DMX REFERENCE

CL-180C BEAM

CINDY



Manufacturer	CINDY
GDTF file	CINDY_CL-180C_BEAM_142449.gdtf
GDTF revision	Build No 1 · 2026-05-13
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1 About this manual

This document describes the CL-180C BEAM by CINDY. It was compiled from the GDTF file CINDY_CL-180C_BEAM_142449.gdtf from the GDTF-Share library.

File revision: “Build No 1”.

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 CINDY; 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	12.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
25ch	25	20	1, 26, 51, 76, ...
21ch	21	24	1, 22, 43, 64, ...

No light? Check these channels

- 25ch: CH 10 Shutter at 4–7 or 216–255 “Open”
- 21ch: CH 9 Shutter at 4–7 “Open” or 216–255


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

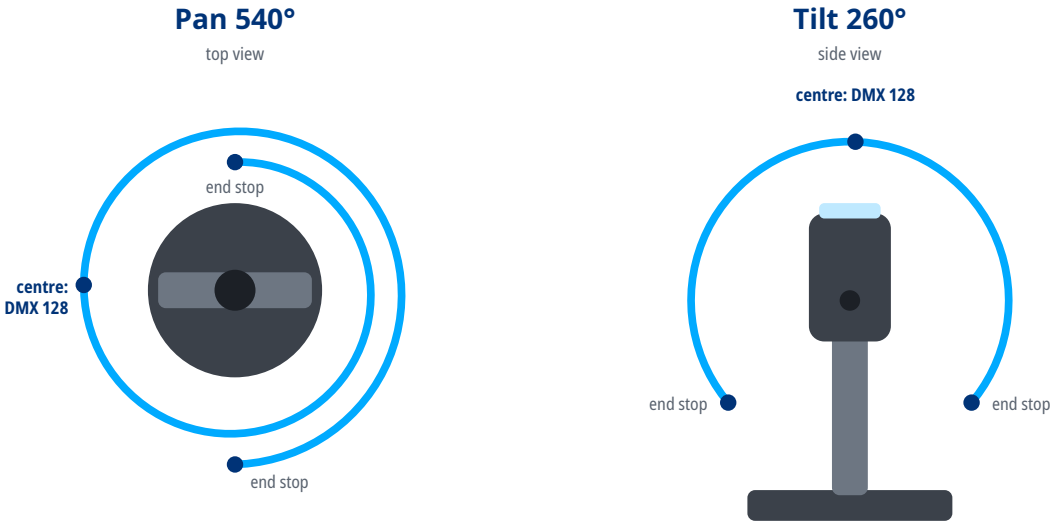
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

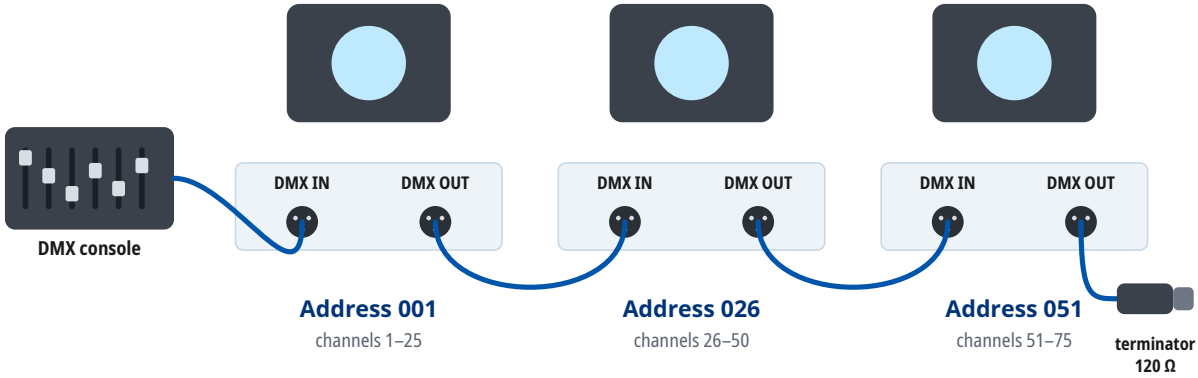
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 12.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.

- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode 25ch: every unit occupies 25 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 “25ch”: 25.
- 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 “25ch”, you can use, for example, the start addresses 1, 26, 51, 76.
- 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

	25ch 25 channels	21ch 21 channels
Pan / Tilt	1, 3, 6, 7	1, 3, 6, 7
Dimmer	8	8
Dimmer resolution	16 bit	8 bit
Shutter / strobe	10	9
Color mixing	11, 13, 15	10–12
Color wheel	17	13
Gobo wheel	18	14
Prism	19–22	15–18
Frost	23	19
Focus	24	20

Color wheel 1



Gobo wheel

1

STATIC GOBO: Open
DMX 0–3

2

STATIC GOBO: Gobo 1
DMX 4–6

3

STATIC GOBO: Gobo 2
DMX 7–9

4

STATIC GOBO: Gobo 3
DMX 10–12

5

STATIC GOBO: Gobo 4
DMX 13–15

6

STATIC GOBO: Gobo 5
DMX 16–18

7

STATIC GOBO: Gobo 6
DMX 19–21

8

STATIC GOBO: Gobo 7
DMX 22–24

9

STATIC GOBO: Gobo 8
DMX 25–27

10

STATIC GOBO: Gobo 9
DMX 28–30

11

STATIC GOBO: Gobo 10
DMX 31–33

12

STATIC GOBO: Gobo 11
DMX 34–36

13

STATIC GOBO: Gobo 12
DMX 37–39

14

STATIC GOBO: Gobo 13
DMX 40–42

15

STATIC GOBO: Gobo 14
DMX 43–45

16

STATIC GOBO: Gobo 15
DMX 46–48

17

STATIC GOBO: Gobo 16
DMX 49–51

18

STATIC GOBO: Gobo 17
DMX 52–55

Prism 1

1

Open
DMX 0–5

2

6 facets
Prism 1
DMX 5–255

Prism 2

1

Open
DMX 0–5

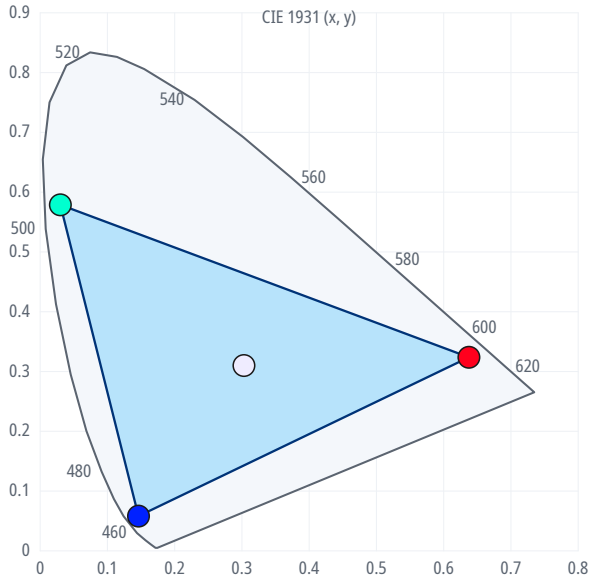
2

8 facets
Prism 2
DMX 5–255

Color wheel 2

1. COLOR WHEEL: OPEN — **DMX 0**
2. Blue — **DMX 1**
3. G+ — **DMX 2–39**
4. Cyan — **DMX 40**
5. B- — **DMX 41–79**
6. Green — **DMX 80**
7. R+ — **DMX 81–119**
8. Yellow — **DMX 120**
9. G- — **DMX 121–159**
10. Red — **DMX 160**
11. B+ — **DMX 161–198**
12. Magenta — **DMX 199**
13. R- — **DMX 200–238**
14. Blue 1 — **DMX 239–240**

