DMX REFERENCE

1200C - Tater Revisions

User Test



Manufacturer	User Test
GDTF file	User_Test_1200C_-_Tater_Revisions_110560.gdtf
GDTF revision	Shutter and Macros added · 2025-09-12
Generated	2026-11-24

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1 About this manual

This document describes the 1200C - Tater Revisions by User Test. It was compiled from the GDTF file User_Test_1200C_-_Tater_Revisions_110560.gdtf from the GDTF-Share library.

File revision: “Shutter and Macros added”.

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 User Test; 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	13 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Simple 16ch mode	16	32	1, 17, 33, 49, ...
Standard 23ch mode	23	22	1, 24, 47, 70, ...
RGB 138ch mode	138	3	1, 139, 277

No light? Check these channels

- Simple 16ch mode: CH 2 Dimmer 1 above 254; CH 3 Dimmer 2 above 0; CH 4 Shutter 1 at 6–10, 106–110, 180–185 or 254–255 “Open”; CH 7 Shutter 2 at 6–10, 106–110, 180–185 or 254–255 “Open”
- Standard 23ch mode: CH 3 Dimmer 1 above 0; CH 5 Dimmer 2 above 0; CH 6 Shutter 1 at 6–10 or 106–110, 180–185 or 254–255 “Open”; CH 11 Shutter 2 at 6–10 “Open” or 106–110, 180–185 or 254–255
- RGB 138ch mode: CH 3 Dimmer 1 above 0; CH 5 Shutter 1 at 6–10 “Open”; CH 6 Shutter 2 at 6–10 “Open”; CH 9 Dimmer above 0 (the same in each of the 10 cells)



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

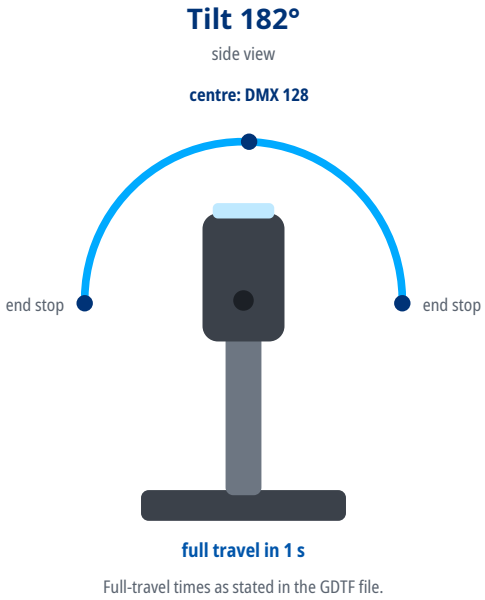
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, 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

“Tater fixes - Only touched 23 channel mode. Some edits to 16 channel mode.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

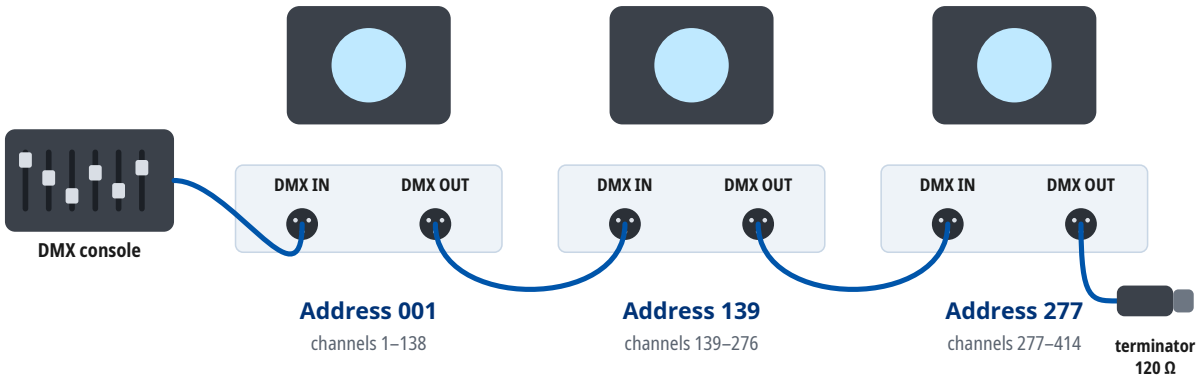
⚠ WARNING

- 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: 13 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 RGB 138ch mode: every unit occupies 138 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

