DMX REFERENCE

Tagus

Krypton



Manufacturer	Krypton
GDTF file	Krypton_Tagus_81120.gdtf
GDTF revision	Revision 1.1 · 2024-12-17
Generated	2026-11-24

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1 About this manual

This document describes the Tagus by Krypton. It was compiled from the GDTF file Krypton_Tagus_81120.gdtf from the GDTF-Share library.

File revision: “Revision 1.1”.

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 Krypton; 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	43.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Extended	54	9	1, 55, 109, 163, ...
Standard	38	13	1, 39, 77, 115, ...

No light? Check these channels

- Extended: CH 5 Dimmer above 0; CH 7 Shutter at 32–63, 96–127, 160–191 or 224–255 “open”
- Standard: CH 5 Dimmer above 0; CH 7 Shutter at 32–63, 96–127, 160–191 or 224–255 “open”


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.

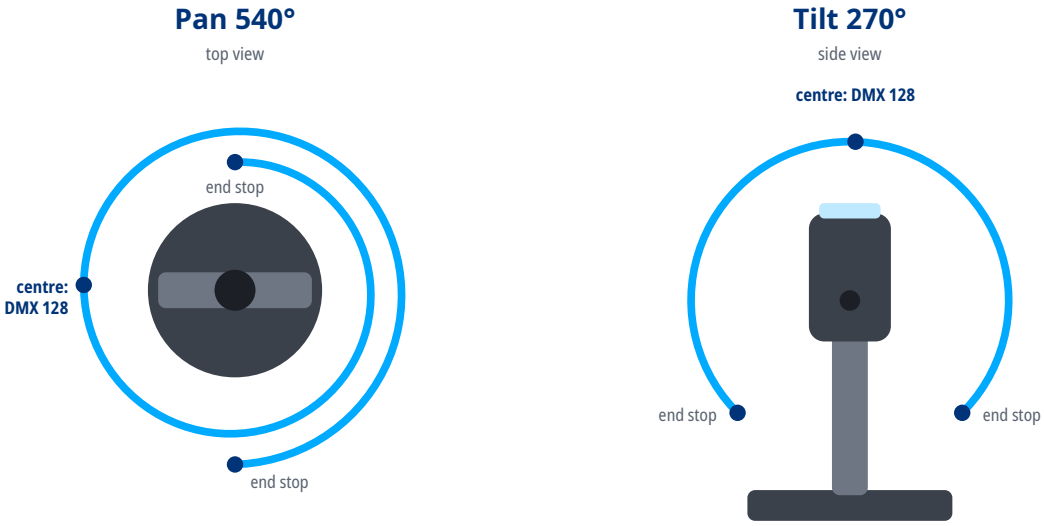
⚠ CAUTION

- 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

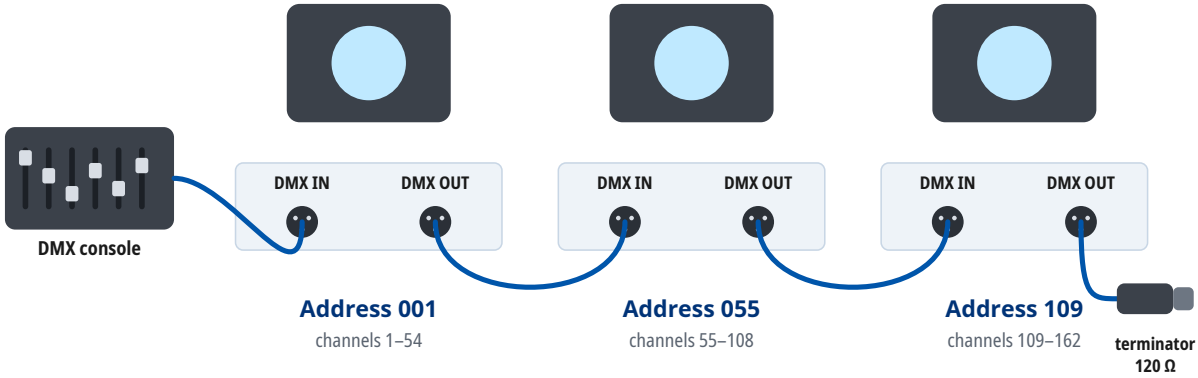
> ⚠ **WARNING**
>
> - Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
> - The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
> - Weight of the device: 43.6 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: every unit occupies 54 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

