DMX REFERENCE

LM-550BSW

Lumen

Manufacturer	Lumen
GDTF file	Lumen_LM-550BSW_136528.gdtf
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1 About this manual

This document describes the LM-550BSW by Lumen. It was compiled from the GDTF file Lumen_LM-550BSW_136528.gdtf from the GDTF-Share library.

File revision: “LM-550BSW”.

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 Lumen; 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	65 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
31CH	31	16	1, 32, 63, 94, ...
22CH	28	18	1, 29, 57, 85, ...

No light? Check these channels

- 31CH: CH 7 Strobe at 104–107 “open” or 208–212; CH 8 Dimmer above 0
- 22CH: CH 7 Strobe at 104–107 “open” or 208–212; CH 8 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

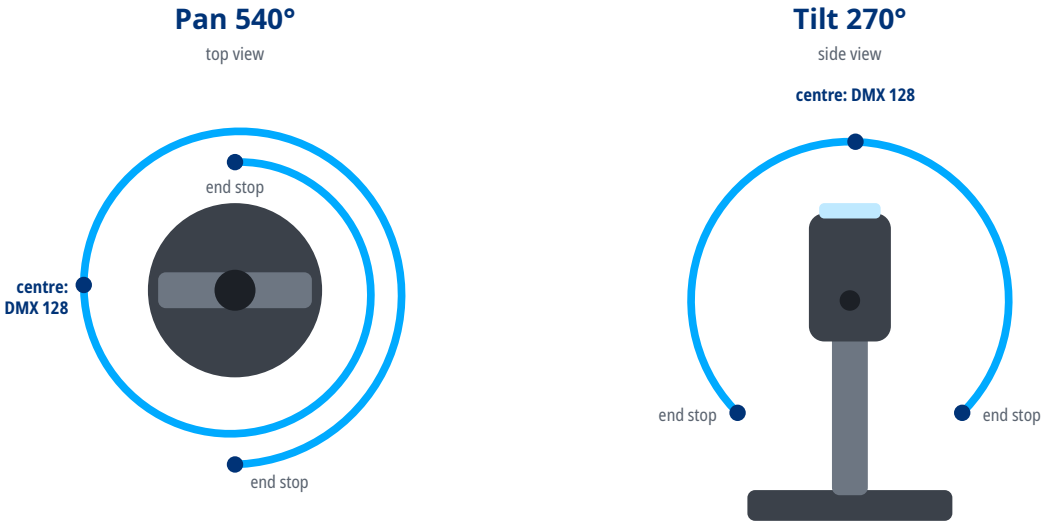
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

Range of movement



5 Installation

⚠ WARNING

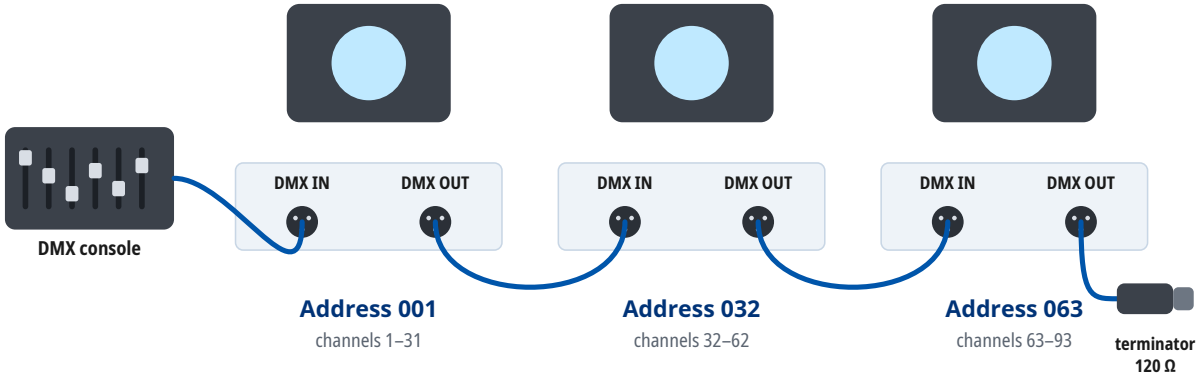
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 65 kg.
- 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 31CH: every unit occupies 31 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 “31CH”: 31.
- 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 “31CH”, you can use, for example, the start addresses 1, 32, 63, 94.
- 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