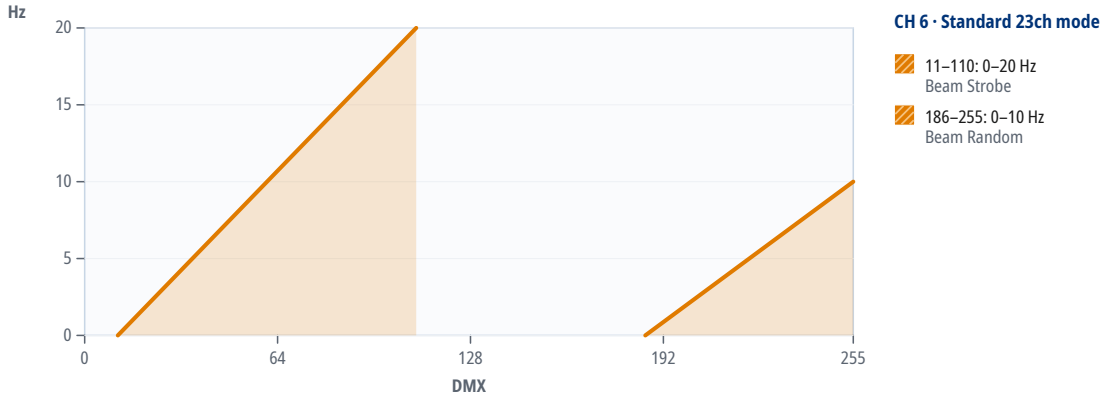
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “RGB 138ch mode”: 138.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “RGB 138ch mode”, you can use, for example, the start addresses 1, 139, 277.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

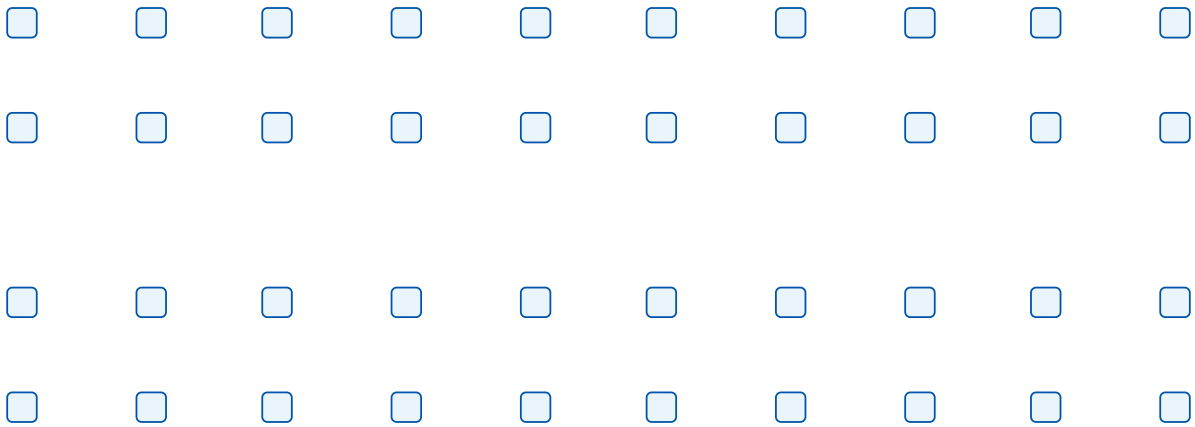
Functions in each DMX mode

	Simple 16ch mode 16 channels	Standard 23ch mode 23 channels	RGB 138ch mode 138 channels
Pan / Tilt	**1**	**1**	**1**
Pan / Tilt resolution	8 bit	8 bit	16 bit
Dimmer	**2, 3**	**3, 5**	**3, 9–18**
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe	**4, 7**	**6, 11**	**5, 6**
Color mixing	**8–10**	**12–14**	**19–138**
Effects / macros	**5, 6, 12–15**	**7–10, 16–20, 22**	