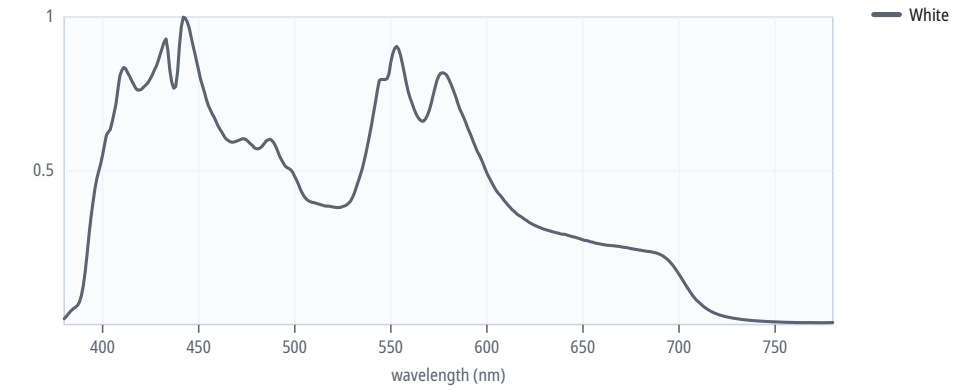
LED colors and the colors they mix



LED	x	y
White	0.303	0.310
Red	0.637	0.324
Mint	0.030	0.579
Blue	0.146	0.058

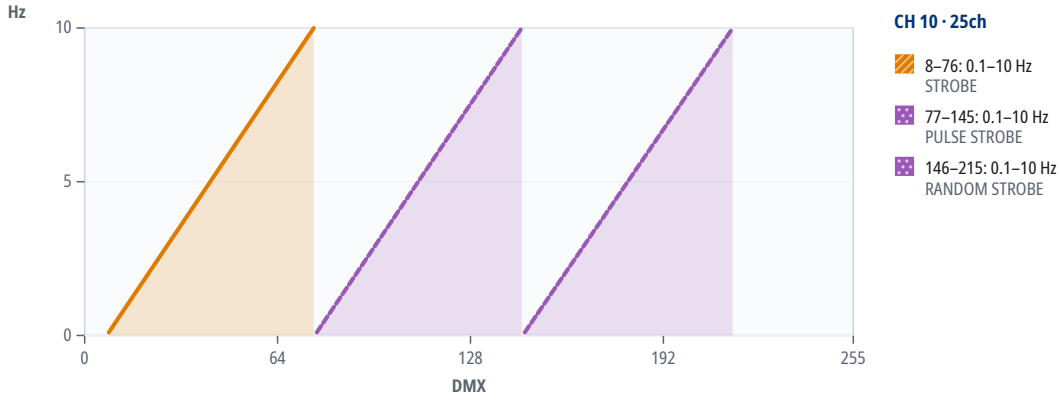
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources



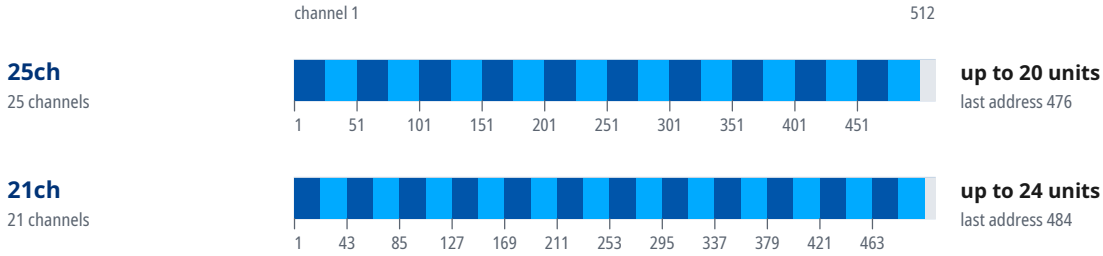
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “25ch”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	126	11	251	16	376
2	26	7	151	12	276	17	401
3	51	8	176	13	301	18	426
4	76	9	201	14	326	19	451
5	101	10	226	15	351	20	476

