DMX REFERENCE

SLZ100 IP

Terbly SLZ100 IP

Terbly



Manufacturer	Terbly
GDTF file	Terbly_SLZ100_IP_91237.gdtf
GDTF revision	Corrected all rotation channel defaults · 2025-03-27
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1 About this manual

This document describes the Terbly SLZ100 IP by Terbly. It was compiled from the GDTF file Terbly_SLZ100_IP_91237.gdtf from the GDTF-Share library.

File revision: “Corrected all rotation channel defaults”.

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 Terbly; 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	20 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	27	18	1, 28, 55, 82, ...
Extended	36	14	1, 37, 73, 109, ...

No light? Check these channels

- Standard: CH 8 Shutter at 63 “Open” or 96–127 or 160–191 or 224–255; CH 9 Dimmer above 0
- Extended: CH 8 Shutter at 63 “Open” or 96–127 or 160–191 or 224–255; CH 9 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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.

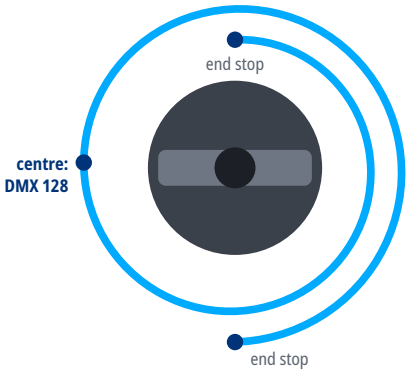
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

Pan 540°

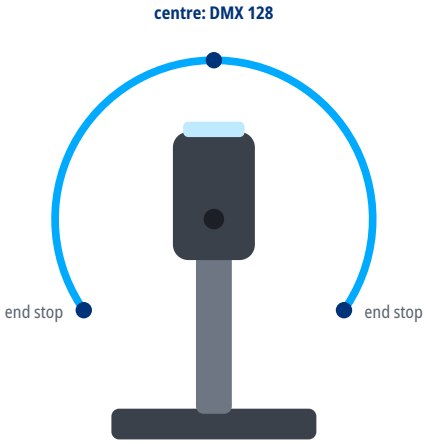
top view



full travel in 2.5 s

Tilt 250°

side view



full travel in 2 s

Full-travel times as stated in the GDTF file.

5 Installation

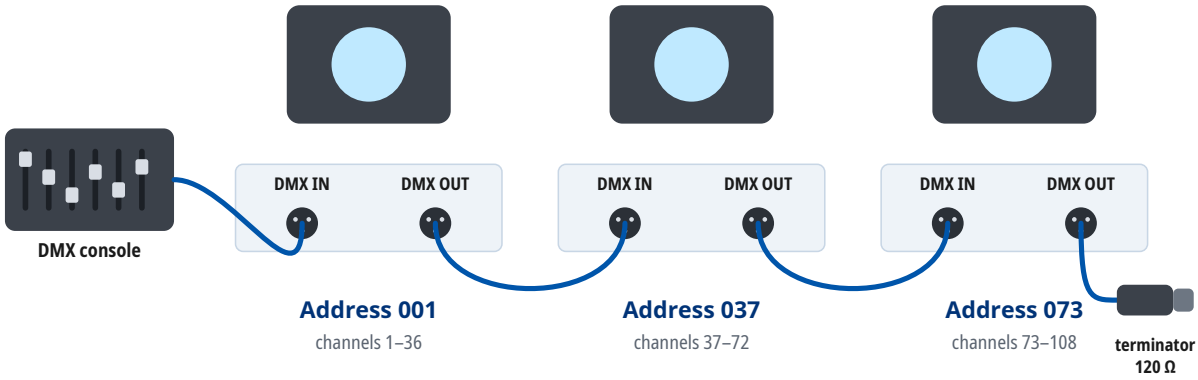
⚠ **WARNING**

- 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: 20 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 36 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”: 36.
- 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, 37, 73, 109.
- 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

	Standard 27 channels	Extended 36 channels
Pan / Tilt	1, 3, 5, 6	1, 3, 5, 6
Dimmer	9	9
Shutter / strobe	8	8
Color mixing	15–17	16, 18, 20
Color wheel	14	14
Gobo wheel	18, 21	24, 27
Gobo rotation	19	25
Prism	22–25	29, 30, 32, 33
Frost	26	35
Focus	12	12
Effects / macros		22

