DMX REFERENCE

K-EYE K10 HCR

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_K-EYE_K10_HCR_103844.gdtf
GDTF revision	ClayPaky Official File Fw Ver 2_25_005 · 2025-07-14
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1 About this manual

This document describes the K-EYE K10 HCR by Clay Paky. It was compiled from the GDTF file Clay_Paky_K-EYE_K10_HCR_103844.gdtf from the GDTF-Share library.

File revision: “ClayPaky Official File Fw Ver 2_25_005”.

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 Clay Paky; 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	16.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended RAW	32	16	1, 33, 65, 97, ...
Extended RGB	32	16	1, 33, 65, 97, ...
Extended HSV	32	16	1, 33, 65, 97, ...
Basic RGB	19	26	1, 20, 39, 58, ...
Basic HSV	19	26	1, 20, 39, 58, ...

No light? Check these channels

- Extended RAW: CH 15 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 16 Dimmer above 0
- Extended RGB: CH 15 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 16 Dimmer above 0
- Extended HSV: CH 15 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 16 Dimmer above 0
- Basic RGB: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0
- Basic HSV: CH 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0


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.

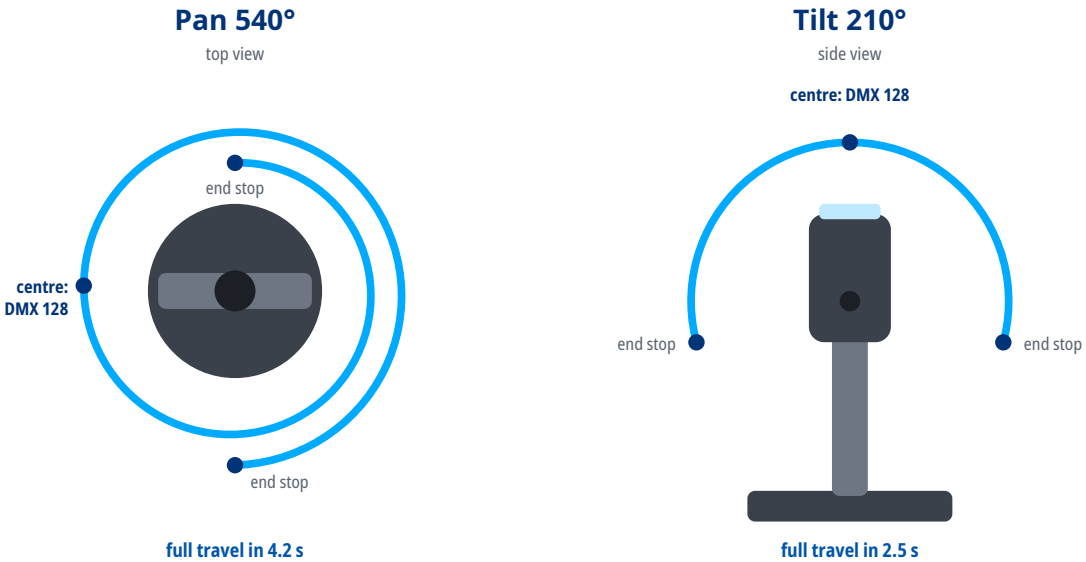
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do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

“K-EYE HCR is an LEDwash light which provides total control over the quality of all forms of white or colored light. The new HCR technology used in the K-EYE is an exclusive electronic platform developed by Claypaky in conjunction with Osram to meet the needs of lighting designers all over the world who were not fully satisfied with the performance of LED devices in comparison with traditional lamps, in particular because of their incomplete color range, poor color rendering index and lack of consistency. All these limitations have been overcome in the K-EYE HCR, and it is finally possible to produce every color, every nuance and every shade with satisfactory quality. The heart of the K-EYE HCR wash light is a LED light source consisting of a module with six colors: besides the three “classic” basic red, green and blue colors, Claypaky has added amber, cyan and lime. This exclusive Claypaky device provides a very wide color range with excellent color spectrum coverage.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

