DMX REFERENCE

Evos S3

Evos S3 Spot Moving Head

Cameo



Manufacturer	Cameo
GDTF file	Cameo_Evos_S3_20089.gdtf
GDTF revision	Firmware_1.0_GDTF_V01_-_Prisma_didnt_work_in_GMA3D · 2021-12-14
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1 About this manual

This document describes the Evos S3 Spot Moving Head by Cameo. It was compiled from the GDTF file Cameo_Evos_S3_20089.gdtf from the GDTF-Share library.

File revision: “Firmware_1.0_GDTF_V01_-_Prisma_didnt_work_in_GMA3D”.

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 Cameo; 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
Power consumption	1,200 W
Weight	20 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
22 Channel Mode	22	23	1, 23, 45, 67, ...
32 Channel Mode	32	16	1, 33, 65, 97, ...

No light? Check these channels

- 22 Channel Mode: CH 5 Dimmer above 0; CH 6 Shutter at 0–5 or 251–255 “Open”
- 32 Channel Mode: CH 5 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”; CH 31 Dimmer Curve above 5


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

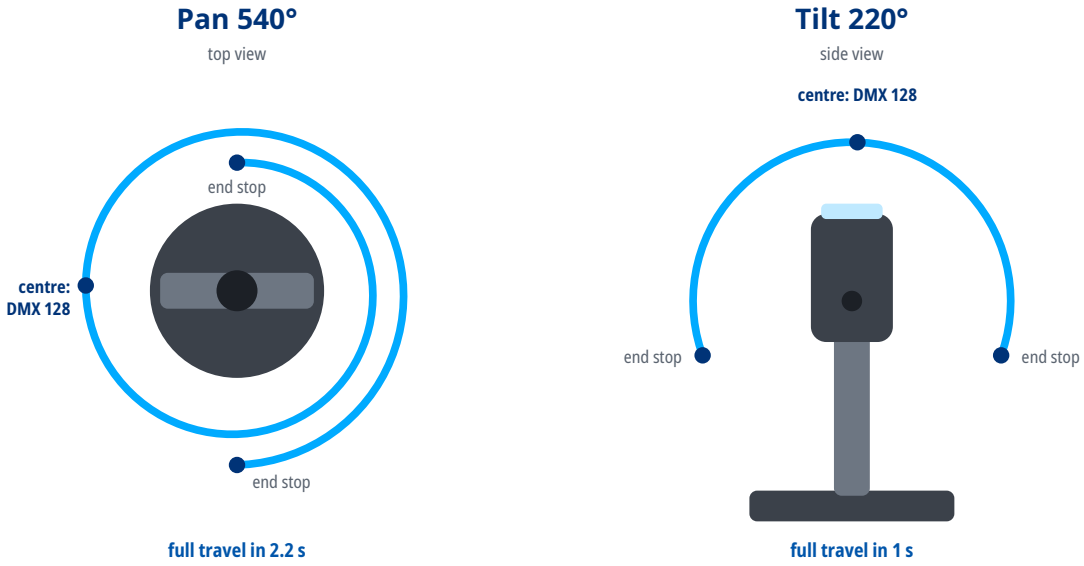
- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts,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

Description in the GDTF file

“High-Power Moving Head with 12.000 lm / 14.800 Lux (@ 5 m)”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