Gobo wheel 1



25

Middle Yellow
DMX 118–122

26

Dark Amber
DMX 123–128

Gobo wheel 2

1

Gobo: Open
DMX 0–7

2

RG1
DMX 8–14

3

RG2
DMX 15–21

4

RG3
DMX 22–28

5

RG4
DMX 29–35

6

RG5
DMX 36–42

7

RG6
DMX 43–49

8

RG7
DMX 50–56

9

RG8
DMX 57–63

10

RG9
DMX 64–70

11

RG10
DMX 71–77

12

RG11
DMX 78–84

13

RG12
DMX 85–91

14

RG13
DMX 92–99

Gobo wheel 3

1

Gobo: Open
DMX 0–45

2

FG1
DMX 46–48

3

FG2
DMX 49–51

4

FG3
DMX 52–54

5

FG4
DMX 55–57

6

FG5
DMX 58–60

7

FG6
DMX 61–63

8

FG7
DMX 64–66

9

FG8
DMX 67–69

10

FG9
DMX 70–72

11

FG10
DMX 73–75

12

FG11
DMX 76–78

13

FG12
DMX 79–81

14

FG13
DMX 82–84

15

FG14
DMX 85–87

16

FG15
DMX 88–90

17

FG16
DMX 91–93

18

FG17
DMX 94–96

19

FG18
DMX 97–99

20

FG19
DMX 100–102

21

FG20
DMX 103–105

22

FG21
DMX 106–108

23

FG22
DMX 109–111

24

FG23
DMX 112–114

25



FG24
DMX 115–118

Prism

1

Open
DMX 0–19

2



10 facets
Prism 1
DMX 20–73

3



4 facets
Prism 2
DMX 74–127

4



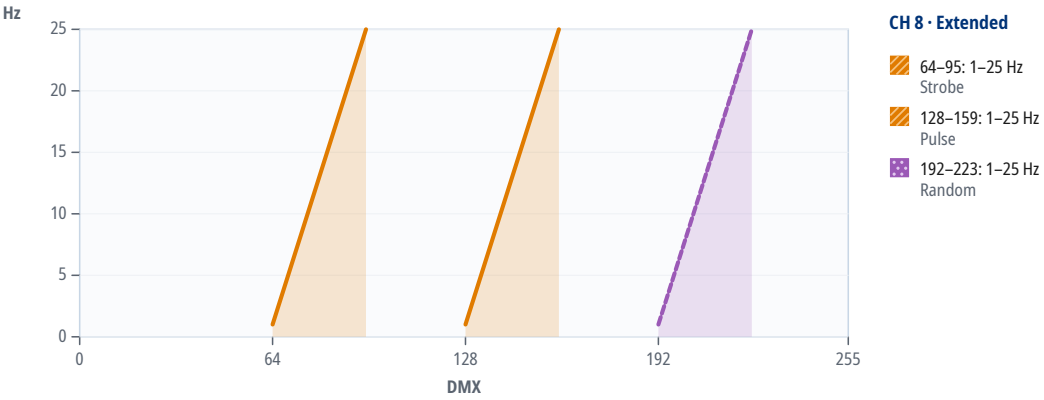
48 facets
48 Prism

5



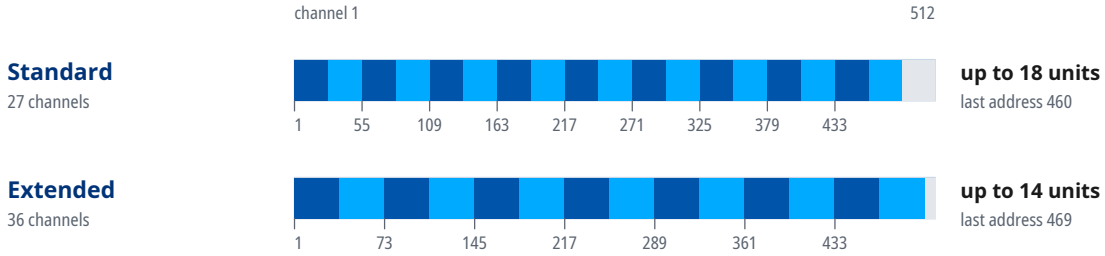
3 facets
3 Prism

Strobe rate



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	181	11	361	16	U2 · 37
2	37	7	217	12	397	17	U2 · 73
3	73	8	253	13	433	18	U2 · 109
4	109	9	289	14	469	19	U2 · 145
5	145	10	325	15	U2 · 1	20	U2 · 181

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 8 Shutter at 63 “Open” or 96–127 or 160–191 or 224–255; CH 9 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Shutter 63, CH 9 Dimmer 255, CH 15 Cyan 0, CH 16 Magenta 0, CH 17 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Center
		127	Center
		128–255	Center ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation	0–31	PAN CR Stop
		32	Stop by SpinOut