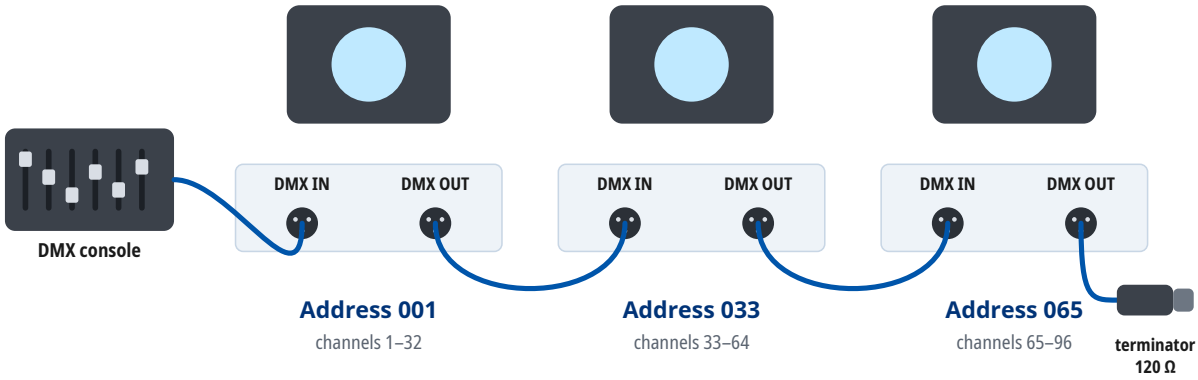
⚠ **WARNING**

- 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: 16.5 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 Extended RAW: 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 “Extended RAW”: 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 “Extended RAW”, 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.

8 Functions at a glance

Functions in each DMX mode

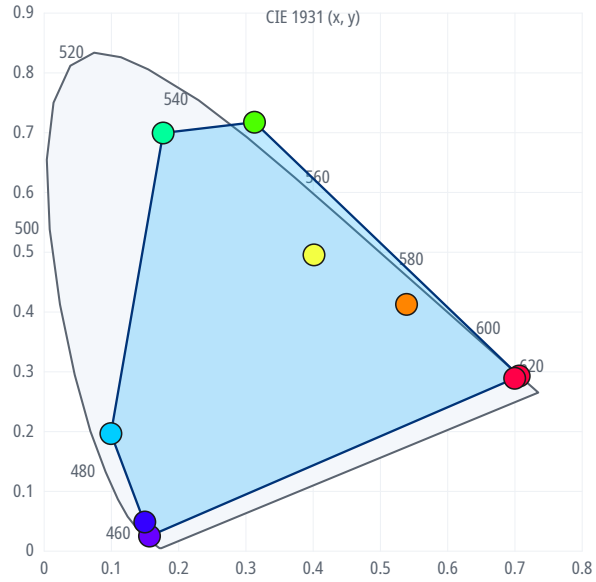
	Extended RAW 32 channels	Extended RGB 32 channels	Extended HSV 32 channels	Basic RGB 19 channels	Basic HSV 19 channels
Pan / Tilt	25, 27	25, 27	25, 27	12, 14	12, 14
Dimmer	16	16	16	7	7
Shutter / strobe	15	15	15	6	6
Color mixing	6× (1–11)			1–3	
Color temperature	13	13	13	4	4
Zoom	29	29	29	16	16

Color wheel


1 No Color Macro
2 Med Bastard Amber
3 Pale Amber Gold
4 Reserved
5 Surprise Peach
6 Fire
7 Gold Amber
8 Bright Red
9 Plasa Red
10 Light Pink
11 Lavender
12 Sky Blue
13 Tokyo Blue
14 Evening Blue
15 Just Blue
16 Lime Green
17 Dark Yellow/Green
18 Spring Yellow
19 Yellow
20 Light Amber
21 Straw
22 Deep Amber
23 Orange
24 Primary Red
25 English Rose
26 Dark Pink
27 Magenta
28 Peacock Blue
29 Med Blue-Green
30 Steel Blue
31 Light Blue
32 Dark Blue
33 Deep Blue
34 Lee Green
35 Fern Green
36 Dark Green
37 Smokey Pink
38 Bright Pink
39 Marine Blue
40 Med Blue
41 Golden Amber
42 Deep Golden Amber
43 Pale Lavender
44 Special Lavender
45 Pale Green
46 Primary Green
47 Bright Blue
48 Pale Navy Blue

49 Apricot
50 Pale Gold
51 Pale Rose
52 Pink
53 Deep Orange
54 Slate Blue
55 Bastard Amber
56 Flame Red
57 Daylight Blue
58 Lilac Tint
59 Deep Lavender
60 Lagoon Blue
61 Dark Steel Blue
62 Chrome Orange
63 Dark Lavendar
64 Congo Blue
65 Light Red
66 Alice Blue
67 Double CTB
68 Full CTB
69 1/2 CTB
70 1/4 CTB
71 Full CTO
72 1/2 CTO
73 1/4 CTO
74 LEE Fluorescent 5700k
75 LEE Fluorescent 4300k
76 LEE Minus Green
77 1/2 Minus Green
78 3/4 CTB
79 3/4 CTO
80 Follies Pink
81 Glacier Blue
82 Lighter Blue
83 Special Medium Blue
84 King Fals Lavender
85 Cold Blue
86 Ocean Blue
87 Steel Green
88 Easy White
89 Millenium Gold
90 Vanity Fair
91 Rose Tint