Strobe rate



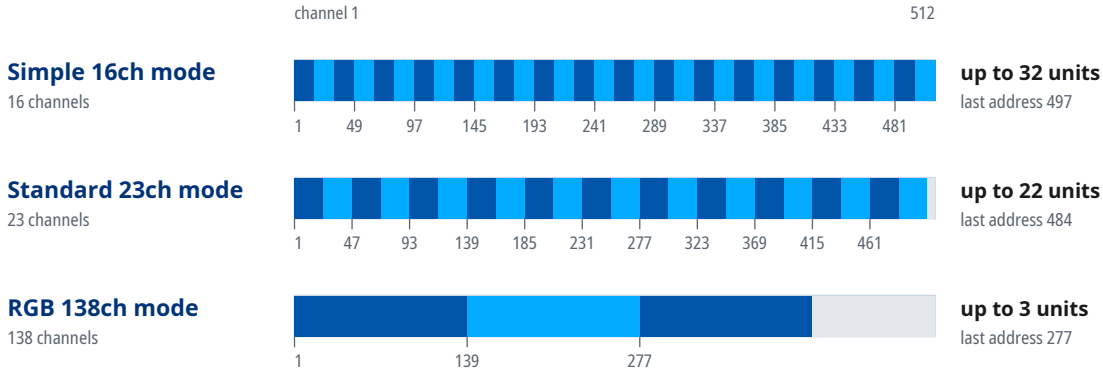
Cells (pixels)



Cells where the GDTF file places them (seen from above), 40 in all in the mode “Standard 23ch mode”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “RGB 138ch mode”

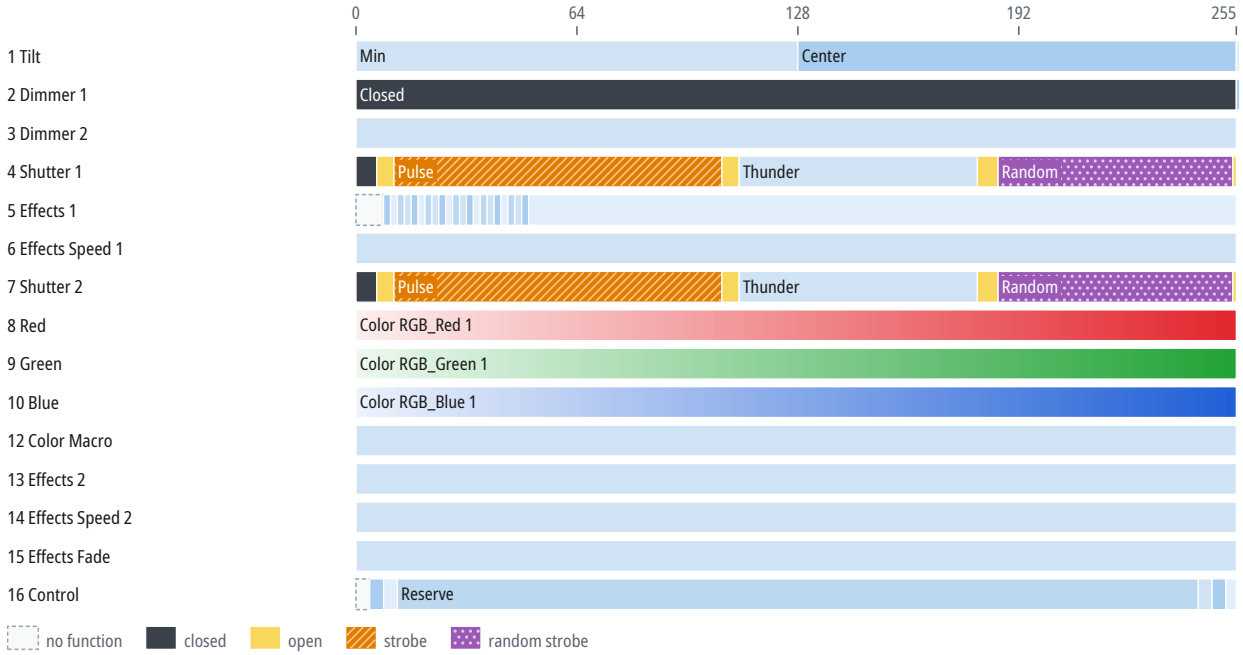
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U2 · 277	11	U4 · 139	16	U6 · 1
2	139	7	U3 · 1	12	U4 · 277	17	U6 · 139
3	277	8	U3 · 139	13	U5 · 1	18	U6 · 277
4	U2 · 1	9	U3 · 277	14	U5 · 139	19	U7 · 1
5	U2 · 139	10	U4 · 1	15	U5 · 277	20	U7 · 139

