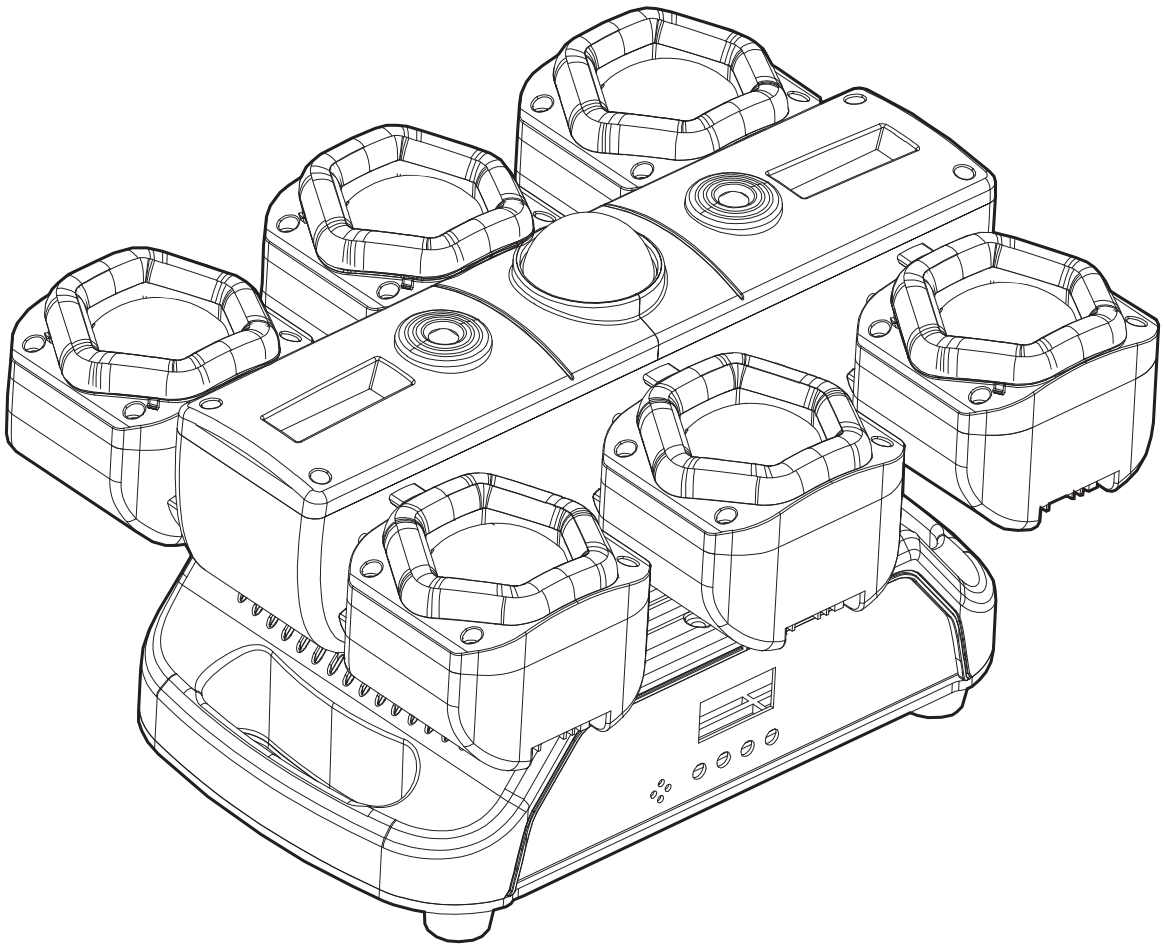
ELIMINATOR®
LIGHTING



ROTO BLADE
User Manual

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DOCUMENT VERSION

Due to additional product features and/or enhancements, an updated version of this document may be available online. Please check www.adj.com for the latest revision/update of this manual before beginning installation and/or programming.

Date	Document Version	Software Version >	DMX Channel Mode	Notes
09/24/26	1.0	54	17 / 31 Ch	Initial Release

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INTRODUCTION

UNPACKING

Thank you for purchasing the Roto Blade by Eliminator Lighting. Every unit has been thoroughly tested and has been shipped in perfect operating condition. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton appears to be damaged, carefully inspect your fixture for any damage and be sure all accessories necessary to operate the unit have arrived intact. In the event that damage has been found or parts are missing, please contact our toll free customer support number for further instructions. Do not return this unit to your dealer without first contacting customer support.

INTRODUCTION

The Eliminator Lighting Roto Blade is a dynamic LED centerpiece effect light that combines moving RGBW beams, golden accent effects, vibrant RGB LED patterns, and red/green laser projections into one compact fixture. With motorized pan and tilt movement, multiple control options, and eye-catching multi-effect output, the Roto Blade is ideal for DJs, nightclubs, bars, parties, and stage productions seeking maximum visual impact from a single fixture. To optimize the performance of this product, please read these operating instructions carefully to familiarize yourself with the basic operations of this unit. These instructions contain important safety information regarding the use and maintenance of this unit. Please keep this manual with the unit for future reference.

ADJ SERVICE USA - Monday - Friday 8:00am to 4:30pm PST
Voice: 800-322-6337 I support@adj.com

LIMITED WARRANTY

For up-to-date warranty information regarding your device, please visit ADJ's warranty information page online or scan the QR codes below.

USA: https://www.adj.com/warranty-information

EU: https://www.adj.eu/terms_and_conditions

Warning! To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, as doing so will void your manufacturer's warranty. In the event that your unit requires service, please contact Eliminator Lighting for assistance.

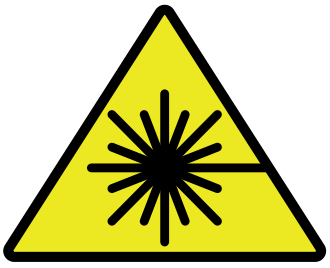
PLEASE recycle the shipping carton when ever possible.