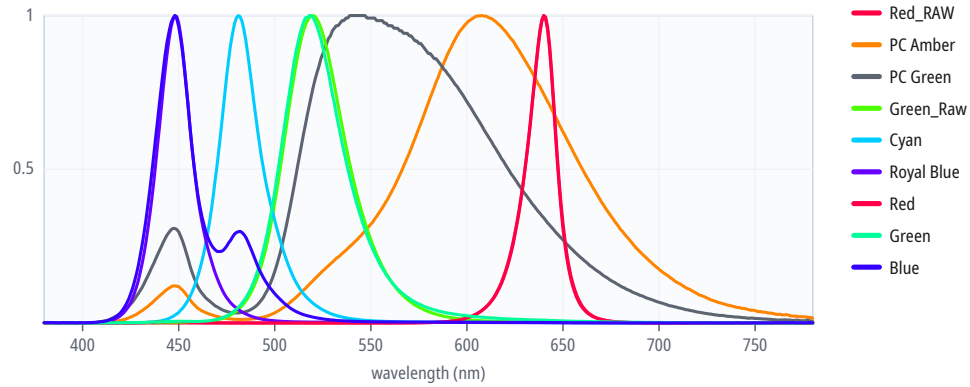
LED colors and the colors they mix



LED	x	y
Red_RAW	0.706	0.293
PC Amber	0.539	0.413
PC Green	0.401	0.496
Green_Raw	0.313	0.718
Cyan	0.099	0.197
Royal Blue	0.157	0.025
Red	0.700	0.289
Green	0.177	0.700
Blue	0.150	0.049

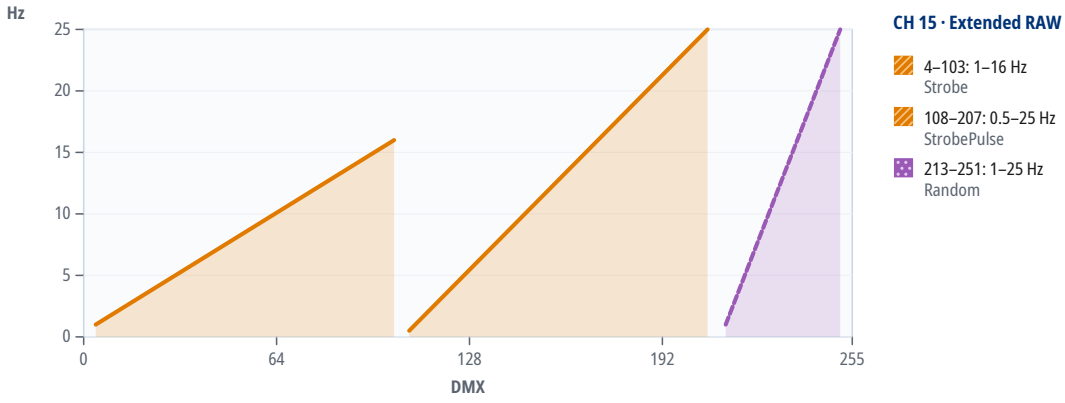
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