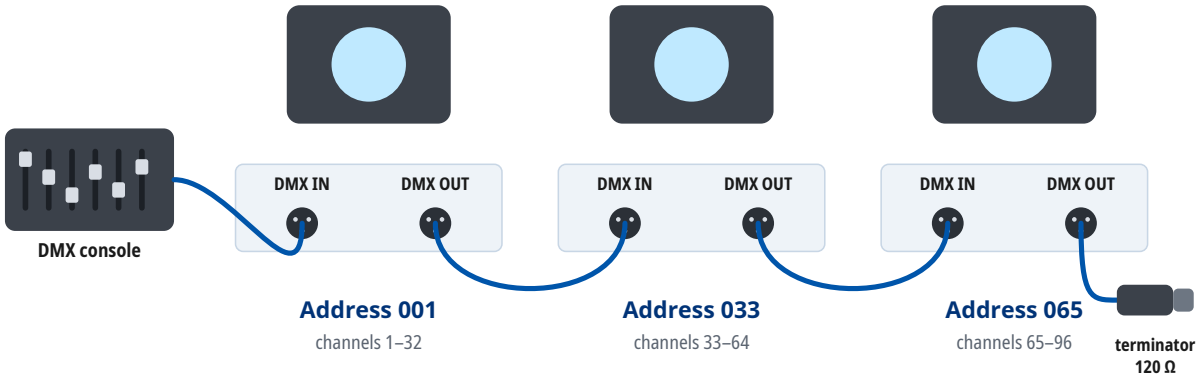
⚠ WARNING

- 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: 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 32 Channel Mode: every unit occupies 32 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 “32 Channel Mode”: 32.
- 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 “32 Channel Mode”, you can use, for example, the start addresses 1, 33, 65, 97.
- 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

	22 Channel Mode 22 channels	32 Channel Mode 32 channels
Pan / Tilt	1, 3	1, 3
Dimmer	5	5
Dimmer resolution	8 bit	16 bit
Shutter / strobe	6	7
Color mixing	7–9	8, 10, 12
Color temperature	10	14
Color wheel	11	16
Gobo wheel	12, 15	17, 20
Gobo rotation	13	18
Prism	19	26
Frost	20	27
Zoom	16	21
Focus	17	23
Iris	18	25