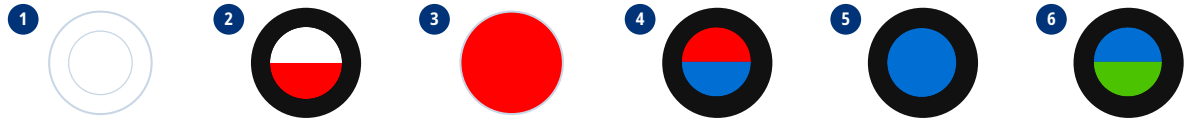
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended”: 54.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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”, you can use, for example, the start addresses 1, 55, 109, 163.
- 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 54 channels	Standard 38 channels
Pan / Tilt	1, 3	1, 3
Dimmer	5	5
Shutter / strobe	7	7
Color mixing	8, 10, 12	8–10
Color temperature	14	11
Color wheel	16	12
Gobo wheel	18, 21	14, 17
Gobo rotation	19, 22	15, 18
Prism	29, 30	23, 24
Frost	31, 32	25, 26
Zoom	24	20
Focus	26	21
Iris	28	22
Animation wheel	33	27

Gobo wheel 1

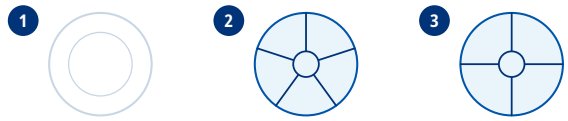


1. Index: Open — DMX 0–4
2. Open/Red — DMX 6–23
3. Index: Red — DMX 25
4. Red/Blue — DMX 27–37
5. Medium Blue — DMX 39–43
6. Blue/Green — DMX 45–56
7. Index: Green — DMX 58–61
8. Green/Amber — DMX 63–75
9. Index: Amber — DMX 77–79
10. Amber/CTB — DMX 81–94
11. Index: CTB — DMX 96
12. CTB/Open — DMX 98–112