Spectra of the light sources

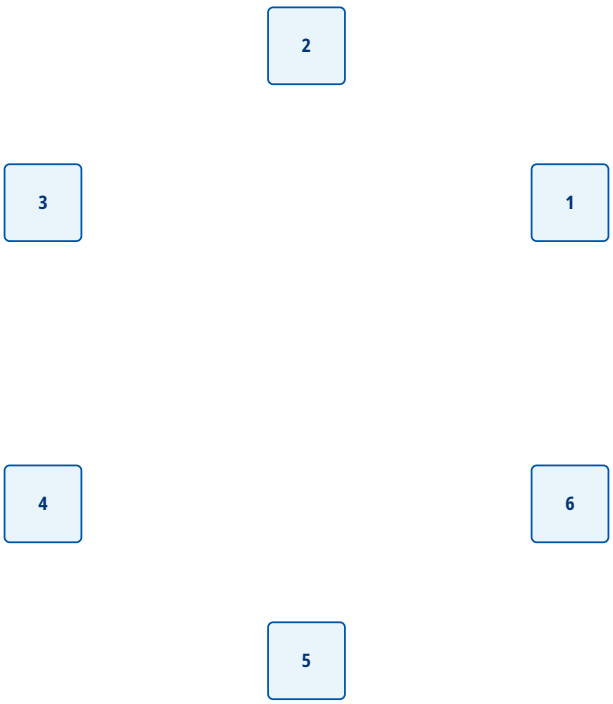


Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



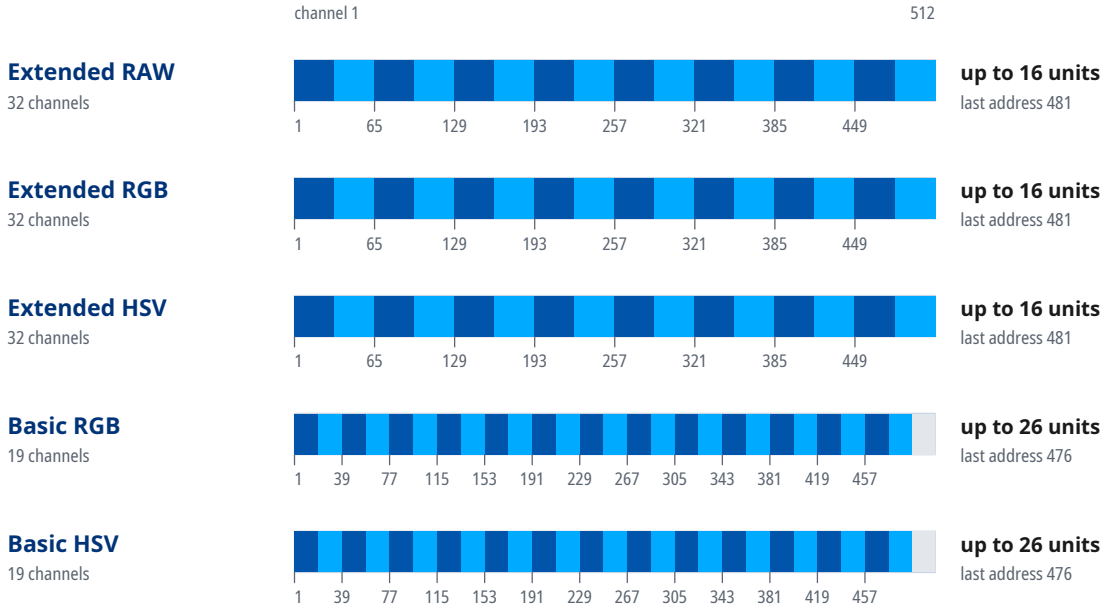
Cells (pixels)



6 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “Extended RAW” drives them together.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended RAW”

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

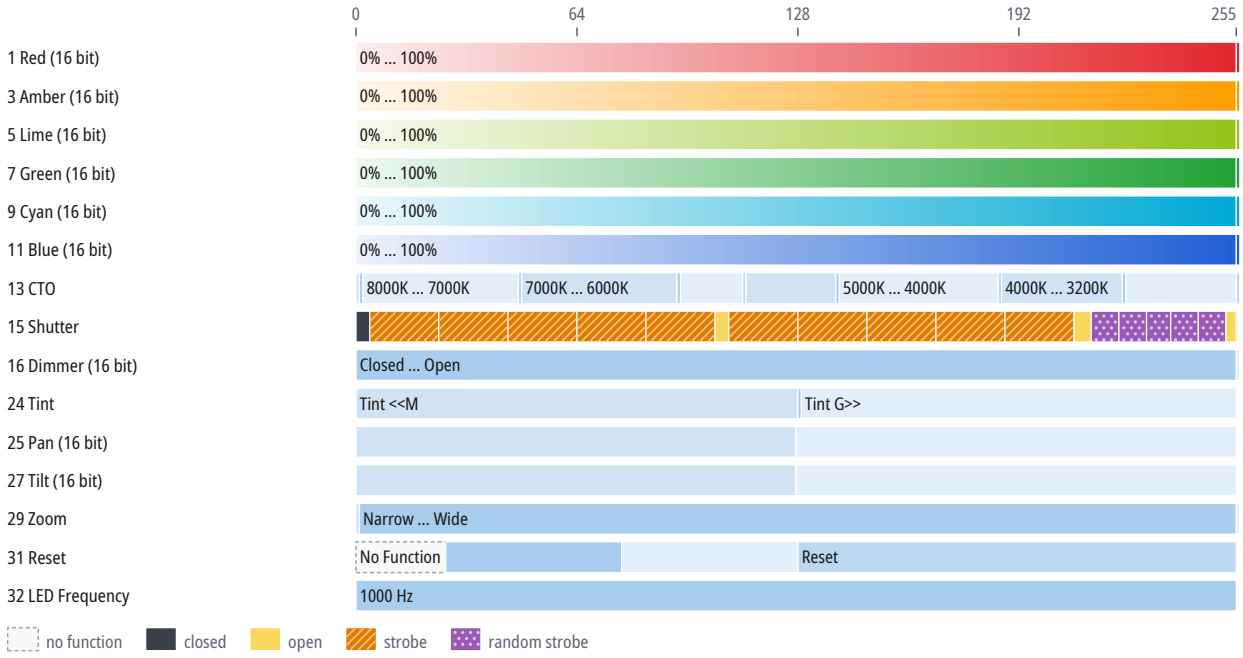
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended RAW

