36–41	Purple
		42–47	Light Blue
		48–53	Magenta
		54	Rot Off
		55–191	Rot Off ... 540 degree
		192	540 degree
		193–223	Fast to Slow CW
		224	Wheel Spin: Stop
		225–255	Slow to Fast CCW
11	Gobo	0–5	Open/Hole
		6–20	Gobo 1
		21–35	Gobo 2
		36–50	Gobo 3
		51–65	Gobo 4
		66–80	Gobo 5
		81–95	Gobo 6

CH	Function	DMX	Description
11	Gobo (continued)	96–110	Gobo 1 shake (0.857–8.62 Hz)
		111–125	Gobo 2 shake (0.857–8.62 Hz)
		126–140	Gobo 3 shake (0.857–8.62 Hz)
		141–155	Gobo 4 shake (0.857–8.62 Hz)
		156–170	Gobo 5 shake (0.857–8.62 Hz)
		171–185	Gobo 6 shake (0.857–8.62 Hz)
		185–186	Shake
		186–192	Open
		193–223	Fast to Slow CW
		223	Fast to Slow CW ... Stop
		224	Spin: Stop
		225–255	Slow to Fast CCW
12	Gobo Fine	0–255	Fine adjustment of CH 11
13	Gobo Rotation Speed	0–5	Rot Off
		5–127	Rot Off ... 540 degree
		127	540 degree
		128–191	Fast to Slow CW
		192	Gobo 1 Pos Rotate: Stop
		193–255	Slow to Fast CCW
14	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 13
15	Gobo 2	0–5	Open/Hole
		6–20	Gobo 1
		21–35	Gobo 2
		36–50	Gobo 3
		51–65	Gobo 4
		66–80	Gobo 5
		81–95	Gobo 6
		96–110	Gobo 1 shake (0.857–8.62 Hz)
		111–125	Gobo 2 shake (0.857–8.62 Hz)
		126–140	Gobo 3 shake (0.857–8.62 Hz)
		141–155	Gobo 4 shake (0.857–8.62 Hz)
		156–170	Gobo 5 shake (0.857–8.62 Hz)
		171–185	Gobo 6 shake (0.857–8.62 Hz)
		185–186	Shake
		186–192	Open
		193–223	Fast to Slow CW
		223	Fast to Slow CW ... Stop
		224	Spin: Stop
		225–255	Slow to Fast CCW
16	Gobo 2 Fine	0–255	Fine adjustment of CH 15
17	Zoom	0	Narrow
		1–127	Narrow ... middle