	31CH 31 channels	22CH 28 channels
Pan / Tilt	25, 27	22, 24
Dimmer	8	8
Shutter / strobe	7	7
Color mixing	1–3	1–3
Color wheel	4–6	4–6
Gobo wheel	10, 13	10, 11
Gobo rotation	13, 14	11, 12
Prism	16–19	14–17
Frost	20	18
Zoom	21	19
Focus	22	20
Animation wheel	11, 12	

Prism 1

1. Open
   DMX 0–127
2. 
   4 facets
   Prism 1
   DMX 128–255

Prism 2

1. Open
   DMX 0–127
2. 
   8 facets
   prism2
   DMX 128–255

Color wheel 1

1. Open
   DMX 0–23
2. Color 1
   DMX 47–69
3. Color 2
   DMX 93–115
4. Color 3
   DMX 140–162
5. Color 4
   DMX 186–208
6. Color 5
   DMX 232–255

Color wheel 2

1 Open
DMX 0–23

2 Color 1
DMX 47–69

3 Color 2
DMX 93–115

4 Color 3
DMX 140–162

5 Color 4
DMX 186–208

6 Color 5
DMX 232–255

Color wheel 3

1 Open
DMX 0–23

2 Color 1
DMX 47–69

3 Color 2
DMX 93–115

4 Color 3
DMX 140–162

5 Color 4
DMX 186–208

6 Color 5
DMX 232–255

Gobo wheel 1

1 Wheel Slot 1
DMX 0–3

2 Gobo 1: Wheel Slot 2
DMX 4–6

3 Gobo 1: Wheel Slot 3
DMX 7–10

4 Gobo 1: Wheel Slot 4
DMX 11–13

5 Gobo 1: Wheel Slot 5
DMX 14–17

6 Gobo 1: Wheel Slot 6
DMX 18–20

7 Gobo 1: Wheel Slot 7
DMX 21–24

8 Gobo 1: Wheel Slot 8