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 15 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 16 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 7 Green 255, CH 11 Blue 255, CH 15 Shutter 255, CH 16 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0–255	0% ... 100%
		255	100%
2	Red Fine	0–255	Fine adjustment of CH 1
3	Amber	0–255	0% ... 100%
		255	100%
4	Amber Fine	0–255	Fine adjustment of CH 3
5	Lime	0–255	0% ... 100%
		255	100%
6	Lime Fine	0–255	Fine adjustment of CH 5
7	Green	0–255	0% ... 100%
		255	100%
8	Green Fine	0–255	Fine adjustment of CH 7
9	Cyan	0–255	0% ... 100%
		255	100%
10	Cyan Fine	0–255	Fine adjustment of CH 9
11	Blue	0–255	0% ... 100%
		255	100%
12	Blue Fine	0–255	Fine adjustment of CH 11

CH	Function	DMX	Description
13	CTO	0	No CTO (6000–7000 K)
		1	8000K
		2–46	8000K ... 7000K
		47	7000K
		48–92	7000K ... 6000K
		93	6000K
		94–111	6000K ... 5600K
		112	5600K
		113–138	5600K ... 5000K
		139	5000K
		140–185	5000K ... 4000K
		186	4000K
		187–221	4000K ... 3200K
		222	3200K
		223–254	3200K ... 2500K
		255	2500K
14	Undefined	0–255	
15	Shutter	0–3	Closed
		4–23	x1 Strb>>
		24–43	x2 Strb>>
		44–63	x3 Strb>>
		64–83	x4 Strb>>
		84–103	x5 Strb>>
		104–107	Open
		108–127	x1 PulseC>>
		128–147	x2 PulseC>>
		148–167	x3 PulseC>>
		168–187	x4 PulseC>>
		188–207	x5 PulseC>>
		208–212	Open
		213–220	x1 RndStrb>>
		221–228	x2 RndStrb>>
		229–235	x3 RndStrb>>
		236–243	x4 RndStrb>>
		244–251	x5 RndStrb>>
		252–255	Open
16	Dimmer	0–255	Closed ... Open
		255	Open
17	Dimmer Fine	0–255	Fine adjustment of CH 16
24	Tint	0–127	Tint <<M
		128	Tint OFF
		129–255	Tint G>>

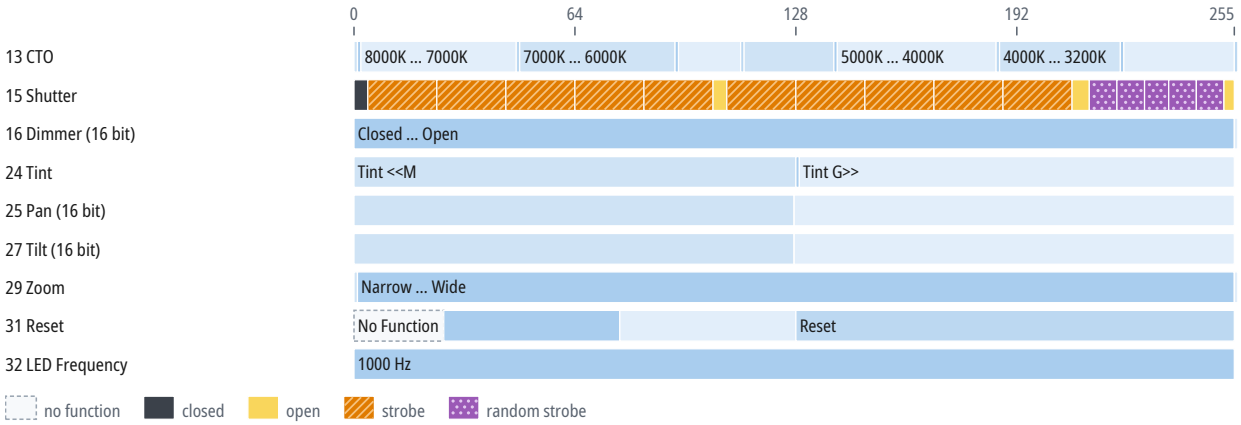
CH	Function	DMX	Description
25	Pan	0–127	Pan
		128	Home
		128–255	Pan
26	Pan Fine	0–255	Fine adjustment of CH 25
27	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
28	Tilt Fine	0–255	Fine adjustment of CH 27
29	Zoom	0	Narrow
		1–254	Narrow ... Wide
		255	Wide
30	Undefined	0–255	
31	Reset	0–25	No Function
		26–76	Zoom Reset
		77–127	Position Reset
		128–255	Reset
32	LED Frequency	0–255	1000 Hz (37350–50050 Hz)