Animation wheel

1. Animation

Prism



1. Open — DMX 0
2. 5 facets — Linear prism — DMX 6–130
3. 4 facets — 4 facet prism — DMX 131–255

Gobo wheel 2

1
Select: open
DMX 0–5

2 
Select: gobo 1 1
DMX 6–20

3 
Select: gobo 1 2
DMX 21–35

4 
Select: gobo 1 3
DMX 36–50

5 
Select: gobo 1 4
DMX 51–65

6 
Select: gobo 1 5
DMX 66–80

7 
Gobo 6
DMX 81–96

Gobo wheel 3

1
Select: open
DMX 0–5

2 
Select: gobo 2 1
DMX 6–20

3 
Select: gobo 2 2
DMX 21–35

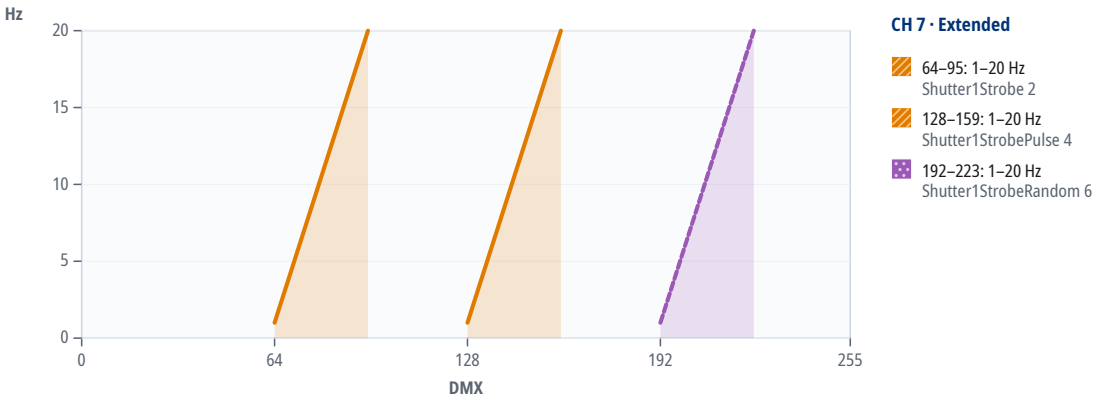
4 
Select: gobo 2 3
DMX 36–50

5 
Select: gobo 2 4
DMX 51–65

6 
Select: gobo 2 5
DMX 66–80

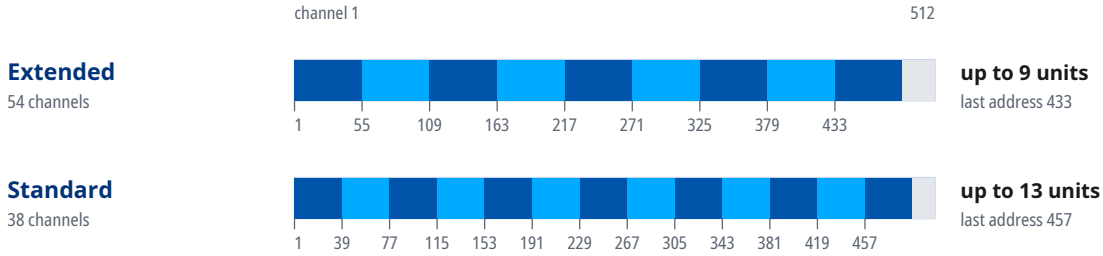
7 
Gobo 6
DMX 81–96

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Extended”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	271	11	U2 · 55	16	U2 · 325
2	55	7	325	12	U2 · 109	17	U2 · 379
3	109	8	379	13	U2 · 163	18	U2 · 433
4	163	9	433	14	U2 · 217	19	U3 · 1
5	217	10	U2 · 1	15	U2 · 271	20	U3 · 55