Gobo wheel 1

1 
Color open
DMX 0–5

2 
Deep red
DMX 18–29

3 
Medium Blue
DMX 42–53

4 
Deep Green
DMX 66–77

5 
Lavender
DMX 90–101

6 
Amber
DMX 114–125

7 
CTO
DMX 138–149

8 
Congo Blue
DMX 162–173

Gobo wheel 2

1 
Select: open
DMX 0–5

2 
Select: Gobo 1
DMX 6–18

3 
Select: Gobo 2
DMX 19–31

4 
Select: Gobo 3
DMX 32–44

5 
Select: Gobo 4
DMX 45–57

6 
Select: Gobo 5
DMX 58–70

7 
Select: Gobo 6
DMX 71–83

8 
Gobo 7
DMX 84–97

Gobo wheel 3



1 Fix Gobos: open
DMX 0–5

2 Fix Gobos: Gobo 1
DMX 6–17

3 Fix Gobos: Gobo 2
DMX 18–29

4 Fix Gobos: Gobo 3
DMX 30–41

5 Fix Gobos: Gobo 4
DMX 42–53

6 Fix Gobos: Gobo 5
DMX 54–65

7 Fix Gobos: Gobo 6
DMX 66–77

8 Fix Gobos: Gobo 7
DMX 78–89

9 Gobo 8
DMX 90–102

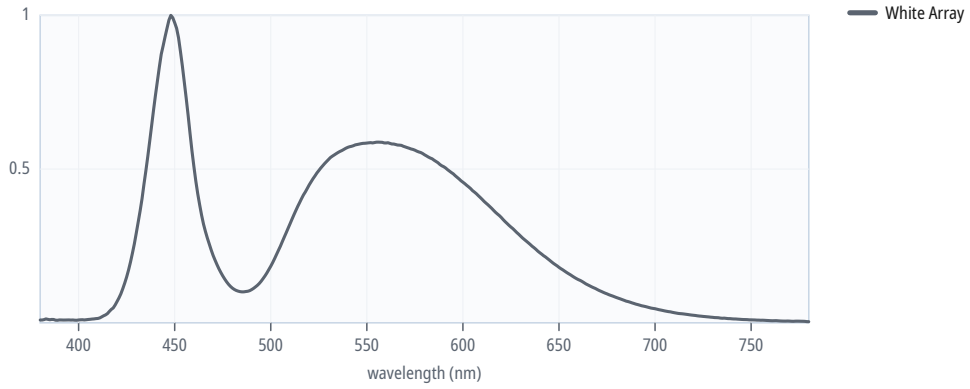
Prism



1 Prisma: open
DMX 0–5

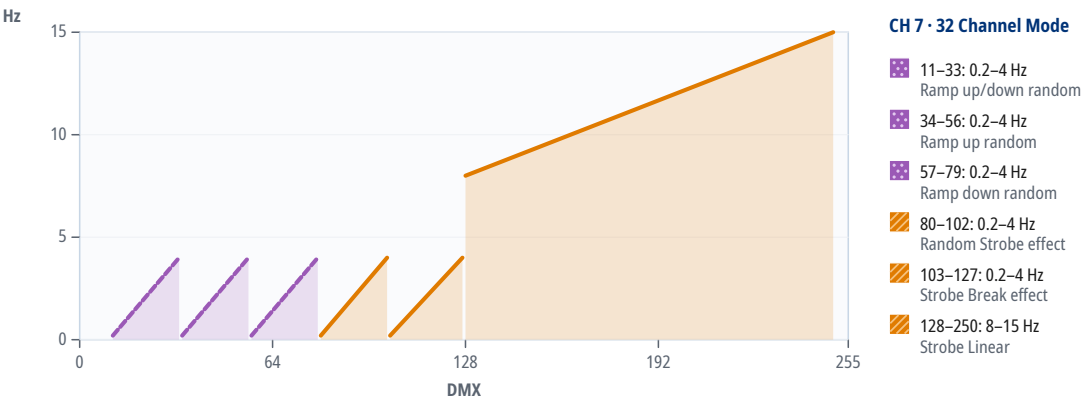
2 3 facets
3 Facet circular
DMX 6–7

Spectra of the light sources



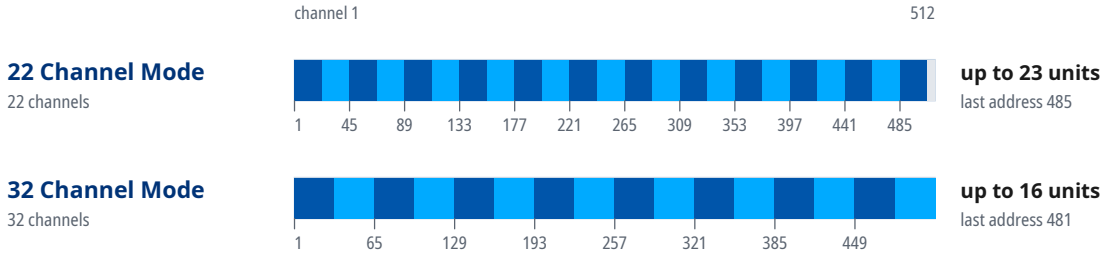
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “32 Channel Mode”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	161	11	321	16	481
2	33	7	193	12	353	17	U2 · 1
3	65	8	225	13	385	18	U2 · 33
4	97	9	257	14	417	19	U2 · 65
5	129	10	289	15	449	20	U2 · 97

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 22 Channel 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 5 Dimmer above 0; CH 6 Shutter at 0–5 or 251–255 “Open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Cyan 0, CH 8 Magenta 0, CH 9 Yellow 0, CH 10 CTO 0, CH 11 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–127	Pan
		128	Home
		128–255	Pan
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0–255	
6	Shutter	0–5	Strobe: Open
		6–10	Strobe: Closed
		11	Ramp up/down random: Slow
		12–32	Ramp up/down random: Slow ... Fast
		33	Ramp up/down random: Fast
		34	Ramp up random: Slow