Mode Extended RGB

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 15 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 16 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 15 Shutter 255, CH 16 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
13	CTO		Same as CH 13 in the mode “Extended RAW” (p. 14)
14	Undefined	0–255	
15	Shutter		Same as CH 15 in the mode “Extended RAW” (p. 14)
16	Dimmer		Same as CH 16 in the mode “Extended RAW” (p. 14)
17	Dimmer Fine	0–255	Fine adjustment of CH 16
18	Undefined	0–255	

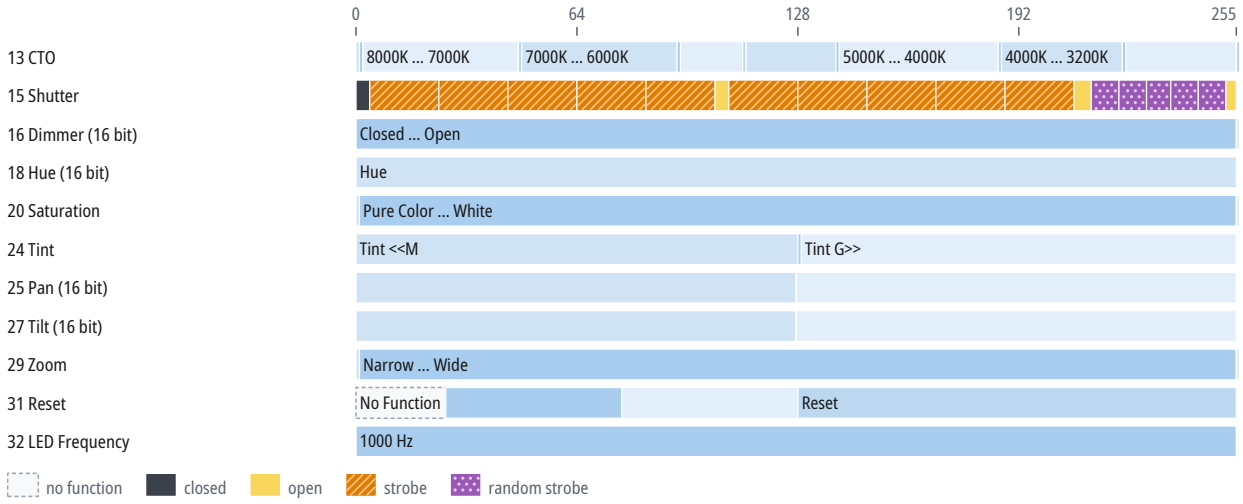
CH	Function	DMX	Description
19	Undefined	0–255	
20	Undefined	0–255	
24	Tint		Same as CH 24 in the mode “Extended RAW” (p. 14)
25	Pan		Same as CH 25 in the mode “Extended RAW” (p. 15)
26	Pan Fine	0–255	Fine adjustment of CH 25
27	Tilt		Same as CH 27 in the mode “Extended RAW” (p. 15)
28	Tilt Fine	0–255	Fine adjustment of CH 27
29	Zoom		Same as CH 29 in the mode “Extended RAW” (p. 15)
30	Undefined	0–255	
31	Reset		Same as CH 31 in the mode “Extended RAW” (p. 15)
32	LED Frequency	0–255	1000 Hz (37350–50050 Hz)

Mode Extended HSV

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 15 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 16 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 15 Shutter 255, CH 16 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
13	CTO		Same as CH 13 in the mode “Extended RAW” (p. 14)
14	Undefined	0–255	
15	Shutter		Same as CH 15 in the mode “Extended RAW” (p. 14)
16	Dimmer		Same as CH 16 in the mode “Extended RAW” (p. 14)
17	Dimmer Fine	0–255	Fine adjustment of CH 16
18	Hue	0–255	Hue
19	Hue Fine	0–255	Fine adjustment of CH 18
20	Saturation	0	Pure Color
		1–254	Pure Color ... White
		255	White