Mode 25ch

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 10 Shutter at 4–7 or 216–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255, CH 10 Shutter 255, CH 11 Red 255, CH 13 Green 255, CH 15 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T SPEED
		0	Min
		1–254	Min > Max
		255	Max
6	Pan Rotation		Pan Continuous Rotation

CH	Function	DMX	Description
6	Pan Rotation (continued)	0	No Function
		1–127	CW S > F
		128	Stop
		129–255	CCW S > F
7	Tilt Rotation		Tilt Continious Rotation
		0	No Function
		1–127	CW S > F
		128	Stop
		129–255	CCW S > F
8	Dimmer	0	Min
		0–255	Min > Max
		255	Max
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Shutter	0–3	STROBE: Closed
		4–7	STROBE: Open
		8	STROBE: SLOW
		9–75	STROBE: S > F (0.1–10 Hz)
		76	STROBE: FAST
		77	PULSE STROBE: SLOW
		78–144	PULSE STROBE: S > F (0.1–10 Hz)
		145	PULSE STROBE: FAST
		146	RANDOM STROBE: SLOW
		147–214	RANDOM STROBE: S > F (0.1–10 Hz)
		215	RANDOM STROBE: FAST
		216–255	Open
11	Red	0	Min
		0–255	Min > Max
		255	Max
12	Red Fine	0–255	Fine adjustment of CH 11
13	Green	0	Min
		0–255	Min > Max
		255	Max
14	Green Fine	0–255	Fine adjustment of CH 13
15	Blue	0	Min
		0–255	Min > Max
		255	Max
16	Blue Fine	0–255	Fine adjustment of CH 15
17	Colors	0	COLOR WHEEL: OPEN
		1	Blue
		2–39	G+
		40	Cyan
		41–79	B-

CH	Function	DMX	Description
17	Colors (continued)	80	Green
		81–119	R+
		120	Yellow
		121–159	G-
		160	Red
		161–198	B+
		199	Magenta
		200–238	R-
		239	Blue
		240	COLOR FADE: Fast
		241–246	COLOR FADE: F > S
		247	COLOR FADE: Slow
		248	COLOR JUMP: Fast
		249–254	COLOR JUMP: F > S (0.14–0.86 °/s)
		255	COLOR JUMP: Slow
18	Gobo	0–3	STATIC GOBO: Open
		4–6	STATIC GOBO: Gobo 1
		7–9	STATIC GOBO: Gobo 2
		10–12	STATIC GOBO: Gobo 3
		13–15	STATIC GOBO: Gobo 4
		16–18	STATIC GOBO: Gobo 5
		19–21	STATIC GOBO: Gobo 6
		22–24	STATIC GOBO: Gobo 7
		25–27	STATIC GOBO: Gobo 8
		28–30	STATIC GOBO: Gobo 9
		31–33	STATIC GOBO: Gobo 10
		34–36	STATIC GOBO: Gobo 11
		37–39	STATIC GOBO: Gobo 12
		40–42	STATIC GOBO: Gobo 13
		43–45	STATIC GOBO: Gobo 14
		46–48	STATIC GOBO: Gobo 15
		49–51	STATIC GOBO: Gobo 16
		52–55	STATIC GOBO: Gobo 17
		56–59	STATIC GOBO: Open
		60–63	GOBO SHAKE: Gobo 1 (0.1–10 Hz)
		64–67	GOBO SHAKE: Gobo 2 (0.1–10 Hz)
		68–71	GOBO SHAKE: Gobo 3 (0.1–10 Hz)
		72–75	GOBO SHAKE: Gobo 4 (0.1–10 Hz)
		76–79	GOBO SHAKE: Gobo 5 (0.1–10 Hz)
		80–83	GOBO SHAKE: Gobo 6 (0.1–10 Hz)
		84–87	GOBO SHAKE: Gobo 7 (0.1–10 Hz)
		88–91	GOBO SHAKE: Gobo 8 (0.1–10 Hz)