CH	Function	DMX	Description
5	Pan Rotation (continued)	33–84	Stop by SpinOut ... Stop by ShortCut
		85	Stop by ShortCut
		86–127	PAN CR Stop
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Pause
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
6	Tilt Rotation	0–31	Tilt CR Stop
		32	Stop by SpinOut
		33–84	Stop by SpinOut ... Stop by ShortCut
		85	Stop by ShortCut
		86–127	Tilt CR Stop
		128	CW max
		129–188	CW max ... CW min
		189	CW min
		190–193	Pause
		194	CCW min
		195–254	CCW min ... CCW max
		255	CCW max
7	Speed Pan/Tilt	0	Max
		1–224	Max ... Min
		225	Min
		226–235	Blackout By Movement
		236–255	Blackout By All Wheel Movement
8	Shutter	0	Shutter: Closed
		1–62	Shutter: Closed ... Open
		63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Rnd
		193–222	Min Rnd ... max Rnd
		223	Max Rnd
		224–255	Open 4

CH	Function	DMX	Description
9	Dimmer	0–255	Closed … Open
		255	Open
10	Dimmer Fine	0–255	Fine adjustment of CH 9
11	Dimmer Mode	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architectual
		81–100	Theater
		101–120	Stage 2
		121	0s
		122	0_1s
		123	0_2s
		124	0_3s
		125	0_4s
		126	0_5s
		127	0_6s
		128	0_7s
		129	0_8s
		130	0_9s
		131	1s
		132	1_5s
		133–141	2…10s
		142–254	10s … Idle
		255	Idle
12	Focus	0–255	Min … Max
		255	Max
13	Focus Fine	0–255	Fine adjustment of CH 12
14	Colors	0–2	Color Wheel: Open
		3–7	Red
		8–12	Light Blue
		13–17	Blue
		18–22	Green
		23–27	Deep Yellow
		28–32	Magenta
		33–37	Red Orange
		38–42	Pink
		43–47	Light Yellow
		48–52	Cyan
		53–57	Deep Blue
		58–62	Orange
		63–67	Yellow
		68–72	Kelly Green

CH	Function	DMX	Description
14	Colors (continued)	73–77	Mimue Green
		78–82	Wine Pink
		83–87	Amber
		88–92	CTB II
		93–97	CTB
		98–102	CTO
		103–107	Cyan II
		108–112	Blue II
		113–117	Green II
		118–122	Middle Yellow
		123–127	Quad Color
		128	>>>
		129–179	>>
		180	>
		181	Color Wheel Spin: Stop
		182	<
		183–254	<<
		255	<<<
15	Cyan	0	Min
		1–254	Min ... Max
		255	Max
16	Magenta	0	Min
		1–254	Min ... Max
		255	Max
17	Yellow	0	Min
		1–254	Min ... Max
		255	Max
18	Gobo	0–7	Gobo: Open
		8–14	RG1
		15–21	RG2
		22–28	RG3
		29–35	RG4
		36–42	RG5
		43–49	RG6
		50–56	RG7
		57–63	RG8
		64–70	RG9
		71–77	RG10
		78–84	RG11
		85–91	RG12
		92–98	RG13
		99–105	RG1 Shake (1.12–3.97 Hz)

CH	Function	DMX	Description
18	Gobo (continued)	106–112	RG2 Shake (1.12–3.97 Hz)
		113–119	RG3 Shake (1.12–3.97 Hz)
		120–126	RG4 Shake (1.12–3.97 Hz)
		127–133	RG5 Shake (1.12–3.97 Hz)
		134–140	RG6 Shake (1.12–3.97 Hz)
		141–147	RG7 Shake (1.12–3.97 Hz)
		148–154	RG8 Shake (1.12–3.97 Hz)
		155–161	RG9 Shake (1.12–3.97 Hz)
		162–168	RG10 Shake (1.12–3.97 Hz)
		169–175	RG11 Shake (1.12–3.97 Hz)
		176–182	RG12 Shake (1.12–3.97 Hz)
		183–189	RG13 Shake (1.12–3.97 Hz)
		190	>>>
		191–220	>>
		221	>
		222–223	Gobo Wheel 1 Spin: Stop
		224	<
		225–254	<<
		255	<<<
19	Gobo Rotation	0–127	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Spin: Stop
		194	<
		195–254	<<
		255	<<<
20	Gobo Rotation Fine	0–255	Fine adjustment of CH 19
21	Gobo 2	0–45	Gobo: Open
		46–48	FG1
		49–51	FG2
		52–54	FG3
		55–57	FG4
		58–60	FG5
		61–63	FG6
		64–66	FG7
		67–69	FG8
		70–72	FG9
		73–75	FG10
		76–78	FG11
		79–81	FG12