FEATURES

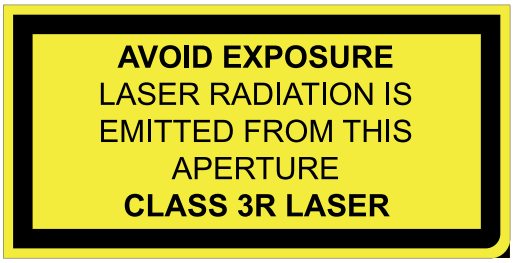
- 3 Effects in 1: Moving Head • Laser • Animated LED’s
- 6 x 15W RGBW LED’s
- Dual Red & Green Lasers
- 108 RGB Animated LED’s
- Amber LED Accent Effects
- DMX • Auto • Sound Active • IR Remote

SAFETY GUIDELINES

CLASS 3R

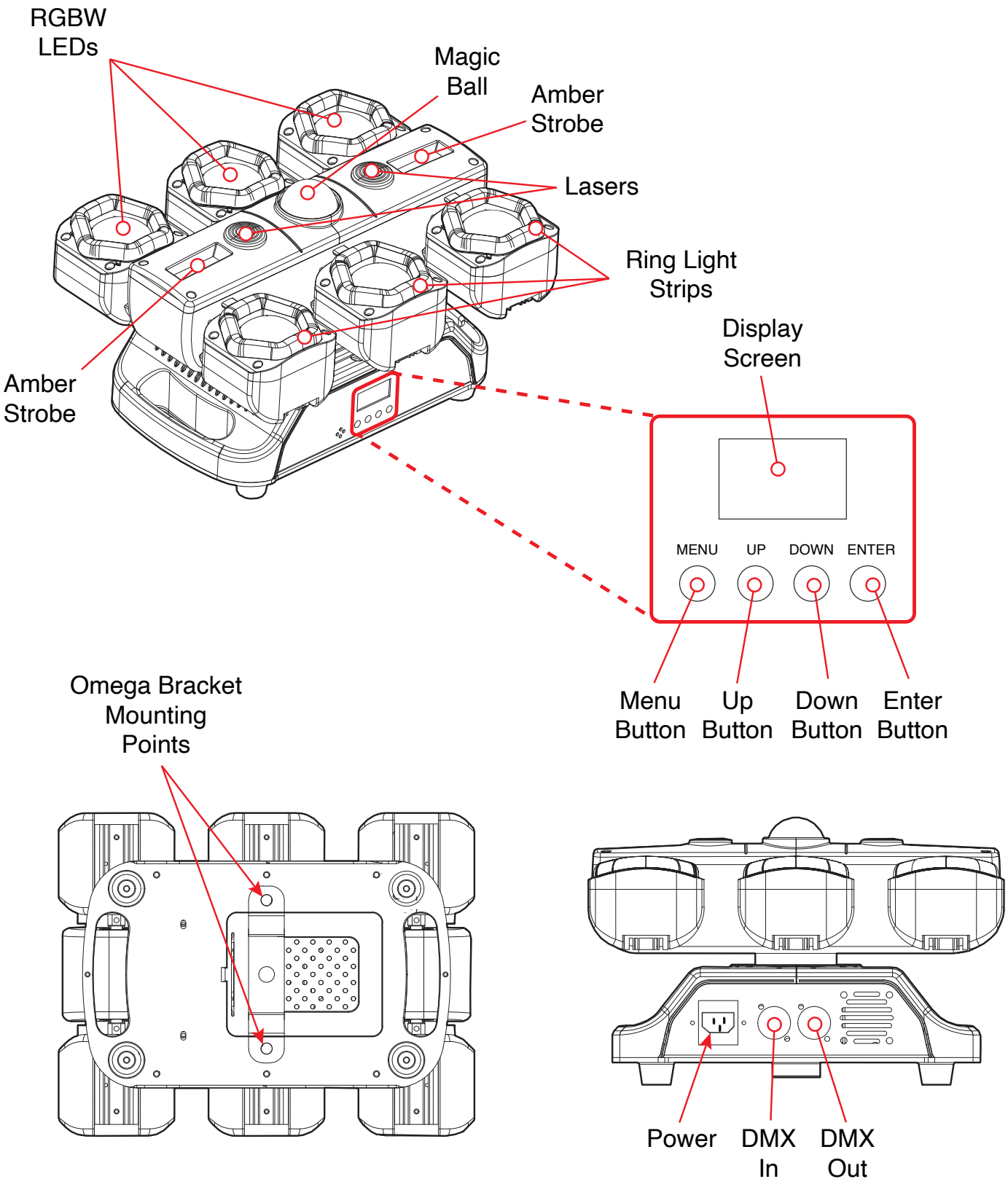






- To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- Do not spill water or other liquids into or on to your unit.
- Do not attempt to operate this unit if the power cord has been frayed or broken.
- Do not attempt to remove or break off the ground prong from the electrical cord. This prong is used to reduce the risk of electrical shock and fire in case of an internal short.
- Disconnect from main power before making any type of connection.
- Do not remove the cover for any reason. There are no user serviceable parts inside.
- Never operate this unit with the cover removed.
- Never plug this unit in to a dimmer pack.
- Always be sure to mount this unit in an area that will allow proper ventilation. Allow about 6” (15cm) between this device and a wall.
- Do not attempt to operate this unit if it has been damaged in any way.
- This unit is intended for indoor use only, and use of this product outdoors voids all warranties.
- During long periods of non-use, disconnect the unit from main power.
- Always mount this unit in a safe and stable matter.
- Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to the point at which they exit from the unit.
- Cleaning - The fixture should be cleaned only as recommended by the manufacturer. See the **Cleaning** section of this manual for details.
- Heat - The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
- The fixture should be serviced by qualified service personnel when:
  A. The power-supply cord or the plug has been damaged.
  B. Objects have fallen onto, or liquid has been spilled into, the appliance.
  C. The appliance has been exposed to rain or water.
  D. The appliance does not appear to operate normally or exhibits a marked change in performance.

OVERVIEW


RGBW LEDs
Magic Ball
Amber Strobe
Lasers
Ring Light Strips
Amber Strobe
Display Screen
MENU
UP
DOWN
ENTER
Menu Button
Up Button
Down Button
Enter Button
Omega Bracket Mounting Points
Power
DMX In
DMX Out

INSTALLATION



MINIMUM SAFE DISTANCE TO OTHER OBJECTS IS 4 FEET (1.2 METERS)
MINIMUM SAFE DISTANCE TO FLAMMABLE MATERIALS IS 4 FEET (1.2 METERS)
MINIMUM DISTANCE TO ILLUMINATED OBJECTS IS 4 FEET (1.2 METERS)



DO NOT INSTALL THE FIXTURE IF YOU ARE NOT QUALIFIED TO DO SO!

Fixture MUST be installed following all local, national, and country commercial electrical and construction codes and regulations.

When installing the unit, the trussing or area of installation must be able to hold 10 times the weight of the unit and any attached accessories without any deformation. The unit must be secured with a secondary safety attachment, e.g. an appropriately-rated safety cable.

Before rigging/mounting a single fixture to any metal truss/structure or placing the fixture(s) on any surface, a professional equipment installer MUST be consulted to determine if the metal truss/structure or surface is properly certified to safely hold the combined weight of the fixture(s), clamps, cables, and accessories.

Maximum ambient operating temperature is ***32°F to 104°F (0°C to 40°C).***

Fixture(s) should be installed away from walking paths, seating areas, or areas where unauthorized personnel might reach the fixture by hand.

NEVER stand directly below the fixture(s) when rigging, removing, or servicing.

Overhead fixture installation must always be secured with a secondary safety attachment, such as an appropriately rated safety cable that can hold 10 times the weight of the fixture.