CH	Function	DMX	Description
18	Gobo (continued)	92–95	GOBO SHAKE: Gobo 9 (0.1–10 Hz)
		96–99	GOBO SHAKE: Gobo 10 (0.1–10 Hz)
		100–103	GOBO SHAKE: Gobo 11 (0.1–10 Hz)
		104–107	GOBO SHAKE: Gobo 12 (0.1–10 Hz)
		108–111	GOBO SHAKE: Gobo 13 (0.1–10 Hz)
		112–115	GOBO SHAKE: Gobo 14 (0.1–10 Hz)
		116–119	GOBO SHAKE: Gobo 15 (0.1–10 Hz)
		120–123	GOBO SHAKE: Gobo 16 (0.1–10 Hz)
		124–127	GOBO SHAKE: Gobo 17 (0.1–10 Hz)
		128–189	F > S (80–0.1 °/s)
		190–193	GOBO SPIN: Stop
		194–255	REVERSED S > F (0.1–80 °/s)
19	Prism	0–4	Open
		5–255	Prism 1
20	Prism Rotation Speed	0–127	Indexing (360°)
		128–189	CW F > S (655–0.1 °/s)
		190–193	PRISM 1 ROTATION: Stop
		194–255	CCW S > F (0.1–655 °/s)
21	Prism 2	0–4	Open
		5–255	Prism 2
22	Prism 2 Rotation Speed	0–127	Indexing (360°)
		128–189	CW F > S (655–0.1 °/s)
		190–193	PRISM 2 ROTATION: Stop
		194–255	CCW S > F (0.1–655 °/s)
23	Frost	0–4	OFF
		5–255	OPEN
24	Focus	0	Min
		1–254	Min > Max
		255	Max
25	Control	0–7	No Func
		8–15	P/T - Blackout
		16–23	P/T - Blackout ... Gobo - Blackout
		24–31	Gobo - Blackout
		32–47	Gobo - Blackout ... P/T/G - Blackout
		48–56	P/T/G - Blackout
		57	PWM 600Hz
		58	PWM 1200Hz
		59	PWM 2000Hz
		60	PWM 4000Hz
		61	PWM 6000Hz
		62	PWM 15000Hz
		63	PWM 15000Hz ... Dimmer Curve - Linear