CH	Function	DMX	Description
6	Shutter (continued)	35–55	Ramp up random: Slow ... Fast
		56	Ramp up random: Fast
		57	Ramp down random: Slow
		58–78	Ramp down random: Slow ... Fast
		79	Ramp down random: Fast
		80	Random Strobe effect: Slow
		81–101	Random Strobe effect: Slow ... Fast
		102	Random Strobe effect: Fast
		103	5s short burst with break
		104–126	5s short burst with break ... 1s short burst with break
		127	1s short burst with break
		128	Slow 1Hz
		129–249	Slow 1Hz ... Fast 20Hz
		250	Fast 20Hz
		251–255	Strobe open: Open
7	Cyan	0	Saturated
		1–254	Saturated ... Open
		255	Open
8	Magenta	0	Saturated
		1–254	Saturated ... Open
		255	Open
9	Yellow	0	Saturated
		1–254	Saturated ... Open
		255	Open
10	CTO	0	KW
		1–254	KW ... WW
		255	WW
11	Colors	0–5	Color open
		6–17	Open/Deep Red
		18–29	Deep red
		30–41	Deep Red / Medium Blue
		42–53	Medium Blue
		54–65	Medium Blue / Deep Green
		66–77	Deep Green
		78–89	Depp Green / Lavender
		90–101	Lavender
		102–113	Lavender / Amber
		114–125	Amber
		126–137	Amber / CTO
		138–149	CTO
		150–161	CTO / Congo Blue
		162–173	Congo Blue

CH	Function	DMX	Description
11	Colors (continued)	174–185	Congo Blue / Open
		186–192	Color
		193	Spin: forward slow
		194–254	Spin: forward slow ... backwards slow
		255	Spin: backwards slow
12	Gobo	0–5	Select: open
		6–18	Select: Gobo 1
		19–31	Select: Gobo 2
		32–44	Select: Gobo 3
		45–57	Select: Gobo 4
		58–70	Select: Gobo 5
		71–83	Select: Gobo 6
		84–96	Select: Gobo 7
		97–109	Shake: Gobo 1
		110–122	Shake: Gobo 2
		123–135	Shake: Gobo 3
		136–148	Shake: Gobo 4
		149–161	Shake: Gobo 5
		162–174	Shake: Gobo 6
		175–190	Shake: Gobo 7
		191–192	Open
		193	Wheel rotation: forward slow
		194–254	Wheel rotation: forward slow ... backward slow
		255	Wheel rotation: backward slow
13	Gobo Rotation	0–64	Left ... Mid
		64–128	Mid ... Right
		128	Right
		129–255	Gobo Pos Rotate: forward slow ... backward slow
		255	Gobo Pos Rotate: backward slow
14	Gobo Rotation Fine	0–255	Fine adjustment of CH 13
15	Gobo 2	0–5	Fix Gobos: open
		6–17	Fix Gobos: Gobo 1
		18–29	Fix Gobos: Gobo 2
		30–41	Fix Gobos: Gobo 3
		42–53	Fix Gobos: Gobo 4
		54–65	Fix Gobos: Gobo 5
		66–77	Fix Gobos: Gobo 6
		78–89	Fix Gobos: Gobo 7
		90–101	Fix Gobos: Gobo 8
		102–113	Shake: Gobo 1
		114–125	Shake: Gobo 2
		126–137	Shake: Gobo 3

CH	Function	DMX	Description
15	Gobo 2 (continued)	138–149	Shake: Gobo 4
		150–161	Shake: Gobo 5
		162–173	Shake: Gobo 6
		174–185	Shake: Gobo 7
		186–191	Shake: Gobo 8
		192	Open
		193	Wheel rotation: forward slow
		194–254	Wheel rotation: forward slow ... backward slow
		255	Wheel rotation: backward slow
16	Zoom	0	Narrow
		1–126	Narrow ... Mid
		127	Mid
		128–254	Mid ... Wide
		255	Wide
17	Focus	0–255	Focus
18	Iris	0	Iris: Close
		1–190	Mid
		191	Iris: Open
		192	Puls with Dim: slow
		193–199	Puls with Dim: slow ... fast
		200	Puls with Dim: fast
		201	Puls without Dim: slow
		202–208	Puls without Dim: slow ... fast
		209	Puls without Dim: fast
		210	Puls Random without Dim: slow
		211–217	Puls Random without Dim: slow ... fast
		218	Puls Random without Dim: fast
		219	Ramp up with Dim: slow
		220–226	Ramp up with Dim: slow ... fast
		227	Ramp up with Dim: fast
		228	Ramp up without Dim: slow
		229–235	Ramp up without Dim: slow ... fast
		236	Ramp up without Dim: fast
		237	Ramp down with Dim: slow
		238–244	Ramp down with Dim: slow ... fast
		245	Ramp down with Dim: fast
		246	Ramp down without Dim: slow
		247–254	Ramp down without Dim: slow ... fast
		255	Ramp down without Dim: fast
19	Prism	0	Prisma: open
		1–5	Open ... Prism
		6	Prism