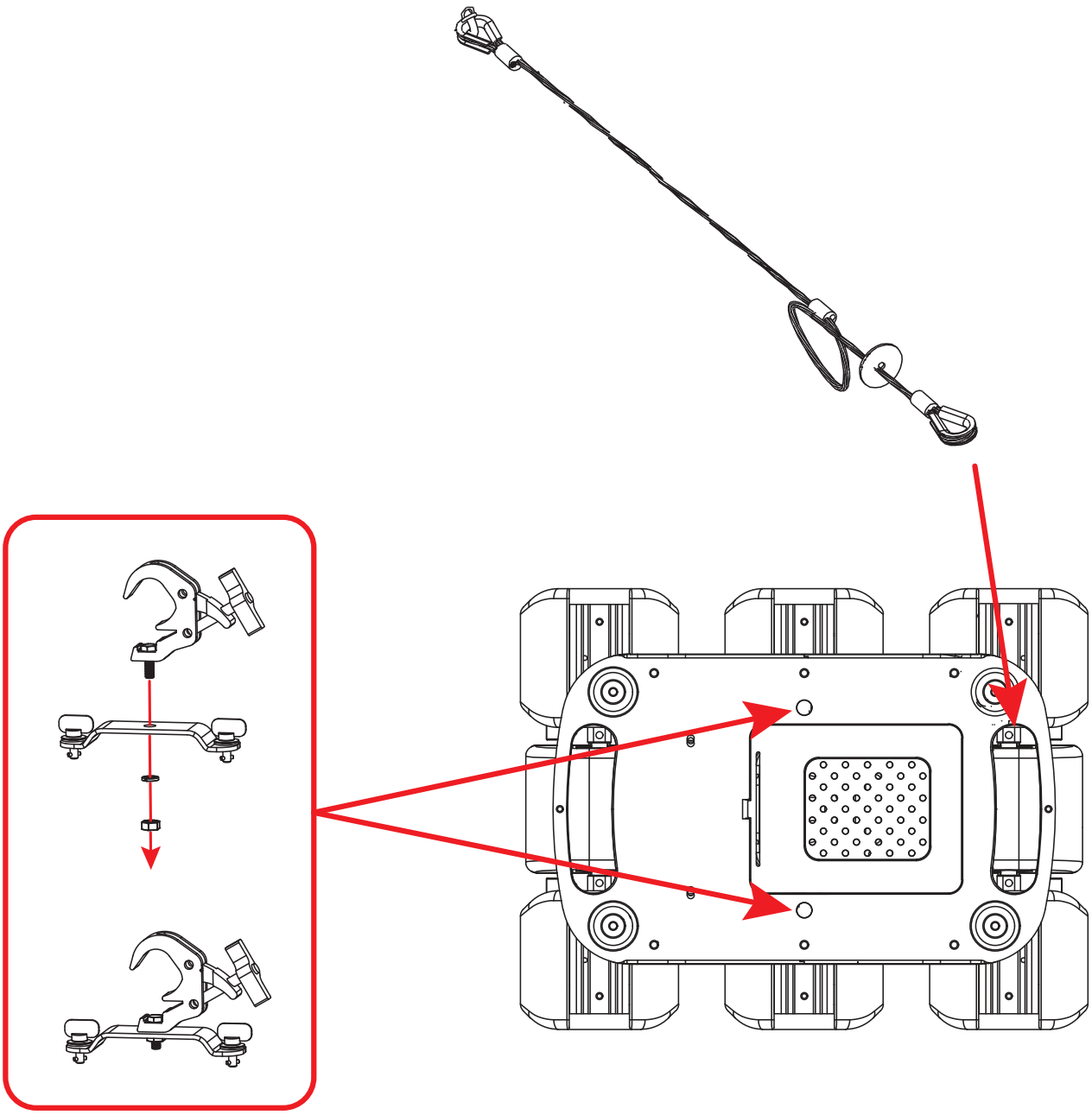
Overhead mounting requires extensive experience, including calculating working load limits, knowledge of installation material being used, and perodic safety inspection of all installation material as well as the unit itself. If you lack these qualifications, do not attempt the installation yourself.

The installation should be checked by a skilled person once a year.

INSTALLATION

CLAMP MOUNTING

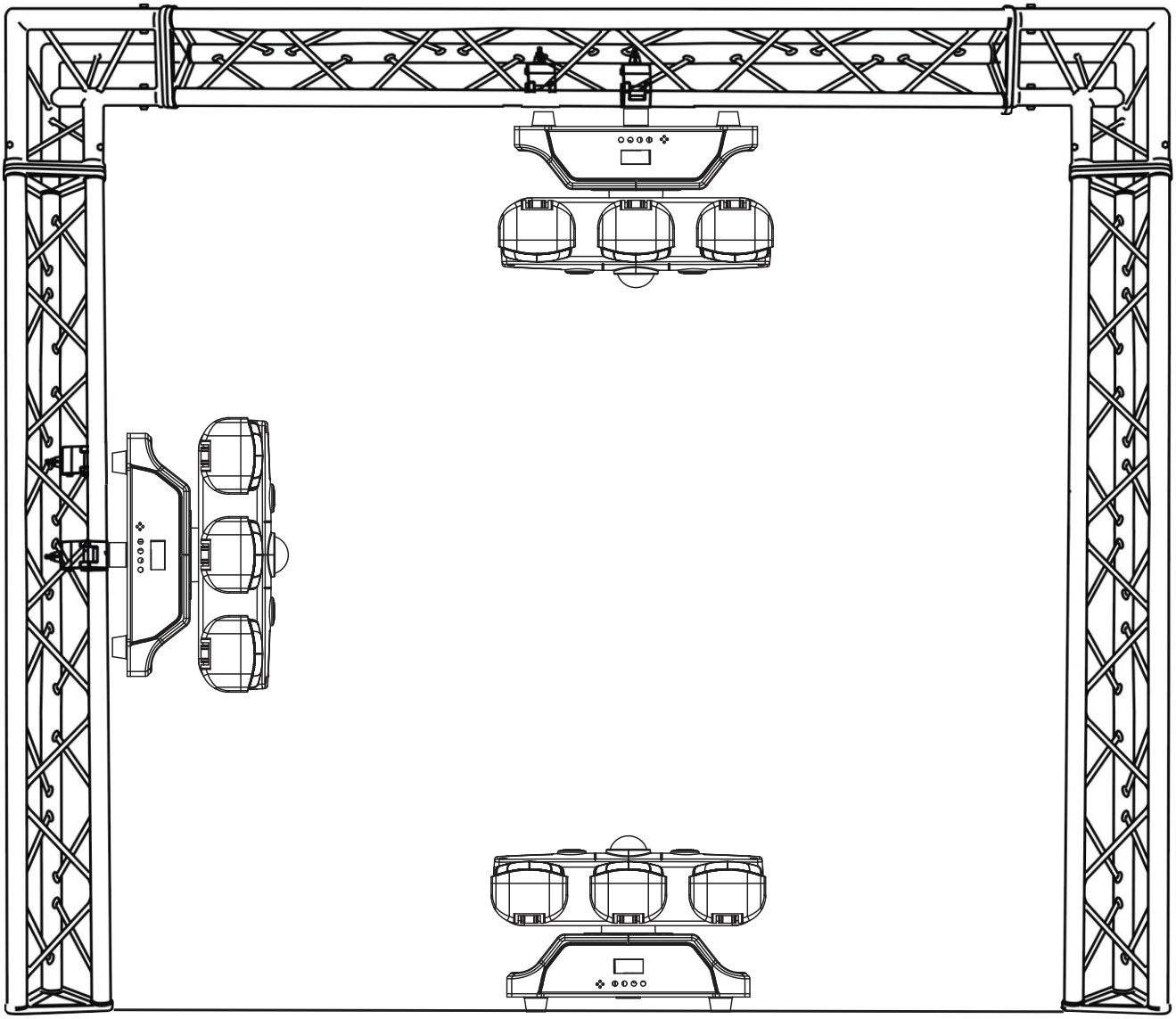
This fixture features two holes on the underside of the base for installing an Omega bracket and mounting clamp. To truss mount this unit, align the hole on the Omega bracket with the hole on the mounting clamp, then insert a bolt of the appropriate size through both the clamp and the Omega bracket and secure in place with a matching nut. Insert the twist-lock fasteners on the Omega bracket into the mounting holes on the fixture body, and twist to secure in place. Attach a safety cable of the appropriate rating by looping the cable around one of the handles on the base.