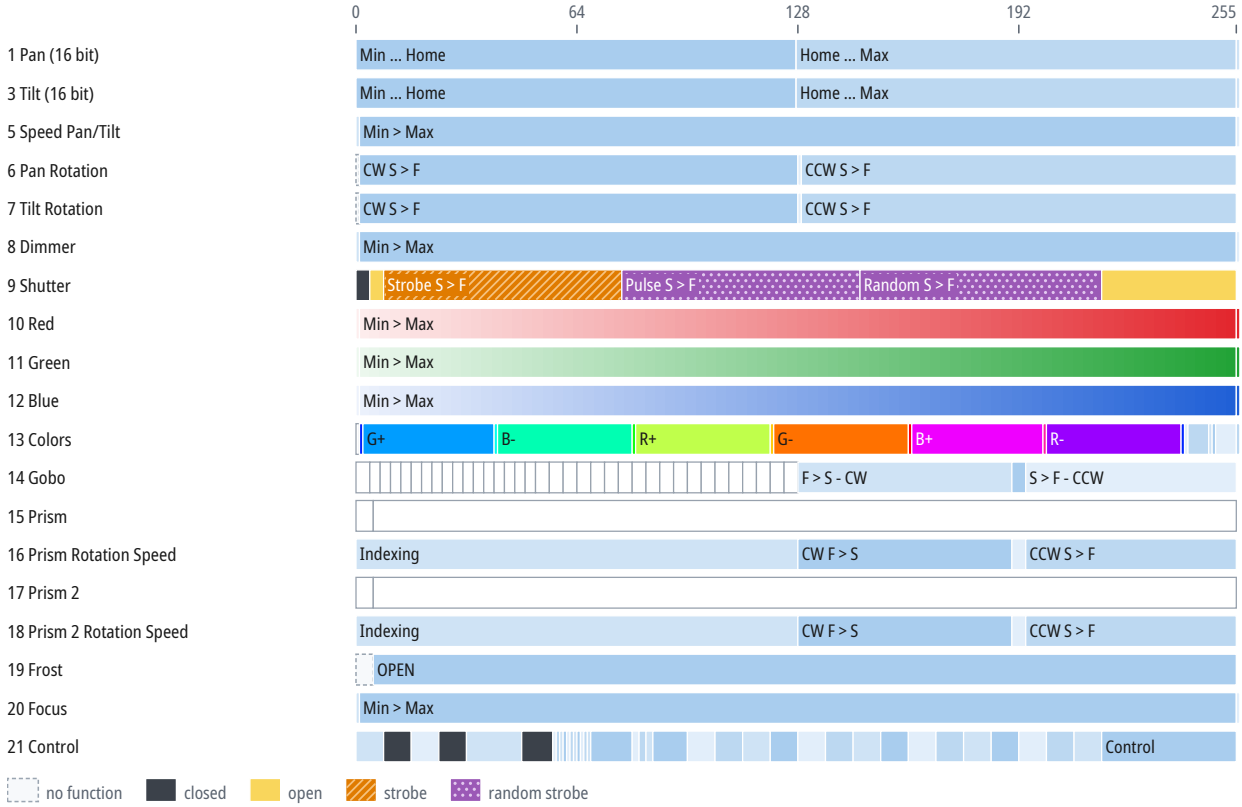
CH	Function	DMX	Description
25	Control (continued)	64	Dimmer Curve - Linear
		65	Dimmer Curve - Square
		66	Dimmer Curve - I Square
		67	Dimmer Curve - Scurve
		68–79	Dimmer Curve - Scurve ... Static Mode - Record and ON
		80–81	Static Mode - Record and ON
		82–83	Static Mode - ON
		84–85	Static Mode - OFF
		86–95	Static Mode - OFF ... Pan Reset
		96–103	Pan Reset
		104–111	Tilt Reset
		112–119	Tilt Reset ... Gobo Reset
		120–127	Gobo Reset
		128–135	Gobo Reset ... Prism Reset
		136–143	Prism Reset
		144–151	Focus Reset
		152–159	All Reset
		160–167	All Reset ... Frost Reset
		168–175	Frost Reset
		176–183	White Mode
		184–191	White Mode ... Fan ECO
		192–199	Fan ECO
		200–207	Fan Full
		208–215	Fan Auto
		216–255	Control

Mode 21ch

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

If the device receives DMX in this mode but gives no light, check these channels: CH 9 Shutter at 4–7 “Open” or 216–255. The GDTF file gives these values for a console's Highlight function: CH 8 Dimmer 255, CH 9 Shutter 255, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “25ch” (p. 12)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “25ch” (p. 12)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 5 in the mode “25ch” (p. 12)
6	Pan Rotation		Same as CH 6 in the mode “25ch” (p. 12)
7	Tilt Rotation		Same as CH 7 in the mode “25ch” (p. 13)
8	Dimmer	0	Min
		1–254	Min > Max
		255	Max
9	Shutter	0–3	STROBE: Closed
		4–7	STROBE: Open
		8–76	Strobe S > F (0.1–10 Hz)
		77–145	Pulse S > F (0.1–10 Hz)
		146–215	Random S > F (0.1–10 Hz)