CH	Function	DMX	Description
19	Prism (continued)	7–63	No function
		64	Mid
		65–128	Right
		129–191	Prism Rotation: forward (800–12.7 °/s)
		192	Prism Rotation: stop
		193–255	Prism Rotation: backward (12.7–800 °/s)
20	Frost	0	Open
		1–254	Open ... Frost in
		255	Frost in
21	Speed Pan/Tilt		Pan/Tilt Speed
		0	Fast
		1–254	Fast ... slow
		255	Slow
22	Control	0–5	Control off
		6–28	Blackout while moving on (hold 3s)
		29–51	Blackout while moving off (hold 3s)
		52–74	Invert Pan on (hold 3s)
		75–97	Invert Pan off (hold 3s)
		98–120	Invert Tilt on (hold 3s)
		121–143	Invert Tilt off (hold 3s)
		144–166	Silent Fan (Hold 3s)
		167–189	Auto Fan (Hold 3s)
		190–212	Reset Pan / Tilt (Hold 3s)
		213–235	Reset only Head (Hold 3s)
		236–255	Reset All Functions (Hold 3s)

Mode 32 Channel 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 5 Dimmer above 0; CH 7 Shutter at 0–5 or 251–255 “Open”; CH 31 Dimmer Curve above 5. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 8 Cyan 0, CH 10 Magenta 0, CH 12 Yellow 0, CH 14 CTO 0, CH 16 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “22 Channel Mode” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “22 Channel Mode” (p. 11)
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0–255	
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 6 in the mode “22 Channel Mode” (p. 11)
8	Cyan	0–255	Saturated ... Open
		255	Open
9	Cyan Fine	0–255	Fine adjustment of CH 8
10	Magenta	0–255	Saturated ... Open
		255	Open

CH	Function	DMX	Description
11	Magenta Fine	0–255	Fine adjustment of CH 10
12	Yellow	0–255	Saturated ... Open
		255	Open
13	Yellow Fine	0–255	Fine adjustment of CH 12
14	CTO	0–255	KW ... WW
		255	WW
15	CTO Fine	0–255	Fine adjustment of CH 14
16	Colors		Same as CH 11 in the mode “22 Channel Mode” (p. 12)
17	Gobo		Same as CH 12 in the mode “22 Channel Mode” (p. 13)
18	Gobo Rotation		Same as CH 13 in the mode “22 Channel Mode” (p. 13)
19	Gobo Rotation Fine	0–255	Fine adjustment of CH 18
20	Gobo 2		Same as CH 15 in the mode “22 Channel Mode” (p. 13)
21	Zoom	0–127	Narrow ... Mid
		127–255	Mid ... Wide
		255	Wide
22	Zoom Fine	0–255	Fine adjustment of CH 21
23	Focus	0–255	Focus
24	Focus Fine	0–255	Fine adjustment of CH 23
25	Iris		Same as CH 18 in the mode “22 Channel Mode” (p. 14)
26	Prism	0–5	Prisma: open
		6	Prism
		7–63	No function
		64	Mid
		65–128	Right
		129–191	Prism Rotation: forward (800–12.7 °/s)
		192	Prism Rotation: stop
		193–255	Prism Rotation: backward (12.7–800 °/s)
27	Frost		Same as CH 20 in the mode “22 Channel Mode” (p. 15)
28	Position Mode		Auto Program
		0–5	Off
		6	Auto Program 1
		7–26	Auto Program 1 ... Auto Program 2
		27	Auto Program 2
		28–47	Auto Program 2 ... Auto Program 3
		48	Auto Program 3
		49–68	Auto Program 3 ... Auto Program 4
		69	Auto Program 4
		70–89	Auto Program 4 ... Auto Program 5
		90	Auto Program 5
		91–110	Auto Program 5 ... Auto Program 6
		111	Auto Program 6
		112–131	Auto Program 6 ... Auto Program 7