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 Simple 16ch mode

If the device receives DMX in this mode but gives no light, check these channels: CH 2 Dimmer 1 above 254; CH 3 Dimmer 2 above 0; CH 4 Shutter 1 at 6–10, 106–110, 180–185 or 254–255 “Open”; CH 7 Shutter 2 at 6–10, 106–110, 180–185 or 254–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 2 Dimmer 1 255, CH 3 Dimmer 2 255, CH 4 Shutter 1 10, CH 7 Shutter 2 10, CH 8 Red 255, CH 9 Green 255, CH 10 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–127	Min
		128–254	Center
		255	Max
2	Dimmer 1	0–254	Closed
		255	Open
3	Dimmer 2	0–255	
4	Shutter 1	0–5	Close
		6–10	Open
		11–105	Pulse
		106–110	Open
		111–179	Thunder
		180–185	Open
		186–253	Random
		254–255	Open
5	Effects 1	0–7	None
		8–9	Effect 1
		10–11	Effect 2
		12–13	Effect 3

CH	Function	DMX	Description
5	Effects 1 (continued)	14–15	Effect 4
		16–17	Effect 5
		18–19	Effect 6
		20–21	Effect 7
		22–23	Effect 8
		24–25	Effect 9
		26–27	Effect 10
		28–29	Effect 11
		30–31	Effect 12
		32–33	Effect 13
		34–35	Effect 14
		36–37	Effect 15
		38–39	Effect 16
		40–41	Effect 17
		42–43	Effect 18
		44–45	Effect 19
		46–47	Effect 20
		48–49	Effect 21
		50–255	Effects 1 1
6	Effects Speed 1	0–255	
7	Shutter 2		Plate Shutter
		0–5	Close
		6–10	Open
		11–105	Pulse
		106–110	Open
		111–179	Thunder
		180–185	Open
		186–253	Random
		254–255	Open
8	Red		Color RGB_Red 1
		0–255	Color RGB_Red 1
9	Green		Color RGB_Green 1
		0–255	Color RGB_Green 1
10	Blue		Color RGB_Blue 1
		0–255	Color RGB_Blue 1
12	Color Macro	0–255	
13	Effects 2	0–255	
14	Effects Speed 2	0–255	
15	Effects Fade	0–255	
16	Control	0–3	None
		4–7	Pixel Order Reverse Off
		8–11	Pixel Order Reverse On