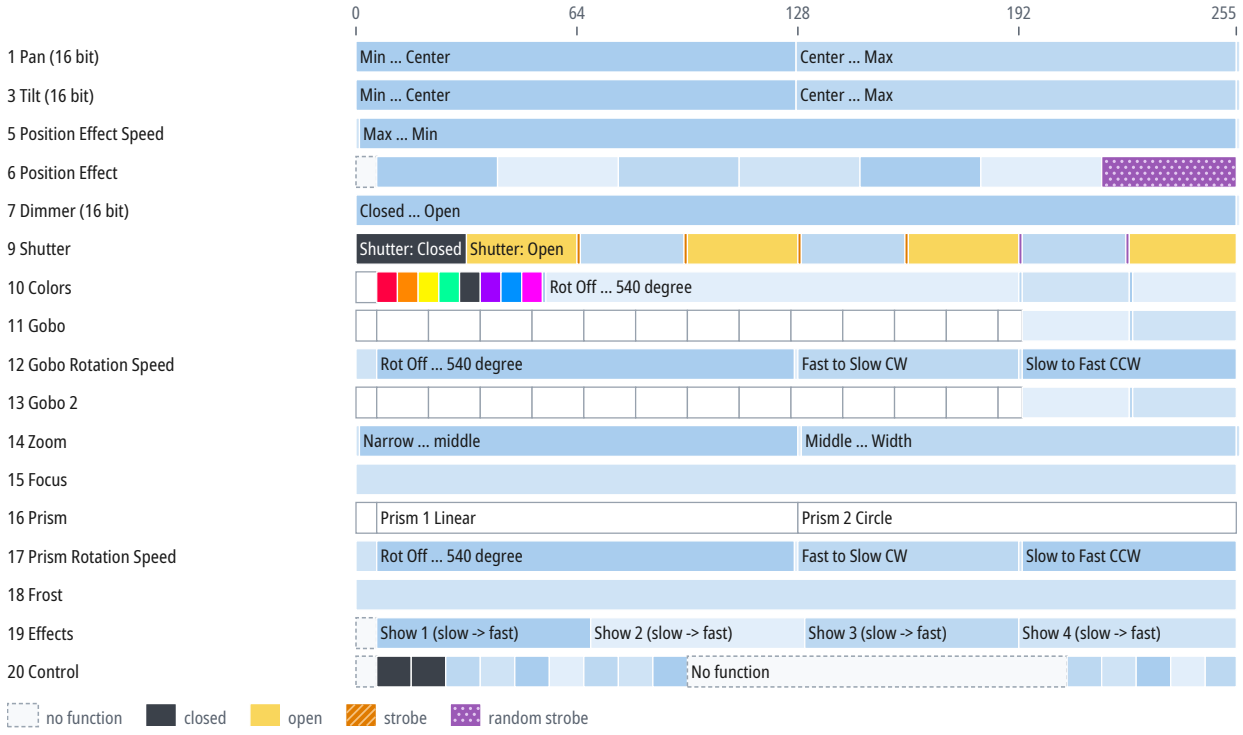
CH	Function	DMX	Description
17	Zoom (continued)	128	Middle
		129–254	Middle ... Width
		255	Width
18	Focus	0–255	
19	Prism	0–5	Prism off (open)
		6–127	Prism 1 Linear
		128–255	Prism 2 Circle
20	Prism Rotation Speed	0–5	Rot Off
		6–126	Rot Off ... 540 degree
		127	540 degree
		128–191	Fast to Slow CW
		192	Gobo 1 Pos Rotate: Stop
		193–255	Slow to Fast CCW
21	Frost	0–255	
22	Effects	0–5	OFF
		6–67	Show 1 (slow -> fast)
		68–129	Show 2 (slow -> fast)
		130–191	Show 3 (slow -> fast)
		192–255	Show 4 (slow -> fast)
23	Control	0–5	No function
		6–15	Blackout while Moving on (Hold 3s)
		16–25	Blackout while Moving off (Hold 3s)
		26–35	Invert Pan on (Hold 3s)
		36–45	Invert Pan off (Hold 3s)
		46–55	Invert Tilt on (Hold 3s)
		56–65	Invert Tilt off (Hold 3s)
		66–75	Fan Speed Set Auto (Hold 3s)
		76–85	Fan Speed Set Low (Hold 3s)
		86–95	Fan Speed Set High (Hold 3s)
		96–205	No function
		206–215	Reset Pan / Tilt (Hold 3s)
		216–225	Reset Head only (Hold 3s)
		226–235	Reset All Functions (Hold 3s)
		236–245	Gobo change normal(Hold 3s)
		246–255	Gobo change to any position(Hold 3s)

Mode Extend 20CH

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

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0; CH 9 Shutter at 32–63, 96–127, 160–191 “Open” or 224–255. The GDTF file gives these values for a console's Highlight function: CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extend 1 23CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extend 1 23CH” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Position Effect Speed		Same as CH 5 in the mode “Extend 1 23CH” (p. 10)
6	Position Effect		Same as CH 6 in the mode “Extend 1 23CH” (p. 10)
7	Dimmer		Same as CH 7 in the mode “Extend 1 23CH” (p. 11)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Shutter		Same as CH 9 in the mode “Extend 1 23CH” (p. 11)
10	Colors		Same as CH 10 in the mode “Extend 1 23CH” (p. 11)
11	Gobo	0–5	Open/Hole
		6–20	Gobo 1
		21–35	Gobo 2
		36–50	Gobo 3
		51–65	Gobo 4
		66–80	Gobo 5
		81–95	Gobo 6

CH	Function	DMX	Description
11	Gobo (continued)	96–110	Gobo 1 shake (0.857–8.62 Hz)
		111–125	Gobo 2 shake (0.857–8.62 Hz)
		126–140	Gobo 3 shake (0.857–8.62 Hz)
		141–155	Gobo 4 shake (0.857–8.62 Hz)
		156–170	Gobo 5 shake (0.857–8.62 Hz)
		171–185	Gobo 6 shake (0.857–8.62 Hz)
		186–192	Open
		193–223	Fast to Slow CW
		224	Spin: Stop
		225–255	Slow to Fast CCW
12	Gobo Rotation Speed	0–5	Rot Off
		6–126	Rot Off ... 540 degree
		127	540 degree
		128–191	Fast to Slow CW
		192	Gobo 1 Pos Rotate: Stop
		193–255	Slow to Fast CCW
13	Gobo 2	0–5	Open/Hole
		6–20	Gobo 1
		21–35	Gobo 2
		36–50	Gobo 3
		51–65	Gobo 4
		66–80	Gobo 5
		81–95	Gobo 6
		96–110	Gobo 1 shake (0.857–8.62 Hz)
		111–125	Gobo 2 shake (0.857–8.62 Hz)
		126–140	Gobo 3 shake (0.857–8.62 Hz)
		141–155	Gobo 4 shake (0.857–8.62 Hz)
		156–170	Gobo 5 shake (0.857–8.62 Hz)
		171–185	Gobo 6 shake (0.857–8.62 Hz)
		186–192	Open
		193–223	Fast to Slow CW
		224	Spin: Stop
		225–255	Slow to Fast CCW
14	Zoom		Same as CH 17 in the mode “Extend 1 23CH” (p. 12)
15	Focus	0–255	
16	Prism		Same as CH 19 in the mode “Extend 1 23CH” (p. 13)
17	Prism Rotation Speed		Same as CH 20 in the mode “Extend 1 23CH” (p. 13)
18	Frost	0–255	
19	Effects		Same as CH 22 in the mode “Extend 1 23CH” (p. 13)
20	Control		Same as CH 23 in the mode “Extend 1 23CH” (p. 13)