SAFETY CABLE:
ALWAYS ATTACH A SAFETY CABLE WHENEVER INSTALLING THIS FIXTURE IN A SUSPENDED ENVIRONMENT TO ENSURE THAT THE FIXTURE WILL NOT FALL IF THE CLAMP FAILS.

INSTALLATION

The unit is fully operational in three different mounting positions: hanging upside-down from the ceiling or trussing, sideways on trussing, or upright on a flat, level surface. Be sure this fixture is kept at least 4 ft (1.2 meters) away from any flammable materials (decorations, etc). Always use and install a safety cable (not included) as a safety measure to prevent accidental damage and/or injury in the event the clamp fails.



FALLING FIXTURES CAN CAUSE SEVERE INJURY OR SERIOUS EQUIPMENT DAMAGE! FOR THIS REASON, FIXTURES SHOULD BE INSTALLED AND INSPECTED ONLY BY QUALIFIED PERSONNEL. DO NOT INSTALL THE UNIT IF YOU LACK THE QUALIFICATIONS TO DO SO, OR IF YOU HAVE DOUBTS ABOUT THE SAFETY AND SECURITY OF THE INSTALLATION SETUP OR LOCATION!

ALWAYS ATTACH A SAFETY CABLE WHENEVER INSTALLING THIS FIXTURE IN A SUSPENDED ENVIRONMENT TO ENSURE THAT THE FIXTURE WILL NOT FALL IF THE CLAMP FAILS.

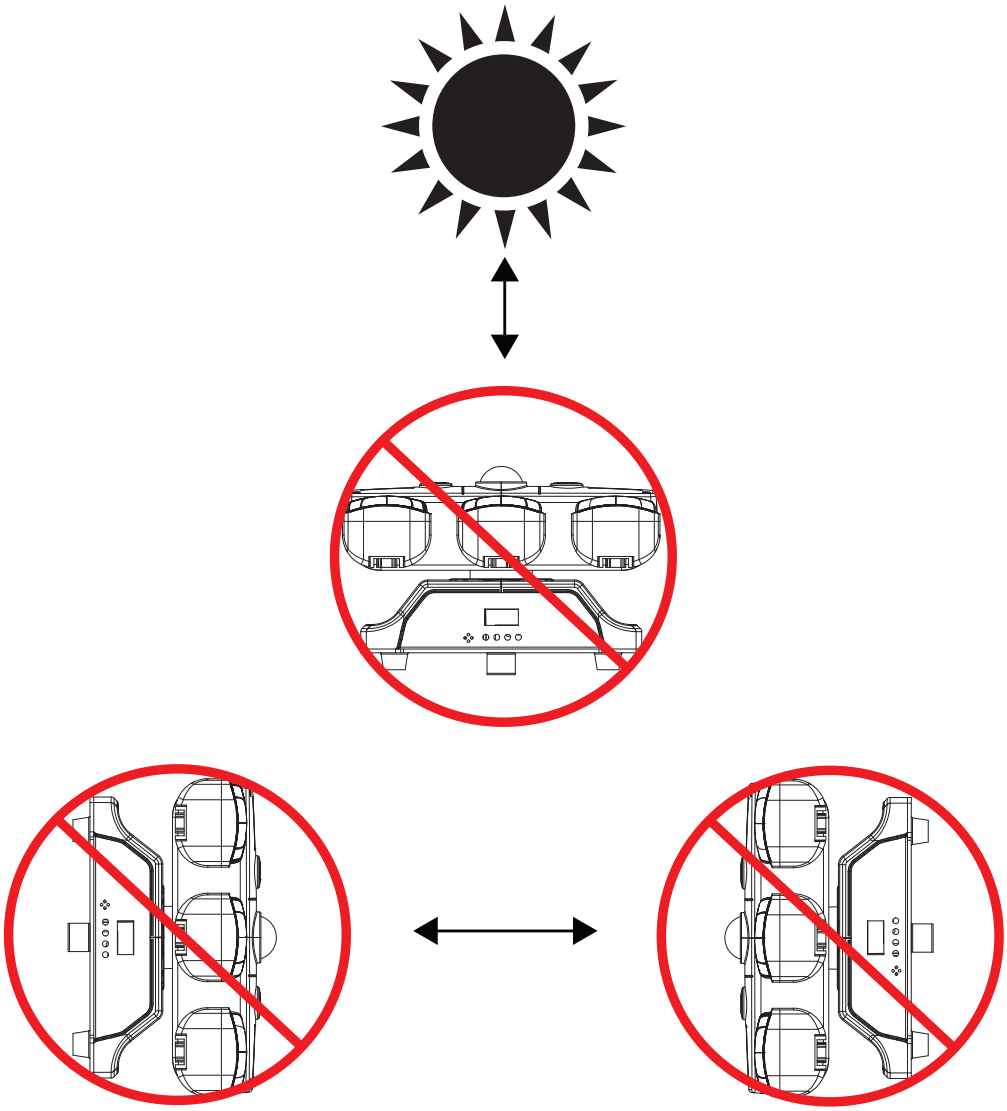
INSTALLATION

POTENTIAL INTERNAL FIXTURE DAMAGE FROM EXTERNAL SOURCES OF LIGHT BEAMS

External sources of light beams from direct sunlight, lighting and moving head fixtures, and lasers, which are focused directly towards the exterior housing and/or penetrate the front lens opening of Eliminator lighting fixtures, can cause severe internal damage including burning of optics, dichroic color filters, glass and metal gobos, prisms, animation wheels, frost filters, iris, shutters, motors, belts, wiring, discharge lamps, and LEDs.