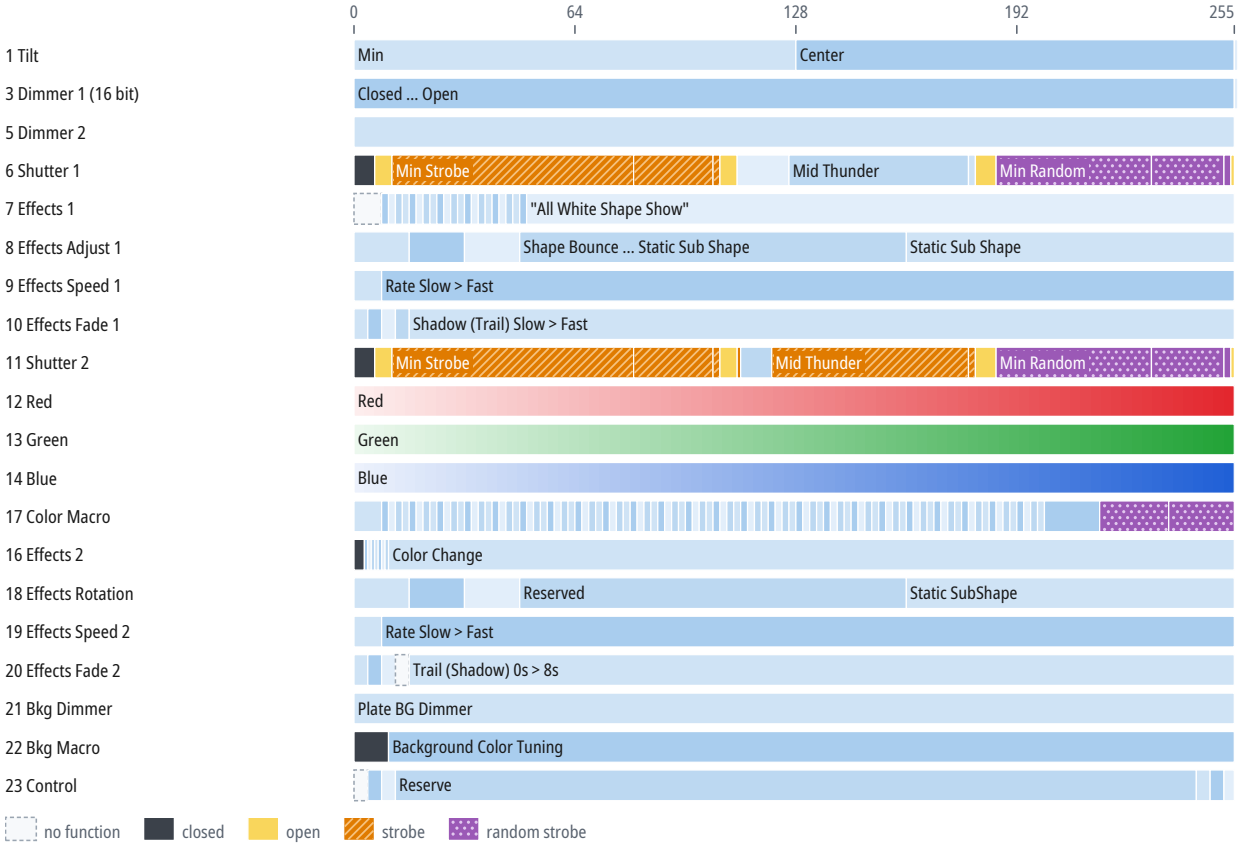
CH	Function	DMX	Description
16	Control (continued)	12–243	Reserve
		244–247	LED Board reset
		248–251	Tilt Reset
		252–255	All Reset

Mode Standard 23ch mode

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 3 Dimmer 1 above 0; CH 5 Dimmer 2 above 0; CH 6 Shutter 1 at 6–10 or 106–110, 180–185 or 254–255 “Open”; CH 11 Shutter 2 at 6–10 “Open” or 106–110, 180–185 or 254–255. The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Dimmer 2 255, CH 6 Shutter 1 10, CH 11 Shutter 2 10, CH 12 Red 255, CH 13 Green 255, CH 14 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Simple 16ch mode” (p. 9)
3	Dimmer 1	0–255	Closed ... Open
		255	Open
4	Dimmer 1 Fine	0–255	Fine adjustment of CH 3
5	Dimmer 2	0–255	
6	Shutter 1	0–5	Beam Shutter: Closed
		6–10	Beam Shutter: Open (Dim Fade Off)
		11–80	Min Strobe