Mode Standard 17CH

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 5 Dimmer above 0; CH 7 Shutter at 32–63, 96–127, 160–191 “Open” or 224–255. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extend 1 23CH” (p. 10)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extend 1 23CH” (p. 10)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer		Same as CH 7 in the mode “Extend 1 23CH” (p. 11)
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 9 in the mode “Extend 1 23CH” (p. 11)
8	Colors		Same as CH 10 in the mode “Extend 1 23CH” (p. 11)
9	Gobo		Same as CH 11 in the mode “Extend 20CH” (p. 14)
10	Gobo Rotation Speed		Same as CH 12 in the mode “Extend 20CH” (p. 15)
11	Gobo 2		Same as CH 13 in the mode “Extend 20CH” (p. 15)
12	Zoom		Same as CH 17 in the mode “Extend 1 23CH” (p. 12)
13	Focus	0–255	
14	Prism		Same as CH 19 in the mode “Extend 1 23CH” (p. 13)
15	Prism Rotation Speed		Same as CH 20 in the mode “Extend 1 23CH” (p. 13)
16	Frost	0–255	
17	Control		Same as CH 23 in the mode “Extend 1 23CH” (p. 13)

Mode Basic 14CH

If the device receives DMX in this mode but gives no light, check these channels: CH 3 Dimmer above 0; CH 4 Shutter at 32–63, 96–127, 160–191 “Open” or 224–255. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
2	Tilt	0	Min
		1–127	Min ... Center
		128	Center
		129–254	Center ... Max
		255	Max
3	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open
4	Shutter		Same as CH 9 in the mode “Extend 1 23CH” (p. 11)
5	Colors		Same as CH 10 in the mode “Extend 1 23CH” (p. 11)
6	Gobo		Same as CH 11 in the mode “Extend 20CH” (p. 14)
7	Gobo Rotation Speed		Same as CH 12 in the mode “Extend 20CH” (p. 15)
8	Gobo 2		Same as CH 13 in the mode “Extend 20CH” (p. 15)
9	Zoom		Same as CH 17 in the mode “Extend 1 23CH” (p. 12)
10	Focus	0–255	
11	Prism		Same as CH 19 in the mode “Extend 1 23CH” (p. 13)

CH	Function	DMX	Description
12	Prism Rotation Speed		Same as CH 20 in the mode “Extend 1 23CH” (p. 13)
13	Frost	0–255	
14	Control		Same as CH 23 in the mode “Extend 1 23CH” (p. 13)

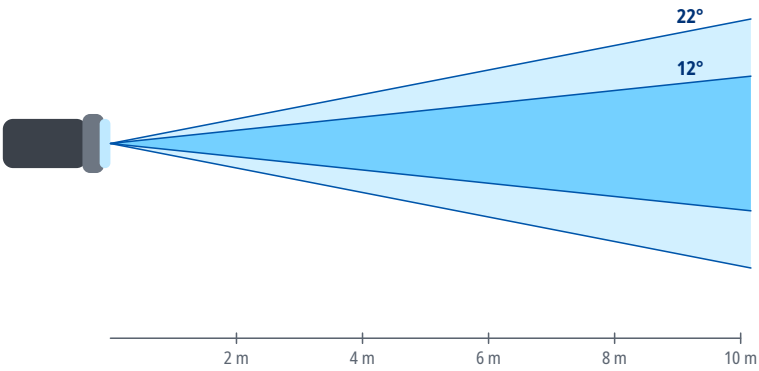
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	200 W
Luminous flux	13,000 lm
Color temperature	20,500 K
Color rendering index (CRI)	75
Optics	
Zoom	12–22°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x09E9, device model ID 0x4454)
Electrical	
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	9.3 kg
Operating environment	
Operating temperature	-40 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.5–20 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 12°	Ø 22°
2 m	0.42 m	0.78 m
4 m	0.84 m	1.6 m
6 m	1.3 m	2.3 m
8 m	1.7 m	3.1 m
10 m	2.1 m	3.9 m
15 m	3.2 m	5.8 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.