This issue is not specific only to Eliminator lighting fixtures, but rather it is a common issue with lighting fixtures from all manufacturers. Although there is no true way to fully prevent this issue from happening, the guidelines below can reduce the risk of potential damage. Contact Eliminator Service for more details.

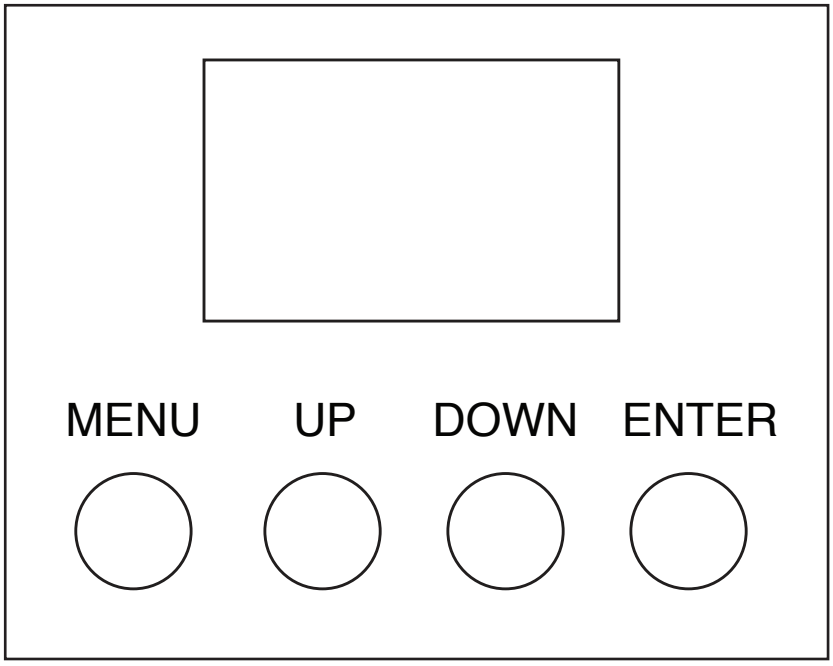
DO NOT EXPOSE THE FIXTURE AND/OR FRONT LENS OPENING TO LIGHT BEAMS FROM DIRECT SUNLIGHT, OTHER LIGHTING OR MOVING HEAD FIXTURES, AND LASERS DURING UNPACKING, INSTALLATION, USE, AND EXTENDED IDLE TIMES OUTDOORS. DO NOT FOCUS A LIGHT BEAM FROM ONE LIGHTING FIXTURE DIRECTLY TOWARDS ANOTHER.



CONTROL PANEL

This fixture features a display screen with a 4-button control pad, which can be used to easily adjust any device settings.

Pressing the MENU button will cycle through the various Main Menu options. When the desired Main Menu option is displayed on the screen, press the ENTER button to enter the sub-menu, then use the UP and DOWN buttons to scroll through sub-menu options. In some cases, there will be a second sub-menu that can be navigated in the same way.



SYSTEM MENU

MAIN MENU	OPTIONS / VALUES		DESCRIPTION
Addr	001 - 512		DMX address
chnd	17 Channel		DMX channel mode
	31 Channel		
Auto	Au1		Auto effect 1
	Au2		Auto effect 2
	Au3		Auto effect 3
Soud	Su xx	01 - 15	Sound active sensitivity, low to high
SoUn	Slow		Sound active mode: slow auto
	bo		Sound active mode: blackout and stop
PAn	on / oFF		Reverse direction of pan motion
Ti1	on / oFF		Reverse direction of light pod 1 motion
Ti2	on / oFF		Reverse direction of light pod 2 motion
Ti3	on / oFF		Reverse direction of light pod 3 motion
Ti4	on / oFF		Reverse direction of light pod 4 motion
Ti5	on / oFF		Reverse direction of light pod 5 motion
Ti6	on / oFF		Reverse direction of light pod 6 motion
Led	on / oFF		The display screen turn off after 30s of inactivity
dISP	on / oFF		Reverse display screen orientation
rFIr	yeS / no		Activate/deactivate remote control
reSt	on / oFF		Reset and restart fixture
teSt	t---		Run fixture test
Ver	Vxx		Display software version number

DMX SETUP

DMX-512: DMX is short for Digital Multiplex. This is a universal protocol used as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions from the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA “IN” and DATA “OUT” XLR terminals located on all DMX fixtures (most controllers only have a DATA “OUT” terminal).

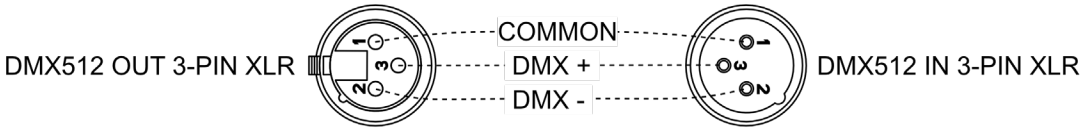
DMX Linking: DMX is a language allowing all makes and models of different manufacturers to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, try to use the shortest cable path possible when linking several DMX fixtures. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example, a fixture assigned a DMX address of 1 may be placed anywhere in a DMX line: at the beginning, at the end, or anywhere in the middle. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

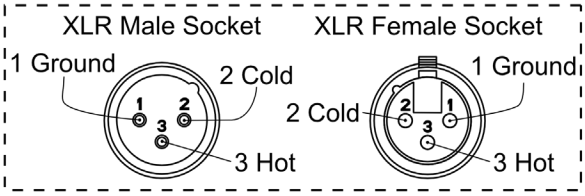
Data Cable (DMX Cable) Requirements (For DMX Operation): This unit can be controlled via DMX-512 protocol and features 2 selectable DMX modes. Please refer to the **DMX Traits** section of this manual for detailed information. The DMX address can be set using the controls on the rear panel of the unit. Your unit and your DMX controller require a 3-pin XLR connector for data input/output. We recommend Accu-Cable DMX cables. If you are making your own cables, be sure to use standard 110-120 Ohm shielded cable (This cable may be purchased at almost all pro lighting stores). Your cables should be made with a male XLR connector on one end and a female XLR connector on the other. Also remember that DMX cable must be daisy chained and cannot be split.