CH	Function	DMX	Description
6	Shutter 1 (continued)	81–103	Mid Strobe
		104–105	Max Strobe
		106–110	Beam Strobe: Open (Dim Fade)
		111–125	Min Thunder
		126–177	Mid Thunder
		178–179	Max Thunder
		180–185	Beam Thunder: Open (Dim Fade)
		186–230	Min Random
		231–251	Mid Random
		252–253	Max Random
		254–255	Beam Random: Open
7	Effects 1		Beam Effects
		0–7	None
		8–9	Effect 1
		10–11	Effect 2
		12–13	Effect 3
		14–15	Effect 4
		16–17	Effect 5
		18–19	Effect 6
		20–21	Effect 7
		22–23	Effect 8
		24–25	Effect 9
		26–27	Effect 10
		28–29	Effect 11
		30–31	Effect 12
		32–33	Effect 13
		34–35	Effect 14
		36–37	Effect 15
		38–39	Effect 16
		40–41	Effect 17
		42–43	Effect 18
		44–45	Effect 19
		46–47	Effect 20
		48–49	Effect 21
		50–255	"All White Shape Show"
8	Effects Adjust 1		Beam Effect Direction
		0–15	Shape Forward
		16–31	Shape Backward
		32–47	Shape Bounce
		48–159	Shape Bounce ... Static Sub Shape
		160–255	Static Sub Shape
9	Effects Speed 1		Beam Effect Rate

CH	Function	DMX	Description
9	Effects Speed 1 (continued)	0–7	Static
		8–255	Rate Slow > Fast
10	Effects Fade 1	0–3	Fade in to Fade Out
		4–7	Fade In
		8–11	Fade Out
		12–15	Fade Out ... Shadow (Trail) Slow > Fast
		16–255	Shadow (Trail) Slow > Fast
11	Shutter 2	0–5	Plate Shutter: Closed
		6–10	Plate Shutter: Open
		11–80	Min Strobe
		81–103	Mid Strobe
		104–105	Max Strobe
		106–110	Plate Strobe: Open (Dim Fade)
		111	Min Thunder
		112–120	Min Thunder ... Mid Thunder
		121–177	Mid Thunder
		178–179	Max Thunder
		180–185	Plate Thunder: Open (Dim Fade)
		186–230	Min Random
		231–251	Mid Random
		252–253	Max Random
		254–255	Open (Dim Fade
12	Red	0–255	Red
13	Green	0–255	Green
14	Blue	0–255	Blue
16	Effects 2		Simple Color Macros
		0–2	Closed
		3–9	Rainbow Effect 1...7
		10–255	Color Change
17	Color Macro	0–7	No Macro
		8–9	Macro 1
		10–11	Macro 2
		12–13	Macro 3
		14–15	Macro 4
		16–17	Macro 5
		18–19	Macro 6
		20–21	Macro 7
		22–23	Macro 8
		24–25	Macro 9
		26–27	Macro 10
		28–29	Macro 11
		30–31	Macro 12

CH	Function	DMX	Description
17	Color Macro (continued)	32–33	Macro 13
		34–35	Macro 14
		36–37	Macro 15
		38–39	Macro 16
		40–41	Macro 17
		42–43	Macro 18
		44–45	Macro 19
		46–47	Macro 20
		48–49	Macro 21
		50–51	Macro 22
		52–53	Macro 23
		54–55	Macro 24
		56–57	Macro 25
		58–59	Macro 26
		60–61	Macro 27
		62–63	Macro 28
		64–65	Macro 29
		66–67	Macro 30
		68–69	Macro 31
		70–71	Macro 32
		72–73	Macro 33
		74–75	Macro 34
		76–77	Macro 35
		78–79	Macro 36
		80–81	Macro 37
		82–83	Macro 38
		84–85	Macro 39
		86–87	Macro 40
		88–89	Macro 41
		90–91	Macro 42
		92–93	Macro 43
		94–95	Macro 44
		96–97	Macro 45
		98–99	Macro 46
		100–101	Macro 47
		102–103	Macro 48
		104–105	Macro 49
		106–107	Macro 50
		108–109	Macro 51
		110–111	Macro 52
		112–113	Macro 53
		114–115	Macro 54