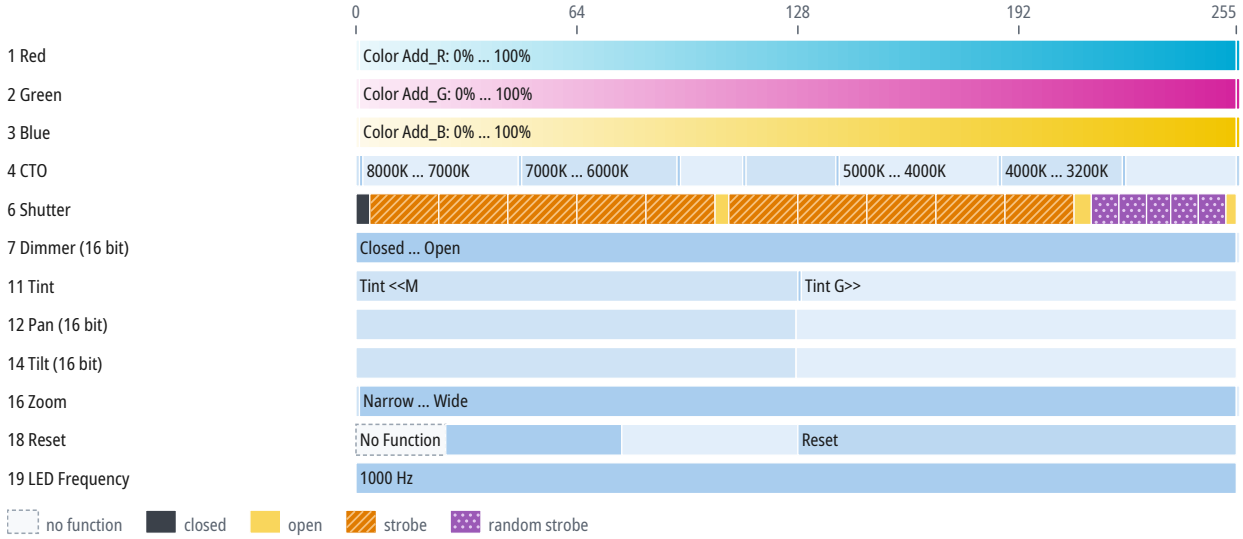
CH	Function	DMX	Description
24	Tint		Same as CH 24 in the mode “Extended RAW” (p. 14)
25	Pan		Same as CH 25 in the mode “Extended RAW” (p. 15)
26	Pan Fine	0–255	Fine adjustment of CH 25
27	Tilt		Same as CH 27 in the mode “Extended RAW” (p. 15)
28	Tilt Fine	0–255	Fine adjustment of CH 27
29	Zoom		Same as CH 29 in the mode “Extended RAW” (p. 15)
30	Undefined	0–255	
31	Reset		Same as CH 31 in the mode “Extended RAW” (p. 15)
32	LED Frequency	0–255	1000 Hz (37350–50050 Hz)

Mode Basic RGB

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 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 6 Shutter 255, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0	Color Add_R: 0%
		1–254	Color Add_R: 0% ... 100%
		255	Color Add_R: 100%
2	Green	0	Color Add_G: 0%
		1–254	Color Add_G: 0% ... 100%
		255	Color Add_G: 100%
3	Blue	0	Color Add_B: 0%
		1–254	Color Add_B: 0% ... 100%
		255	Color Add_B: 100%
4	CTO		Same as CH 13 in the mode “Extended RAW” (p. 14)
5	Undefined	0–255	