DMX SETUP

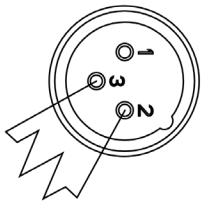
Notice: Refer to the figures below when making your own cables. Do not use the ground lug on the XLR connector. Do not connect the cable's shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR's outer casing. Grounding the shield could cause a short circuit and erratic behavior.





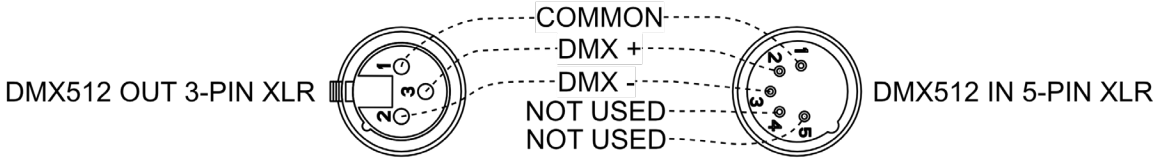
XLR Pin Configuration
Pin 1 = Ground
Pin 2 = Data Compliment (negative)
Pin 3 = Data True (positive)

Special Note: Line Termination. When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behavior. A terminator is a 110-120 ohm 1/4 watt resistor which is connected between pins 2 and 3 of a male XLR connector (DATA + and DATA -). This unit is inserted in the female XLR connector of the last unit in your daisy chain to terminate the line. Using a cable terminator (ADJ part number Z-DMX/T) will decrease the possibilities of erratic behavior.



A DMX512 terminator reduces signal errors, avoiding most signal reflection interference. Connect PIN 2 (DMX-) and PIN 3 (DMX+) of the last fixture in series with a 120 Ohm, 1/4 W Resistor to terminate the DMX512.

5-Pin XLR DMX Connectors: Some manufacturers use 5-pin DMX-512 data cables for DATA transmission in place of 3-pin. 5-pin DMX fixtures may be integrated into a 3-pin DMX line with a 5-pin to 3-pin adapter cable. These adapters are readily available at most electronics stores. Follow the chart below for a proper conversion.



3-Pin XLR to 5-Pin XLR Conversion		
Ground/Shield	Pin 1	Pin 1
Data Compliment (- signal)	Pin 2	Pin 2
Data True (+ signal)	Pin 3	Pin 3
Not Used		Do Not Use
Not Used		Do Not Use

DMX SETUP

DMX Addressing:

All fixtures should be given a DMX starting address when using a DMX controller, in order to ensure that the correct fixture responds to the correct control signal. This digital starting address is the channel number from which the fixture starts to “listen” to the digital control signal sent out from the DMX controller. The assignment of this starting DMX address is achieved by setting the correct DMX address on the digital control display on the fixture.

You can set the same starting address for all fixtures or a group of fixtures, or set different addresses for each individual fixture. Setting all fixtures to the same DMX address will cause all fixtures to react in the same way; in other words, changing the settings of one channel will affect all the fixtures simultaneously.

If you set each fixture to a different DMX address, each unit will start to “listen” to the channel number you have set, based on the quantity of DMX channels of each fixture. That means changing the settings of one channel will only affect the selected fixture. For instance, when this unit is set to 17 Channel mode, you should set the starting DMX address of the first unit to 1, the second unit to 18 (1 + 17), the third unit to 35 (1 + 17 + 17), etc...

Channel Mode	Unit 1 Address	Unit 2 Address	Unit 3 Address	Unit 4 Address
17Ch	1	18	35	52
31Ch	1	32	63	94

DMX TRAITS

MODE/CHANNELS		VALUES	FUNCTION
17Ch	31Ch		
1	1		**X Axis**
		000 - 255	0° to 540°
2	2		**XY Axis Speed**
		000 - 255	Fast to slow
3	3		**Y Axis**
		000 - 255	0° to 180°
	4		**Y Axis, Light Pod 1**
		000 - 255	0° to 180°
	5		**Y Axis, Light Pod 2**
		000 - 255	0° to 180°
	6		**Y Axis, Light Pod 3**
		000 - 255	0° to 180°
	7		**Y Axis, Light Pod 4**
		000 - 255	0° to 180°
	8		**Y Axis, Light Pod 5**
		000 - 255	0° to 180°
	9		**Y Axis, Light Pod 6**
		000 - 255	0° to 180°
4	10		**Y Axis Effect**
		000 - 014	No function
		015 - 029	Effect 1
		030 - 044	Effect 2
		045 - 059	Effect 3
		060 - 074	Effect 4
		075 - 089	Effect 5
		090 - 104	Effect 6
		105 - 119	Effect 7
		120 - 134	Effect 8
		135 - 149	Effect 9
		150 - 164	Effect 10
		165 - 179	Effect 11
		180 - 255	Effect 12
5	11		**Dimmer**
		000 - 255	Dark to bright
6	12		**Strobe**
		000 - 004	No function
		005 - 255	Slow to fast

DMX TRAITS

MODE/CHANNELS		VALUES	FUNCTION
17Ch	31Ch		
7			**Beam Color**
		000 - 004	No function
		005 - 019	Red
		020 - 034	Green
		035 - 049	Blue
		050 - 064	Red Green
		065 - 079	Red Blue
		080 - 094	Blue Green
		095 - 109	White
		110 - 124	Red White
		125 - 139	Green White
		140 - 154	Blue White
		155 - 169	Red Green Blue
		170 - 255	Red Green Blue White
	13		**Beam, Red**
		000 - 255	Dark to light
	14		**Beam, Green**
		000 - 255	Dark to light
	15		**Beam, Blue**
		000 - 255	Dark to light
	16		**Beam, White**
		000 - 255	Dark to light
8			**Light Strip**
		000 - 004	No function
		005 - 019	Red
		020 - 034	Green
		035 - 049	Blue
		050 - 064	Red Green
		065 - 079	Red Blue
		080 - 094	Blue Green
		095 - 109	White
		110 - 124	Red White
		125 - 139	Green White
		140 - 154	Blue White
		155 - 255	Red Green Blue
	17		**Light Strip, Red**
		000 - 255	Dark to light

DMX TRAITS

MODE/CHANNELS		VALUES	FUNCTION
17Ch	31Ch		
	18		**Light Strip, Green**
		000 - 255	Dark to light
	19		**Light Strip, Blue**
		000 - 255	Dark to light
9	20		**Light Strip Effect**
		000 - 004	No function
		005 - 012	Effect 1
		013 - 020	Effect 2
		021 - 028	Effect 3
		029 - 036	Effect 4
		037 - 044	Effect 5
		045 - 052	Effect 6
		053 - 060	Effect 7
		061 - 068	Effect 8
		069 - 076	Effect 9
		077 - 084	Effect 10
		085 - 092	Effect 11
		093 - 100	Effect 12
		101 - 108	Effect 13
		109 - 116	Effect 14
		117 - 124	Effect 15
		125 - 132	Effect 16
		133 - 140	Effect 17
		141 - 148	Effect 18
		149 - 156	Effect 19
		157 - 164	Effect 20
		165 - 172	Effect 21
		173 - 180	Effect 22
		181 - 188	Effect 23
		189 - 196	Effect 24
		197 - 204	Effect 25
		205 - 212	Effect 26
		213 - 220	Effect 27
		221 - 228	Effect 28
		229 - 236	Effect 29
		237 - 255	Effect 30