CH	Function	DMX	Description
17	Color Macro (continued)	116–117	Macro 55
		118–119	Macro 56
		120–121	Macro 57
		122–123	Macro 58
		124–125	Macro 59
		126–127	Macro 60
		128–129	Macro 61
		130–131	Macro 62
		132–133	Macro 63
		134–135	Macro 64
		136–137	Macro 65
		138–139	Macro 66
		140–141	Macro 67
		142–143	Macro 68
		144–145	Macro 69
		146–147	Macro 70
		148–149	Macro 71
		150–151	Macro 72
		152–153	Macro 73
		154–155	Macro 74
		156–157	Macro 75
		158–159	Macro 76
		160–161	Macro 77
		162–163	Macro 78
		164–165	Macro 79
		166–167	Macro 80
		168–169	Macro 81
		170–171	Macro 82
		172–173	Macro 83
		174–175	Macro 84
		176–177	Macro 85
		178–179	Macro 86
		180–181	Macro 87
		182–183	Macro 88
		184–185	Macro 89
		186–187	Macro 90
		188–189	Macro 91
		190–191	Macro 92
		192–193	Macro 93
		194–195	Macro 94
		196–197	Macro 95
		198–199	Macro 96

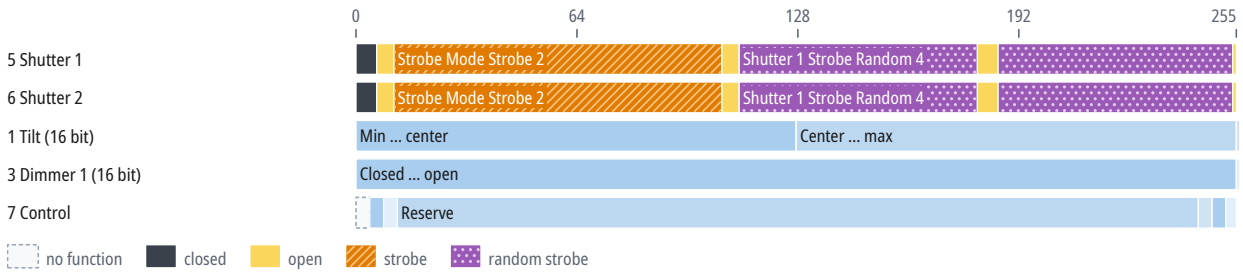
CH	Function	DMX	Description
17	Color Macro (continued)	200–215	Cycle FX 1 thru 96
		216–235	Random Color Point (1 to 20)
		236–255	Random Single Color (1 to 20)
18	Effects Rotation		Plate Effect Direction
		0–15	Forward
		16–31	Backward
		32–47	Bounce
		48–159	Reserved
		160–255	Static SubShape
19	Effects Speed 2	0–7	Static
		8–255	Rate Slow > Fast
20	Effects Fade 2	0–3	Fade In / Fade Out
		4–7	Fade In
		8–11	Fade Out
		12–15	None
		16–255	Trail (Shadow) 0s > 8s
21	Bkg Dimmer		Plate BG Dimmer
		0–255	Plate BG Dimmer
22	Bkg Macro		Plate Background Macro
		0–9	Closed
		10–255	Background Color Tuning
23	Control		Same as CH 16 in the mode “Simple 16ch mode” (p. 10)