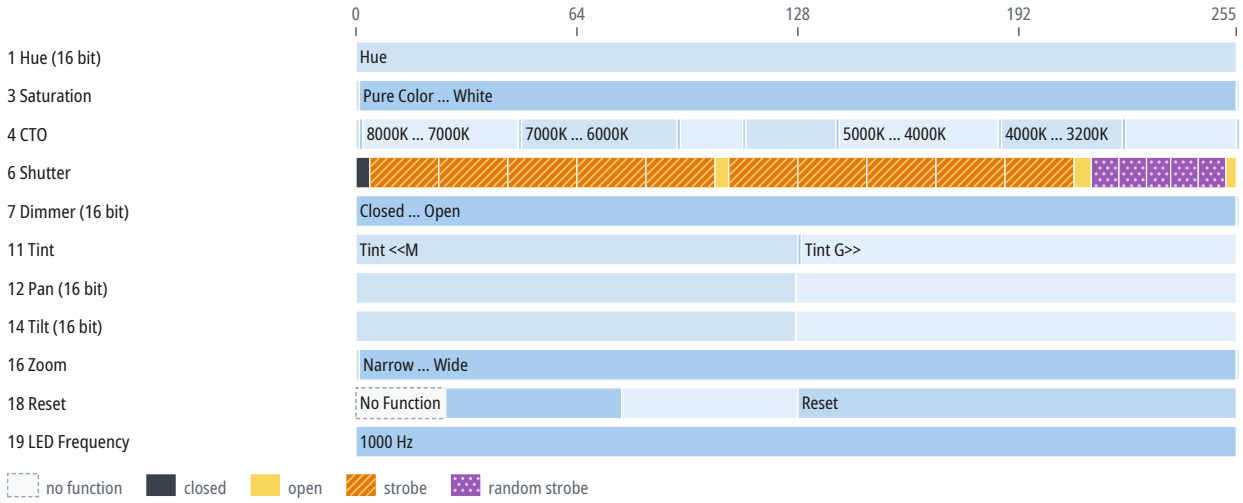
CH	Function	DMX	Description
6	Shutter		Same as CH 15 in the mode “Extended RAW” (p. 14)
7	Dimmer		Same as CH 16 in the mode “Extended RAW” (p. 14)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
11	Tint		Same as CH 24 in the mode “Extended RAW” (p. 14)
12	Pan		Same as CH 25 in the mode “Extended RAW” (p. 15)
13	Pan Fine	0–255	Fine adjustment of CH 12
14	Tilt		Same as CH 27 in the mode “Extended RAW” (p. 15)
15	Tilt Fine	0–255	Fine adjustment of CH 14
16	Zoom		Same as CH 29 in the mode “Extended RAW” (p. 15)
17	Undefined	0–255	
18	Reset		Same as CH 31 in the mode “Extended RAW” (p. 15)
19	LED Frequency	0–255	1000 Hz (37350–50050 Hz)

Mode Basic HSV

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 6 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 7 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 255, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Hue	0–255	Hue
2	Hue Fine	0–255	Fine adjustment of CH 1
3	Saturation		Same as CH 20 in the mode “Extended HSV” (p. 16)
4	CTO		Same as CH 13 in the mode “Extended RAW” (p. 14)
5	Undefined	0–255	
6	Shutter		Same as CH 15 in the mode “Extended RAW” (p. 14)
7	Dimmer		Same as CH 16 in the mode “Extended RAW” (p. 14)
8	Dimmer Fine	0–255	Fine adjustment of CH 7
11	Tint		Same as CH 24 in the mode “Extended RAW” (p. 14)

CH	Function	DMX	Description
12	Pan		Same as CH 25 in the mode “Extended RAW” (p. 15)
13	Pan Fine	0–255	Fine adjustment of CH 12
14	Tilt		Same as CH 27 in the mode “Extended RAW” (p. 15)
15	Tilt Fine	0–255	Fine adjustment of CH 14
16	Zoom		Same as CH 29 in the mode “Extended RAW” (p. 15)
17	Undefined	0–255	
18	Reset		Same as CH 31 in the mode “Extended RAW” (p. 15)
19	LED Frequency	0–255	1000 Hz (37350–50050 Hz)

10 Technical specifications

Parameter	Value
Light	
Light source	LED
Optics	
Zoom	4.4–53.2°
Movement	
Pan	540°
Tilt	210°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45
Electrical	
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	16.5 kg
Operating environment	
Operating temperature	-20 to 40 °C

Speeds and ranges

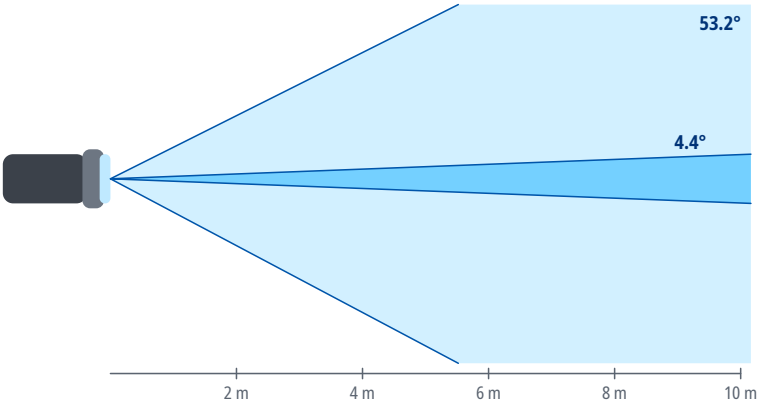
Parameter	Value
Color temperature range	2500–8000 K
Strobe frequency	1–16 Hz
LED frequency	746–50050 Hz

Dimensions

weight 16.5 kg



Spot diameter



Distance	Ø 4.4°	Ø 53.2°
2 m	0.15 m	2 m
4 m	0.31 m	4 m
6 m	0.46 m	6 m
8 m	0.61 m	8 m
10 m	0.77 m	10 m
15 m	1.2 m	15 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.

Problem	Remedy
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.