CH	Function	DMX	Description
21	Gobo 2 (continued)	82–84	FG13
		85–87	FG14
		88–90	FG15
		91–93	FG16
		94–96	FG17
		97–99	FG18
		100–102	FG19
		103–105	FG20
		106–108	FG21
		109–111	FG22
		112–114	FG23
		115–117	FG24
		118–120	FG1 Shake (1.81–6.85 Hz)
		121–123	FG2 Shake (1.81–6.85 Hz)
		124–126	FG3 Shake (1.81–6.85 Hz)
		127–129	FG4 Shake (1.81–6.85 Hz)
		130–132	FG5 Shake (1.81–6.85 Hz)
		133–135	FG6 Shake (1.81–6.85 Hz)
		136–138	FG7 Shake (1.81–6.85 Hz)
		139–141	FG8 Shake (1.81–6.85 Hz)
		142–144	FG9 Shake (1.81–6.85 Hz)
		145–147	FG10 Shake (1.81–6.85 Hz)
		148–150	FG11 Shake (1.81–6.85 Hz)
		151–153	FG12 Shake (1.81–6.85 Hz)
		154–156	FG13 Shake (1.81–6.85 Hz)
		157–159	FG14 Shake (1.81–6.85 Hz)
		160–162	FG15 Shake (1.81–6.85 Hz)
		163–165	FG16 Shake (1.81–6.85 Hz)
		166–168	FG17 Shake (1.81–6.85 Hz)
		169–171	FG18 Shake (1.81–6.85 Hz)
		172–174	FG19 Shake (1.81–6.85 Hz)
		175–177	FG20 Shake (1.81–6.85 Hz)
		178–180	FG21 Shake (1.81–6.85 Hz)
		181–183	FG22 Shake (1.81–6.85 Hz)
		184–186	FG23 Shake (1.81–6.85 Hz)
		187–189	FG24 Shake (1.81–6.85 Hz)
		190	>>>
		191–220	>> (281.3–1.08 °/s)
		221	>
		222–223	Gobo Wheel 2 Spin: Stop
		224	<
		225–254	<< (1.08–281.3 °/s)

CH	Function	DMX	Description
21	Gobo 2 (continued)	255	<<<
22	Prism	0–19	Open
		20–73	Prism 1
		74–127	Prism 2
		128–255	Prism 1
23	Prism Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Prism 1 Rot: Stop
		194	<
		195–254	<<
		255	<<<
24	Prism 2	0–19	Open
		20–73	Prism 3
		74–127	Prism 4
		128–255	Prism 2
25	Prism 2 Rotation	0	Zero
		1–126	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Prism 2 Rot: Stop
		194	<
		195–254	<<
		255	<<<
26	Frost	0	Open
		1–254	Open ... Frost 1
		255	Frost 1
27	Control	0–79	Normal
		80–84	Reset All
		85–87	Reset PT
		88–90	Reset Color
		91–93	Reset Gobo
		94–96	Reset Zoom
		97–99	Reset Others
		100–172	Reset
		173–174	Hibernation Off
		175–176	Hibernation

CH	Function	DMX	Description
27	Control (continued)	177–178	Home Postion Before Power Off
		179–180	Home Postion Off
		181–200	Position Modes
		201–210	Linear(Default)
		211–220	Square
		221–230	Inverse Square
		231–240	S-Curve
		241–247	Internal Program 1...7
		248–249	Idle
		250–255	Program