DMX 25–28

9 Gobo 1: Wheel Slot 9
DMX 29–31

10 Gobo 1: Wheel Slot 10
DMX 32–35

11 Gobo 1: Wheel Slot 11
DMX 36–38

12 Gobo 1: Wheel Slot 12
DMX 39–42

13 Gobo 1: Wheel Slot 13
DMX 43–46

14 Gobo 1: Wheel Slot 14
DMX 47–49

15 Gobo 1: Wheel Slot 15
DMX 50–53

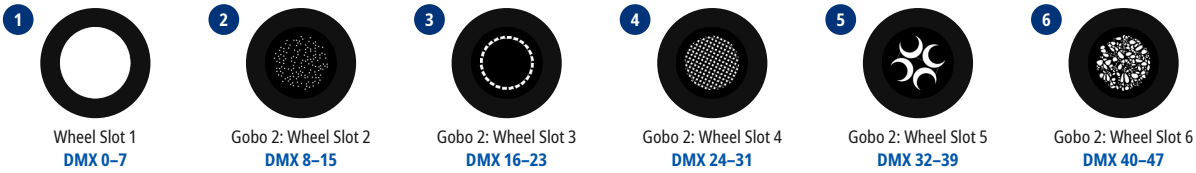
16 Gobo 1: Wheel Slot 16
DMX 54–56

17 Gobo 1: Wheel Slot 17
DMX 57–60

18 Gobo 1: Wheel Slot 18
DMX 61–63

19 Wheel Slot 19
DMX 64–68

Gobo wheel 2



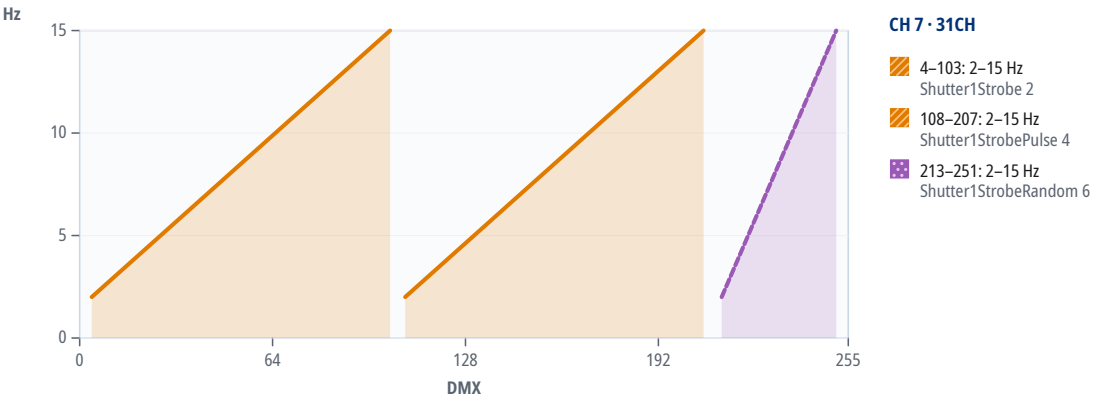
1 Wheel Slot 1 — DMX 0–7
2 Gobo 2: Wheel Slot 2 — DMX 8–15
3 Gobo 2: Wheel Slot 3 — DMX 16–23
4 Gobo 2: Wheel Slot 4 — DMX 24–31
5 Gobo 2: Wheel Slot 5 — DMX 32–39
6 Gobo 2: Wheel Slot 6 — DMX 40–47
7 Gobo 2: Wheel Slot 7 — DMX 48–55
8 Gobo 2: Wheel Slot 8 — DMX 56–63
9 Wheel Slot 9 — DMX 64–72

Animation wheel



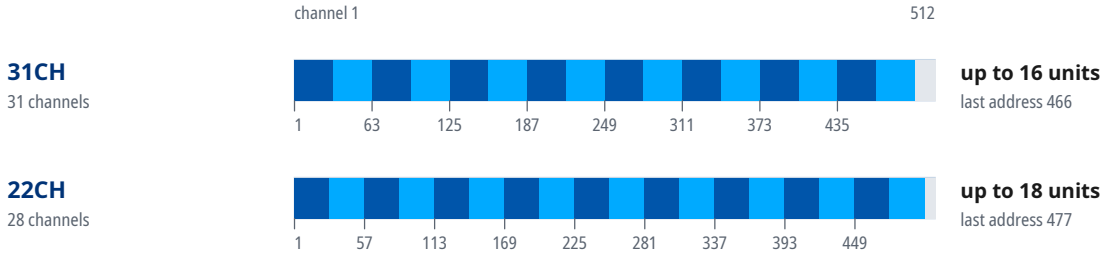
1 Wheel Slot 1
2 Wheel Slot 2

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “31CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	156	11	311	16	466
2	32	7	187	12	342	17	U2 · 1
3	63	8	218	13	373	18	U2 · 32
4	94	9	249	14	404	19	U2 · 63
5	125	10	280	15	435	20	U2 · 94