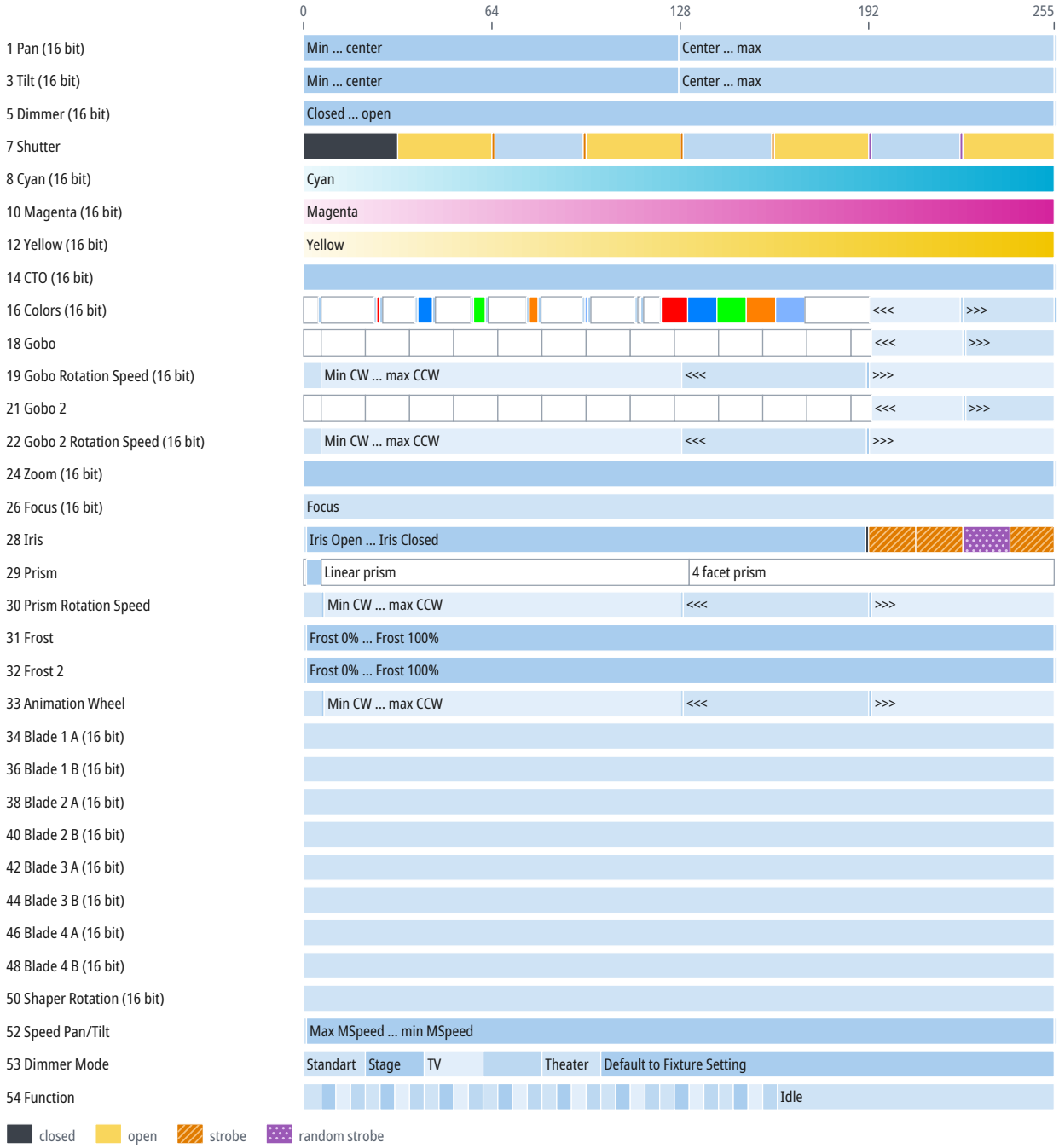
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Extended

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 32–63, 96–127, 160–191 or 224–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Shutter 63, 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	0–127	Min ... center
		128–255	Center ... max
		255	Max
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–127	Min ... center
		128–255	Center ... max
		255	Max
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer	0–255	Closed ... open
		255	Open
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter	0–31	Shutter 1: closed
		32–63	Shutter 1: open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe
		95	Max Strobe
		96–127	Shutter 1: open
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Shutter 1: open
		192	Min Rnd
		193–222	Min Rnd ... max Rnd
		223	Max Rnd
		224–255	Shutter 1: open
8	Cyan	0–255	Cyan
9	Cyan Fine	0–255	Fine adjustment of CH 8
10	Magenta	0–255	Magenta
11	Magenta Fine	0–255	Fine adjustment of CH 10
12	Yellow	0–255	Yellow
13	Yellow Fine	0–255	Fine adjustment of CH 12
14	CTO	0	Min CTO
		0–255	CTO
		255	Max CTO
15	CTO Fine	0–255	Fine adjustment of CH 14
16	Colors	0–5	Index: Open
		5	Open ... Open/Red
		6–24	Open/Red
		24	Open/Red ... Red
		25–26	Index: Red