DMX TRAITS

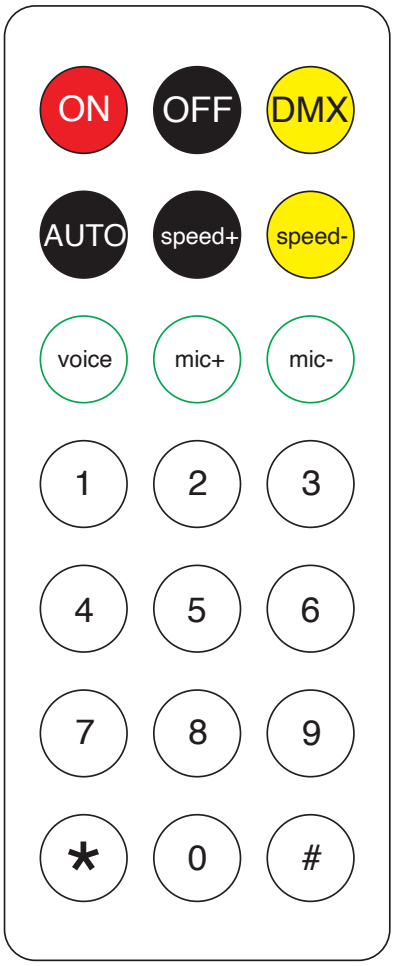
MODE/CHANNELS		VALUES	FUNCTION
17Ch	31Ch		
10	21		**Light Strip Effect Background Color**
		000 - 004	No function
		005 - 019	Red
		020 - 034	Green
		035 - 049	Blue
		050 - 064	Red Green
		065 - 079	Red Blue
		080 - 094	Blue Green
		095 - 109	White
		110 - 124	Red White
		125 - 139	Green White
		140 - 154	Blue White
		155 - 255	Red Green Blue
11	22		**Light Strip Effect Speed**
		000 - 255	Slow to fast
12			**Magic Ball Color**
		000 - 004	No function
		005 - 019	Red
		020 - 034	Green
		035 - 049	Blue
		050 - 064	Red Green
		065 - 079	Red Blue
		080 - 094	Blue Green
		095 - 109	White
		110 - 124	Red White
		125 - 139	Green White
		140 - 154	Blue White
		155 - 169	Red Green Blue
		170 - 255	Red Green Blue White
	23		**Magic Ball, Red**
		000 - 255	Dark to light
	24		**Magic Ball, Green**
		000 - 255	Dark to light
	25		**Magic Ball, Blue**
		000 - 255	Dark to light
	26		**Magic Ball, White**
		000 - 255	Dark to light

DMX TRAITS

MODE/CHANNELS		VALUES	FUNCTION
17Ch	31Ch		
13	27		**Laser, Red**
		000 - 001	No function
		002 - 255	Dark to light
14	28		**Laser, Green**
		000 - 001	No function
		002 - 255	Dark to light
15	29		**Amber Light**
		000 - 001	No function
		002 - 255	Dark to light
16	30		**Macro**
		000 - 051	No function
		052 - 102	Auto 1
		103 - 153	Auto 2
		154 - 204	Auto 3
		205 - 255	Sound Control
17	31		**Reset**
		000 - 200	No function
		201 - 255	System reset, triggered in 3 seconds

REMOTE CONTROL OPERATION

- **ON:** Turns fixture on.
- **OFF:** Turns fixture off.
- **DMX:** Activates DMX mode
- **AUTO:** Activates Auto mode.
- **Speed +/- :** not used for this fixture.
- **Voice:** Activates Sound Active mode.
- **Mic +/- :** Adjusts sound sensitivity.
- **1:** Cycles forward through beam color.
- **2:** Cycles backwards through beam color.
- **3:** Cycles forward through light strip effects.
- **4:** Cycles forward through light strip color.
- **5:** Cycles backward through light strip color.
- **6:** Cycles backward through light strip effects.
- **7:** Cycles forward through magic ball colors.
- **8:** Cycles backward through magic ball colors.
- **9:** Laser, Golden Light.
- **0:** Cycles through strobe rates from 0 to 20 times per second.
- *** :** Adjusts X direction (pan).
- **# :** Adjusts Y direction (tilt).



Please note that the device may also be affected by other remote-operated devices nearby, and those devices may likewise be affected by this device's remote, regardless of whether those devices were produced by Eliminator Lighting or by another manufacturer.

To minimimze the chances of interference, it is highly advisable to test your setup ahead of time to ensure that each remote compatible device is located well outside the range of any other remote compatible devices that have been installed in the vicinity.

PRIMARY-SECONDARY MODE

This function will allows you to link units together to run in a Primary-Secondary set-up, in which one unit will act as the controlling unit, and the others will react to the controlling unit's built-in programs. Any unit can act as a Primary or a Secondary, but only one unit in a given system can be programmed to act as the Primary.

Connections and Settings:

1. Daisy chain your units via the XLR connectors on the rear panel of each unit. Use standard XLR data cables to link your units together. Remember that the male XLR connector is the input and the female XLR connector is the ouput. The first unit in the chain (primary) will use the female XLR connector only, and the last unit in the chain will use the male XLR connector only.
2. On the unit that will be the Primary, use the system menu to configure the fixture settings as desired.
3. All other linked units should run as Secondary units, and will now follow the programming of the primary unit.