CH	Function	DMX	Description
28	Position Mode (continued)	132	Auto Program 7
		133–152	Auto Program 7 ... Auto Program 8
		153	Auto Program 8
		154–173	Auto Program 8 ... Auto Program 9
		174	Auto Program 9
		175–194	Auto Program 9 ... Auto Program 10
		195	Auto Program 10
		196–215	Auto Program 10 ... Auto Program 11
		216	Auto Program 11
		217–236	Auto Program 11 ... Auto Program 12
		237	Auto Program 12
		238–255	Auto Program
29	Position Effect		Pan/Tilt Macro
		0	Off
		1–5	Off ... PAN small > big
		6–40	PAN small > big
		41–75	TILT small > big
		76–110	PAN / TILT small > big
		111–145	PAN / TILT (invers) small > big
		146–180	Circle small > big
		181–215	Circle (invers) small > big
		216–255	Random small > big
30	Position Effect Speed		Pan/Tilt Speed
		0	Fast
		1–254	Fast ... Slow
		255	Slow
31	Dimmer Curve	0–5	No function
		6–63	Linear
		64–127	Exponential
		128–191	Logarithmic
		192–255	S-Curve
32	Control		Same as CH 22 in the mode “22 Channel Mode” (p. 15)

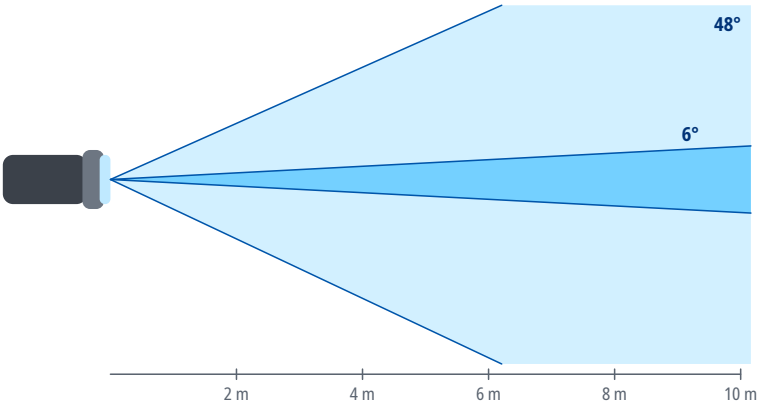
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	350 W
Luminous flux	12,000 lm
Color temperature	6,800 K
Color rendering index (CRI)	70
Optics	
Zoom	6–48°
Movement	
Pan	540°
Tilt	220°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN/OUT
RDM	yes (manufacturer ID 0x08A4, device model ID 0x0104)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	1,200 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	20 kg
Operating environment	
Operating temperature	-15 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2600–6500 K
Strobe frequency	8–15 Hz
Color wheel 1 rotation	up to 800 °/s (133 rpm)
Gobo wheel 2 rotation	up to 800 °/s (133 rpm)
Gobo wheel 3 rotation	up to 800 °/s (133 rpm)
Gobo 2 rotation	up to 800 °/s (133 rpm)
Prism rotation	up to 800 °/s (133 rpm)

Spot diameter



Distance	Ø 6°	Ø 48°
2 m	0.21 m	1.8 m
4 m	0.42 m	3.6 m
6 m	0.63 m	5.3 m
8 m	0.84 m	7.1 m
10 m	1 m	8.9 m
15 m	1.6 m	13.4 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.