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 8 Shutter at 63 “Open” or 96–127 or 160–191 or 224–255; CH 9 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 8 Shutter 63, CH 9 Dimmer 255, CH 16 Cyan 0, CH 18 Magenta 0, CH 20 Yellow 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Standard” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Standard” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Pan Rotation		Same as CH 5 in the mode “Standard” (p. 12)
6	Tilt Rotation		Same as CH 6 in the mode “Standard” (p. 13)
7	Speed Pan/Tilt		Same as CH 7 in the mode “Standard” (p. 13)
8	Shutter		Same as CH 8 in the mode “Standard” (p. 13)
9	Dimmer		Same as CH 9 in the mode “Standard” (p. 14)
10	Dimmer Fine	0–255	Fine adjustment of CH 9
11	Dimmer Mode		Same as CH 11 in the mode “Standard” (p. 14)
12	Focus		Same as CH 12 in the mode “Standard” (p. 14)
13	Focus Fine	0–255	Fine adjustment of CH 12
14	Colors		Same as CH 14 in the mode “Standard” (p. 14)
15	Colors Fine	0–255	Fine adjustment of CH 14
16	Cyan	0–255	Min … Max
		255	Max
17	Cyan Fine	0–255	Fine adjustment of CH 16
18	Magenta	0–255	Min … Max
		255	Max
19	Magenta Fine	0–255	Fine adjustment of CH 18
20	Yellow	0–255	Min … Max
		255	Max
21	Yellow Fine	0–255	Fine adjustment of CH 20
22	Color Macro	0–31	Safe
		32–39	Macro 1
		40–47	Macro 2
		48–55	Macro 3
		56–63	Macro 4
		64–71	Macro 5
		72–79	Macro 6
		80–87	Macro 7
		88–95	Macro 8
		96–103	Macro 9
		104–111	Macro 10
		112–119	Macro 11
		120–127	Macro 12
		128–135	Macro 13
		136–143	Macro 14
		144–151	Macro 15
		152–159	Macro 16

CH	Function	DMX	Description
22	Color Macro (continued)	160–167	Macro 17
		168–175	Macro 18
		176–183	Macro 19
		184–191	Macro 20
		192–199	Macro 21
		200–207	Macro 22
		208–215	Macro 23
		216–223	Macro 24
		224–231	Macro 25
		232–239	Macro 26
		240–247	Macro 27
		248–255	Random CMY
23	Color Mix Speed	0	Max
		1–254	Max ... min
		255	Min
24	Gobo		Same as CH 18 in the mode “Standard” (p. 15)
25	Gobo Rotation		Same as CH 19 in the mode “Standard” (p. 16)
26	Gobo Rotation Fine	0–255	Fine adjustment of CH 25
27	Gobo 2		Same as CH 21 in the mode “Standard” (p. 16)
28	Gobo 2 Fine	0–255	Fine adjustment of CH 27
29	Prism		Same as CH 22 in the mode “Standard” (p. 18)
30	Prism Rotation	0–127	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Prism 1 Rot: Stop
		194	<
		195–254	<<
		255	<<<
31	Prism Rotation Fine	0–255	Fine adjustment of CH 30
32	Prism 2		Same as CH 24 in the mode “Standard” (p. 18)
33	Prism 2 Rotation	0–127	Zero ... max Index
		127	Max Index
		128	>>>
		129–188	>>
		189	>
		190–193	Prism 2 Rot: Stop
		194	<
		195–254	<<
		255	<<<

CH	Function	DMX	Description
34	Prism 2 Rotation Fine	0–255	Fine adjustment of CH 33
35	Frost		Same as CH 26 in the mode “Standard” (p. 18)
36	Control		Same as CH 27 in the mode “Standard” (p. 18)

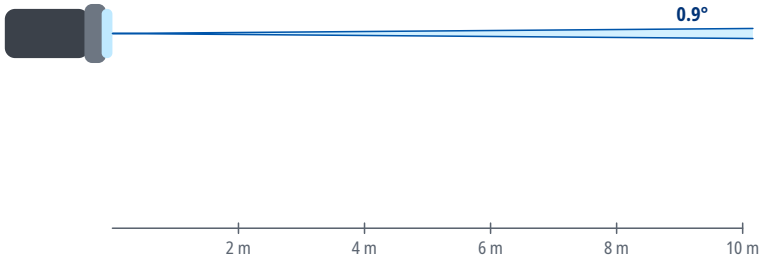
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	100 W
Luminous flux	10,000 lm
Color temperature	12,000 K
Color rendering index (CRI)	70
Optics	
Beam angle	0.9°
Movement	
Pan	540°
Tilt	250°
Control	
DMX connection	3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
RDM	yes (manufacturer ID 0x4753, device model ID 0x078A)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	20 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz
Color wheel 1 rotation	up to 703.2 °/s (117 rpm)
Gobo wheel 2 rotation	up to 351.5 °/s (59 rpm)
Gobo wheel 3 rotation	up to 281.3 °/s (47 rpm)
Gobo 2 rotation	up to 1055 °/s (176 rpm)
Prism rotation	up to 824 °/s (137 rpm)
Prism rotation	up to 824 °/s (137 rpm)

Spot diameter



Distance	Ø 0.9°
2 m	0.03 m
4 m	0.06 m
6 m	0.09 m
8 m	0.13 m
10 m	0.16 m
15 m	0.24 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.