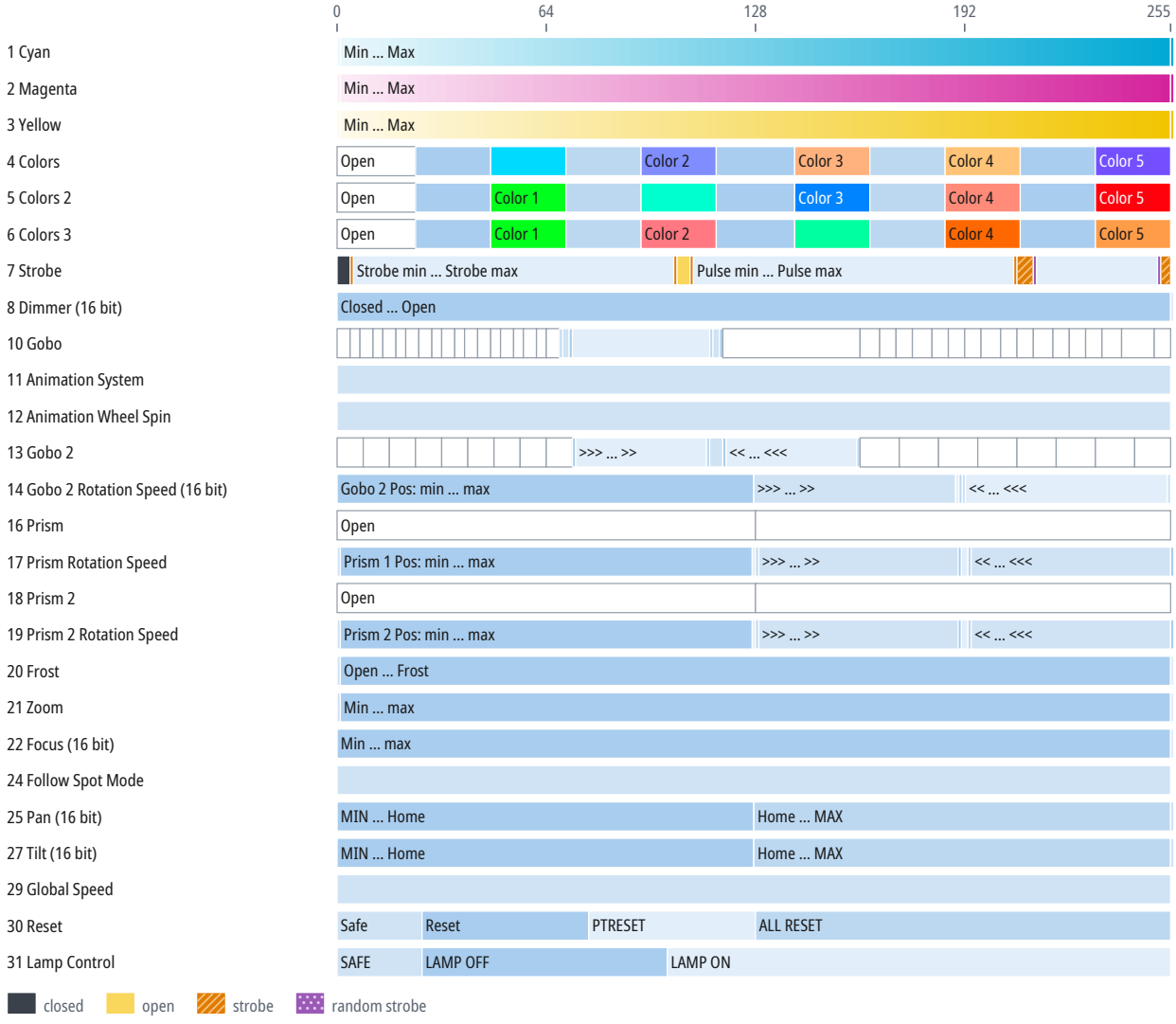
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 31CH