CH	Function	DMX	Description
16	Colors (continued)	26	Red ... Red/Blue
		27–38	Red/Blue
		38	Red/Blue ... Medium Blue
		39–44	Medium Blue
		44	Medium Blue ... Blue/Green
		45–57	Blue/Green
		57	Blue/Green ... Green
		58–62	Index: Green
		62	Green ... Green/Amber
		63–76	Green/Amber
		76	Green/Amber ... Amber
		77–80	Index: Amber
		80	Amber ... Amber/CTB
		81–95	Amber/CTB
		95	Amber/CTB ... CTB
		96–97	Index: CTB
		97	CTB ... CTB/Open
		98–113	CTB/Open
		113	CTB/Open ... Open
		114–115	Index: Open
		116–121	Select: Open
		121	Open ... Red
		122–130	Select: Red
		131–140	Blue
		141–150	Select: Green
		151–160	Select: Amber
		161–170	Select: CTB
		171–192	Select: Open
		193–223	<<< (360–0 °/s)
		224	Color 1 Wheel Spin: stop
		225–255	>>> (0–360 °/s)
17	Colors Fine	0–255	Fine adjustment of CH 16
18	Gobo	0–5	Select: open
		6–20	Select: gobo 1 1
		21–35	Select: gobo 1 2
		36–50	Select: gobo 1 3
		51–65	Select: gobo 1 4
		66–80	Select: gobo 1 5
		81–95	Select: gobo 1 6
		96–110	Shake: gobo 1 1
		111–125	Shake: gobo 1 2

CH	Function	DMX	Description
18	Gobo (continued)	126–140	Shake: gobo 1 3
		141–155	Shake: gobo 1 4
		156–170	Shake: gobo 1 5
		171–185	Shake: gobo 1 6
		186–192	Open
		193–223	<<< (360–0 °/s)
		224	Spin: Stop
		225–255	>>> (0–360 °/s)
19	Gobo Rotation Speed	0–5	Idle
		6–128	Min CW ... max CCW
		128	Max CCW
		129–191	<<< (360–0 °/s)
		192	Gobo 1 Pos Rotate: stop
		193–255	>>> (0–360 °/s)
20	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 19
21	Gobo 2	0–5	Select: open
		6–20	Select: gobo 2 1
		21–35	Select: gobo 2 2
		36–50	Select: gobo 2 3
		51–65	Select: gobo 2 4
		66–80	Select: gobo 2 5
		81–95	Select: gobo 2 6
		96–110	Select Shake: gobo 2 1
		111–125	Select Shake: gobo 2 2
		126–140	Select Shake: gobo 2 3
		141–155	Select Shake: gobo 2 4
		156–170	Select Shake: gobo 2 5
		171–185	Select Shake: gobo 2 6
		186–192	Open
		193–223	<<< (360–0 °/s)
		224	Spin: stop
		225–255	>>> (0–360 °/s)
22	Gobo 2 Rotation Speed	0–5	Idle
		6–128	Min CW ... max CCW
		128	Max CCW
		129–191	<<< (360–0 °/s)
		192	Gobo 2 Pos Rotate: stop
		193–255	>>> (0–360 °/s)
23	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 22
24	Zoom	0	Narrow
		0–255	Zoom

CH	Function	DMX	Description
24	Zoom (continued)	255	Wide
25	Zoom Fine	0–255	Fine adjustment of CH 24
26	Focus	0–255	Focus
27	Focus Fine	0–255	Fine adjustment of CH 26
28	Iris	0	Iris Open
		1–190	Iris Open … Iris Closed
		191	Iris Closed
		192–207	Ramp Up Slow to Fast (0.1–3 Hz)
		208–223	Ramp Down Slow to Fast (0.1–3 Hz)
		224–239	Ramp Up Down Slow to Fast (0.1–3 Hz)
		240–255	Pulse Up Down Slow to Fast (0.1–3 Hz)
29	Prism	0	Open
		1–5	Open … linear prism
		6–130	Linear prism
		131–255	4 facet prism
30	Prism Rotation Speed	0–5	Idle
		6	Min CW
		7–127	Min CW … max CCW
		128	Max CCW
		129–191	<<< (540–8.57 °/s)
		192	Prism 1 Pos Rotate: stop
		193–255	>>> (0–540 °/s)
31	Frost		Frost 1
		0	Frost 0%
		1–254	Frost 0% … Frost 100%
		255	Frost 100%
32	Frost 2	0	Frost 0%
		1–254	Frost 0% … Frost 100%
		255	Frost 100%
33	Animation Wheel	0–5	Animation Wheel: open
		6	Min CW
		7–127	Min CW … max CCW
		128	Max CCW
		129–191	<<< (360–0 °/s)
		192	Animation Wheel Pos Rotate: stop
		193–255	>>> (0–360 °/s)
34	Blade 1 A	0–255	
35	Blade 1 A Fine	0–255	Fine adjustment of CH 34
36	Blade 1 B	0–255	
37	Blade 1 B Fine	0–255	Fine adjustment of CH 36
38	Blade 2 A	0–255	