CLEANING

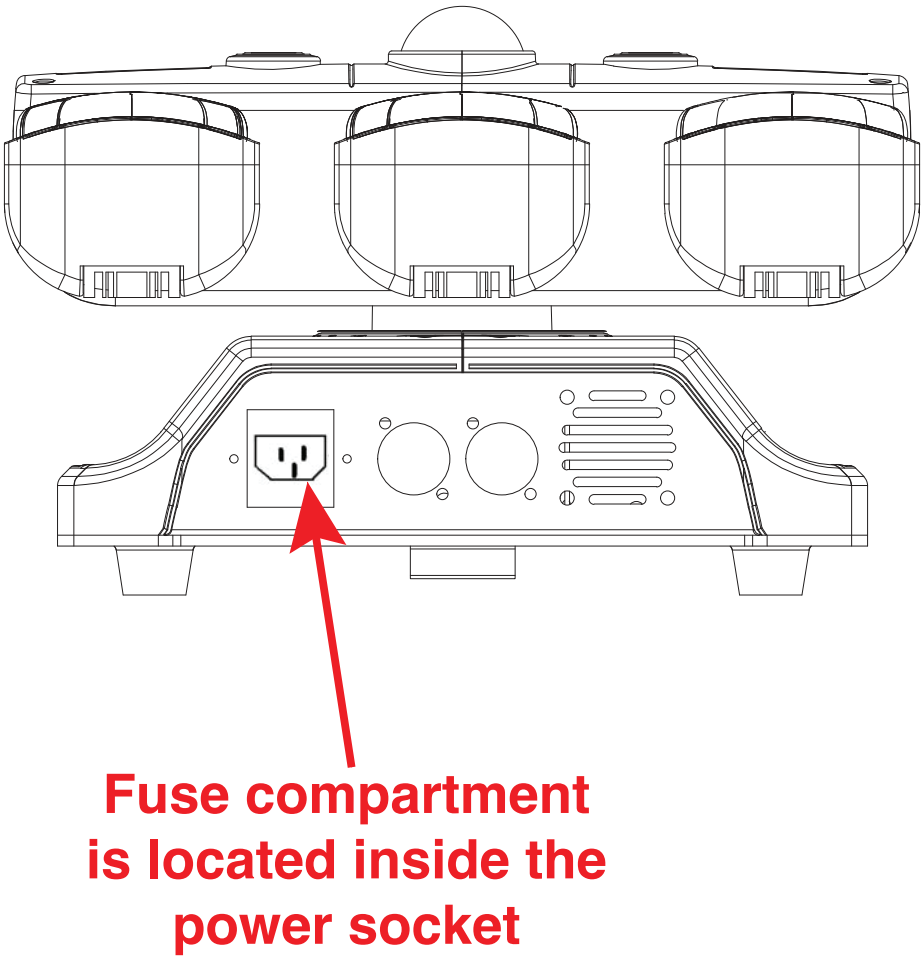
Due to fog residue, smoke, and dust, cleaning the internal and external optical lenses must be carried out periodically to optimize light output.

- Periodically use normal glass cleaner and a soft cloth to wipe down the outside casing and external optics.
- Always be sure to dry all parts completely before plugging the unit back in.

Cleaning frequency depends on the environment in which the fixture operates (i.e. smoke, fog residue, dust, dew).

FUSE REPLACEMENT

Disconnect the unit from its power source, and remove the power cord from the unit. The fuse is located in a compartment within the power socket. Remove the bad fuse and replace with a new one. **Replace only with a new fuse of the same F3AL 250V rating!**



SPECIFICATIONS

Features

- 3 Effects in 1: Moving Head • Laser • Animated LED's
- 6 x 15W RGBW LED's
- Dual Red & Green Lasers
- 108 RGB Animated LED's
- Amber LED Accent Effects
- DMX • Auto • Sound Active • IR Remote

Electrical:

- Input Voltage: AC100-240V, 50/60Hz
- Power Consumption: 120W

Laser Class:

- 3R

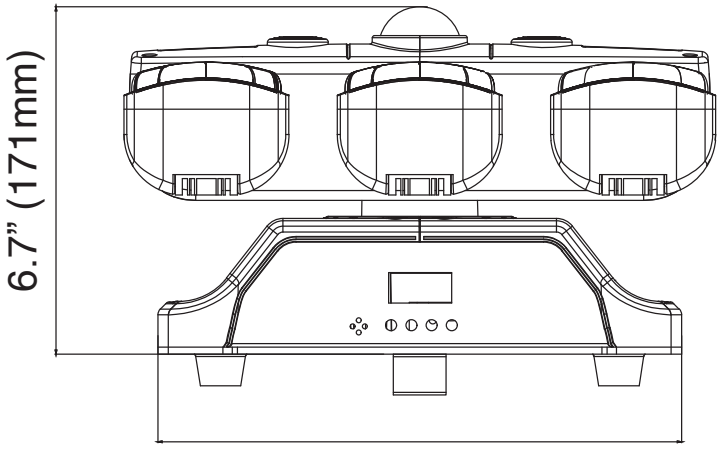
Dimensions & Weight:

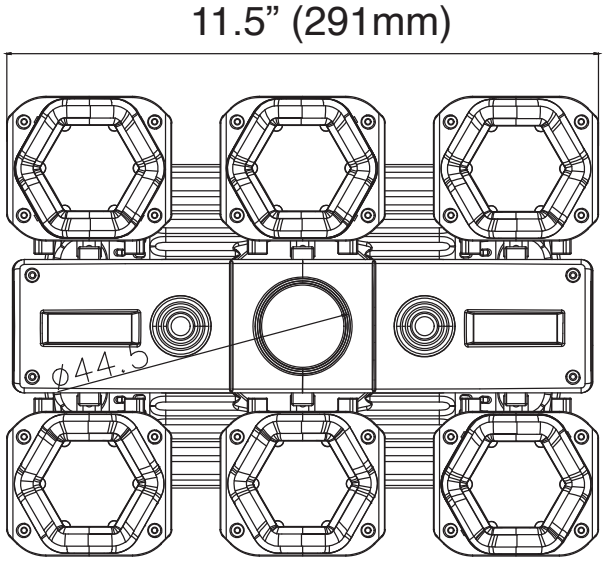
- Size: 11.5" x 8.9" x 6.7" / 291mm x 226mm x 171mm
- Weight: 7.72 lbs. (3.5kg)

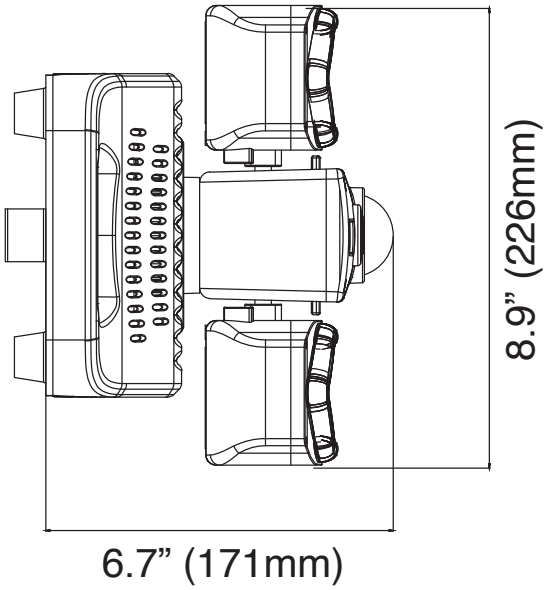
Included Accessories:

- Power Cord
- User Manual
- IR Remote Controller
- Omega Bracket

DIMENSIONAL DRAWINGS







FCC STATEMENT

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Energy Saving Matters (EuP 2009/125/EC)
Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!



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