Mode RGB 138ch mode

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 3 Dimmer 1 above 0; CH 5 Shutter 1 at 6–10 “Open”; CH 6 Shutter 2 at 6–10 “Open”; CH 9 Dimmer above 0 (the same in each of the 10 cells). The GDTF file gives these values for a console's Highlight function: CH 3 Dimmer 1 255, CH 5 Shutter 1 10, CH 6 Shutter 2 10, CH 9 Dimmer 255 (the same in each of the 10 cells), CH 19 Red 255 (the same in each of the 40 cells), CH 20 Green 255 (the same in each of the 40 cells), CH 21 Blue 255 (the same in each of the 40 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–127	Min … center
		128–255	Center … max
		255	Max
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Dimmer 1	0–255	Closed … open
		255	Open
4	Dimmer 1 Fine	0–255	Fine adjustment of CH 3
5	Shutter 1	0–5	Shutter 1: Close
		6–10	Shutter 1: Open
		11–105	Strobe Mode Strobe 2 (0–20 Hz)
		106–110	Shutter 1 Open Dimmer Fade On 1
		111–179	Shutter 1 Strobe Random 4 (0–10 Hz)
		180–185	Shutter 1 Open Dimmer Fade On 2
		186–253	Shutter 1 Strobe Random 6 (0–20 Hz)
		254–255	Shutter 1 Open Dimmer Fade On 3
6	Shutter 2	0–5	Shutter 1: Close
		6–10	Shutter 1: Open
		11–105	Strobe Mode Strobe 2 (0–20 Hz)
		106–110	Shutter 1 Open Dimmer Fade On 1
		111–179	Shutter 1 Strobe Random 4 (0–10 Hz)
		180–185	Shutter 1 Open Dimmer Fade On 2
		186–253	Shutter 1 Strobe Random 6 (0–20 Hz)
		254–255	Shutter 1 Open Dimmer Fade On 3
7	Control		Same as CH 16 in the mode “Simple 16ch mode” (p. 10)
9	Dimmer 2	0	Closed
		1–254	Closed … open
		255	Open
19	Red 1		Color RGB_R 1
		0	Min
		1–254	Min … max
		255	Max
20	Green 1		Color RGB_G 1
		0	Min
		1–254	Min … max
		255	Max
21	Blue 1		Color RGB_B 1
		0	Min
		1–254	Min … max
		255	Max

CH 9–18: 10 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 9); the table below gives each cell's channel numbers.

Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer	Cell	Dimmer
1	9	2	10	3	11	4	12	5	13	6	14
7	15	8	16	9	17	10	18				

CH 19–138: 40 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 19–21); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	19	20	21	2	22	23	24	3	25	26	27
4	28	29	30	5	31	32	33	6	34	35	36
7	37	38	39	8	40	41	42	9	43	44	45
10	46	47	48	11	49	50	51	12	52	53	54
13	55	56	57	14	58	59	60	15	61	62	63
16	64	65	66	17	67	68	69	18	70	71	72
19	73	74	75	20	76	77	78	21	79	80	81
22	82	83	84	23	85	86	87	24	88	89	90
25	91	92	93	26	94	95	96	27	97	98	99
28	100	101	102	29	103	104	105	30	106	107	108
31	109	110	111	32	112	113	114	33	115	116	117
34	118	119	120	35	121	122	123	36	124	125	126
37	127	128	129	38	130	131	132	39	133	134	135
40	136	137	138								

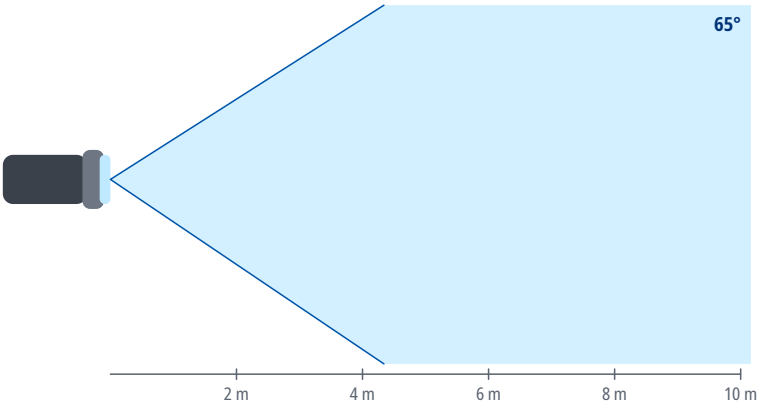
10 Technical specifications

Parameter	Value
Light source	LED
Tilt	182°
Weight	13 kg
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0–20 Hz

Spot diameter



Distance	Ø 65°
2 m	2.5 m
4 m	5.1 m
6 m	7.6 m
8 m	10.2 m
10 m	12.7 m
15 m	19.1 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.