CH	Function	DMX	Description
9	Shutter (continued)	216–255	Open - Shutter Open
10	Red	0	Min
		1–254	Min > Max
		255	Max
11	Green	0	Min
		1–254	Min > Max
		255	Max
12	Blue	0	Min
		1–254	Min > Max
		255	Max
13	Colors		Same as CH 17 in the mode “25ch” (p. 13)
14	Gobo	0–3	GOBO: Open
		4–6	Gobo 1
		7–9	Gobo 2
		10–12	Gobo 3
		13–15	Gobo 4
		16–18	Gobo 5
		19–21	Gobo 6
		22–24	Gobo 7
		25–27	Gobo 8
		28–30	Gobo 9
		31–33	Gobo 10
		34–36	Gobo 11
		37–39	Gobo 12
		40–42	Gobo 13
		43–45	Gobo 14
		46–48	Gobo 15
		49–51	Gobo 16
		52–55	Gobo 17
		56–59	GOBO: Open
		60–63	GOBO SHAKE: Gobo 1 (0.1–10 Hz)
		64–67	GOBO SHAKE: Gobo 2 (0.1–10 Hz)
		68–71	GOBO SHAKE: Gobo 3 (0.1–10 Hz)
		72–75	GOBO SHAKE: Gobo 4 (0.1–10 Hz)
		76–79	GOBO SHAKE: Gobo 5 (0.1–10 Hz)
		80–83	GOBO SHAKE: Gobo 6 (0.1–10 Hz)
		84–87	GOBO SHAKE: Gobo 7 (0.1–10 Hz)
		88–91	GOBO SHAKE: Gobo 8 (0.1–10 Hz)
		92–95	GOBO SHAKE: Gobo 9 (0.1–10 Hz)
		96–99	GOBO SHAKE: Gobo 10 (0.1–10 Hz)
		100–103	GOBO SHAKE: Gobo 11 (0.1–10 Hz)
		104–107	GOBO SHAKE: Gobo 12 (0.1–10 Hz)

CH	Function	DMX	Description
14	Gobo (continued)	108–111	GOBO SHAKE: Gobo 13 (0.1–10 Hz)
		112–115	GOBO SHAKE: Gobo 14 (0.1–10 Hz)
		116–119	GOBO SHAKE: Gobo 15 (0.1–10 Hz)
		120–123	GOBO SHAKE: Gobo 16 (0.1–10 Hz)
		124–127	GOBO SHAKE: Gobo 17 (0.1–10 Hz)
		128–189	F > S - CW (80–0.1 °/s)
		190–193	GOBO SPIN: Stop
		194–255	S > F - CCW (0.1–80 °/s)
15	Prism		Same as CH 19 in the mode “25ch” (p. 15)
16	Prism Rotation Speed		Same as CH 20 in the mode “25ch” (p. 15)
17	Prism 2		Same as CH 21 in the mode “25ch” (p. 15)
18	Prism 2 Rotation Speed		Same as CH 22 in the mode “25ch” (p. 15)
19	Frost		Same as CH 23 in the mode “25ch” (p. 15)
20	Focus		Same as CH 24 in the mode “25ch” (p. 15)
21	Control		Same as CH 25 in the mode “25ch” (p. 15)

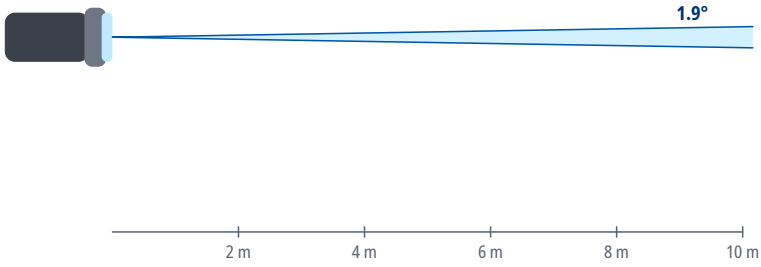
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	120 W
Luminous flux	4,488 lm
Color temperature	10,398 K
Color rendering index (CRI)	70
Optics	
Beam angle	1.9°
Movement	
Pan	540°
Tilt	260°
Control	
RDM	yes (manufacturer ID 0x3536, device model ID 0x06EB)
Dimensions and construction	
Weight	12.5 kg
Operating environment	
Operating temperature	-40 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–10 Hz
Color wheel 2 rotation	up to 0.86 °/s (0.1 rpm)
Gobo wheel rotation	up to 80 °/s (13 rpm)
Prism 1 rotation	up to 655 °/s (109 rpm)
Prism 2 rotation	up to 655 °/s (109 rpm)

Spot diameter



Distance	Ø 1.9°
2 m	0.07 m
4 m	0.13 m
6 m	0.2 m
8 m	0.27 m
10 m	0.33 m
15 m	0.5 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.