CH	Function	DMX	Description
39	Blade 2 A Fine	0–255	Fine adjustment of CH 38
40	Blade 2 B	0–255	
41	Blade 2 B Fine	0–255	Fine adjustment of CH 40
42	Blade 3 A	0–255	
43	Blade 3 A Fine	0–255	Fine adjustment of CH 42
44	Blade 3 B	0–255	
45	Blade 3 B Fine	0–255	Fine adjustment of CH 44
46	Blade 4 A	0–255	
47	Blade 4 A Fine	0–255	Fine adjustment of CH 46
48	Blade 4 B	0–255	
49	Blade 4 B Fine	0–255	Fine adjustment of CH 48
50	Shaper Rotation	0–255	
51	Shaper Rotation Fine	0–255	Fine adjustment of CH 50
52	Speed Pan/Tilt	0	Max MSpeed
		1–254	Max MSpeed ... min MSpeed
		255	Min MSpeed
53	Dimmer Mode	0–20	Standart
		21–40	Stage
		41–60	TV
		61–80	Architectural
		81–100	Theater
		101–255	Default to Fixture Setting
54	Function	0–5	Idle
		6–10	Display ON
		11–15	Display OFF
		16–20	Invert Pan ON
		21–25	Invert Pan OFF
		26–30	Invert Tilt ON
		31–35	Invert Tilt OFF
		36–40	Fan Auto
		41–45	Fan Silent
		46–50	Fan High
		51–55	Linear Dimmer Curve
		56–60	Square Dimmer Curve
		61–65	Inv-Square Dimmer Curve
		66–70	S-Dimmer Curve
		71–75	LED Freq 1200Hz
		76–80	LED Freq 3600Hz
		81–85	LED Freq 5000Hz
		86–90	LED Freq 10000Hz
		91–95	LED Freq 15000Hz
		96–100	LED Freq 20000Hz

CH	Function	DMX	Description
54	Function (continued)	101–105	LED Freq 25000Hz
		106–110	P/T Motor Reset
		111–115	Head Motor Reset
		116–120	Reset All
		121–125	Standart Mode
		126–130	High CRI
		131–135	6500K
		136–140	6000K
		141–145	3000K
		146–150	Gobo CTB Auto ON
		151–155	Gobo CTB Auto OFF
		156–160	Factory Default
		161–255	Idle

Mode Standard

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 32–63, 96–127, 160–191 or 224–255 “open”. The GDTF file gives these values for a console's Highlight function: CH 5 Dimmer 255, CH 7 Shutter 63, CH 8 Cyan 0, CH 9 Magenta 0, CH 10 Yellow 0, CH 11 CTO 0, CH 12 Colors 0.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan		Same as CH 1 in the mode “Extended” (p. 11)
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt		Same as CH 3 in the mode “Extended” (p. 11)

CH	Function	DMX	Description
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Dimmer		Same as CH 5 in the mode “Extended” (p. 11)
6	Dimmer Fine	0–255	Fine adjustment of CH 5
7	Shutter		Same as CH 7 in the mode “Extended” (p. 11)
8	Cyan	0–255	Cyan
9	Magenta	0–255	Magenta
10	Yellow	0–255	Yellow
11	CTO	0	Min CTO
		1–254	CTO
		255	Max CTO
12	Colors		Same as CH 16 in the mode “Extended” (p. 11)
13	Colors Fine	0–255	Fine adjustment of CH 12
14	Gobo		Same as CH 18 in the mode “Extended” (p. 12)
15	Gobo Rotation Speed		Same as CH 19 in the mode “Extended” (p. 13)
16	Gobo Rotation Speed Fine	0–255	Fine adjustment of CH 15
17	Gobo 2		Same as CH 21 in the mode “Extended” (p. 13)
18	Gobo 2 Rotation Speed		Same as CH 22 in the mode “Extended” (p. 13)
19	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 18
20	Zoom	0	Narrow
		1–127	Narrow ... Mid
		128	Mid
		129–254	Mid ... wide
		255	Wide
21	Focus	0–255	Focus
22	Iris		Same as CH 28 in the mode “Extended” (p. 14)
23	Prism		Same as CH 29 in the mode “Extended” (p. 14)
24	Prism Rotation Speed		Same as CH 30 in the mode “Extended” (p. 14)
25	Frost		Same as CH 31 in the mode “Extended” (p. 14)
26	Frost 2		Same as CH 32 in the mode “Extended” (p. 14)
27	Animation Wheel		Same as CH 33 in the mode “Extended” (p. 14)
28	Blade 1 A	0–255	
29	Blade 1 B	0–255	
30	Blade 2 A	0–255	
31	Blade 2 B	0–255	
32	Blade 3 A	0–255	
33	Blade 3 B	0–255	
34	Blade 4 A	0–255	
35	Blade 4 B	0–255	
36	Shaper Rotation	0–255	
37	Dimmer Mode		Same as CH 53 in the mode “Extended” (p. 15)
38	Function		Same as CH 54 in the mode “Extended” (p. 15)

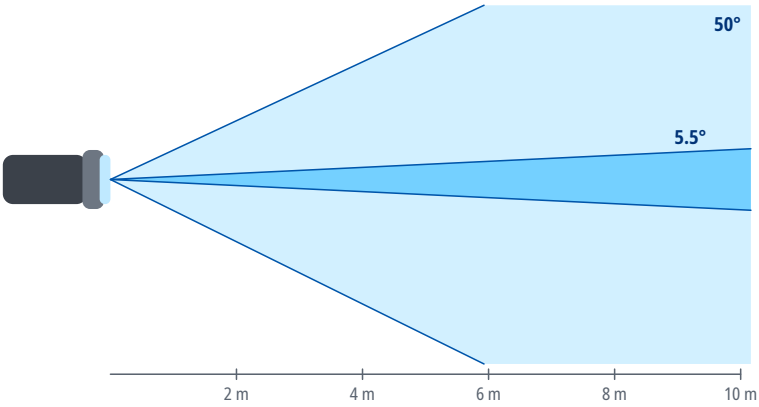
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	2,000 W
Luminous flux	180,000 lm
Color temperature	6,500 K
Color rendering index (CRI)	85
Optics	
Zoom	5.5–50°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	43.6 kg
Operating environment	
Operating temperature	-5 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	3000–6500 K
Strobe frequency	1–20 Hz
Color wheel 1 rotation	up to 360 °/s (60 rpm)
Gobo wheel 2 rotation	up to 360 °/s (60 rpm)
Gobo wheel 3 rotation	up to 360 °/s (60 rpm)
Gobo 2 rotation	up to 360 °/s (60 rpm)
Gobo 3 rotation	up to 360 °/s (60 rpm)
Prism rotation	up to 540 °/s (90 rpm)
Animation wheel rotation	up to 360 °/s (60 rpm)

Spot diameter



Distance	Ø 5.5°	Ø 50°
2 m	0.19 m	1.9 m
4 m	0.38 m	3.7 m
6 m	0.58 m	5.6 m
8 m	0.77 m	7.5 m
10 m	0.96 m	9.3 m
15 m	1.4 m	14 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.