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 7 Strobe at 104–107 “open” or 208–212; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Strobe 255, CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0	Min
		1–254	Min ... Max
		255	Max
2	Magenta	0	Min
		1–254	Min ... Max
		255	Max
3	Yellow	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
4	Colors	0–23	Open
		24–46	Open ... color 1
		47–69	Color 1
		70–92	Color 1 ... color 2
		93–115	Color 2
		116–139	Color 2 ... color 3
		140–162	Color 3
		163–185	Color 3 ... color 4
		186–208	Color 4
		209–231	Color 4 ... color 5
		232–255	Color 5
5	Colors 2	0–23	Open
		24–46	Open ... color 1
		47–69	Color 1
		70–92	Color 1 ... color 2
		93–115	Color 2
		116–139	Color 2 ... color 3
		140–162	Color 3
		163–185	Color 3 ... color 4
		186–208	Color 4
		209–231	Color 4 ... color 5
		232–255	Color 5
6	Colors 3	0–23	Open
		24–46	Open ... color 1
		47–69	Color 1
		70–92	Color 1 ... color 2
		93–115	Color 2
		116–139	Color 2 ... color 3
		140–162	Color 3
		163–185	Color 3 ... color 4
		186–208	Color 4
		209–231	Color 4 ... color 5
		232–255	Color 5
7	Strobe	0–3	Close
		4	Strobe min
		5–102	Strobe min ... Strobe max
		103	Strobe max
		104–107	Open
		108	Pulse min
		109–206	Pulse min ... Pulse max
		207	Pulse max
		208–212	Open 2

CH	Function	DMX	Description
7	Strobe (continued)	213	Random min
		214–250	Random min ... Random max
		251	Random max
		252–255	open2
8	Dimmer	0–255	Closed ... Open
		255	Open
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Gobo	0–3	Wheel Slot 1
		4–6	Gobo 1: Wheel Slot 2
		7–10	Gobo 1: Wheel Slot 3
		11–13	Gobo 1: Wheel Slot 4
		14–17	Gobo 1: Wheel Slot 5
		18–20	Gobo 1: Wheel Slot 6
		21–24	Gobo 1: Wheel Slot 7
		25–28	Gobo 1: Wheel Slot 8
		29–31	Gobo 1: Wheel Slot 9
		32–35	Gobo 1: Wheel Slot 10
		36–38	Gobo 1: Wheel Slot 11
		39–42	Gobo 1: Wheel Slot 12
		43–46	Gobo 1: Wheel Slot 13
		47–49	Gobo 1: Wheel Slot 14
		50–53	Gobo 1: Wheel Slot 15
		54–56	Gobo 1: Wheel Slot 16
		57–60	Gobo 1: Wheel Slot 17
		61–63	Gobo 1: Wheel Slot 18
		64–67	Gobo 1: Wheel Slot 19
		68	<<<
		69–70	<<< ... <<
		71	<<
		72–113	Gobo 1 Wheel Spin: stop
		114	>>
		115–116	>> ... >>>
		117	>>>
		118–159	Gobo 1 Select Shake: Wheel Slot 2 (0.947–1.39 Hz)
		160–165	Gobo 1 Select Shake: Wheel Slot 3 (1.39–1.84 Hz)
		166–170	Gobo 1 Select Shake: Wheel Slot 4 (1.84–2.29 Hz)
		171–175	Gobo 1 Select Shake: Wheel Slot 5 (2.29–2.74 Hz)
		176–181	Gobo 1 Select Shake: Wheel Slot 6 (2.74–3.18 Hz)
		182–186	Gobo 1 Select Shake: Wheel Slot 7 (3.18–3.63 Hz)
		187–191	Gobo 1 Select Shake: Wheel Slot 8 (3.63–4.08 Hz)
		192–196	Gobo 1 Select Shake: Wheel Slot 9 (4.08–4.53 Hz)
		197–202	Gobo 1 Select Shake: Wheel Slot 10 (4.53–4.97 Hz)

CH	Function	DMX	Description
10	Gobo (continued)	203–207	Gobo 1 Select Shake: Wheel Slot 11 (4.97–5.42 Hz)
		208–212	Gobo 1 Select Shake: Wheel Slot 12 (5.42–5.87 Hz)
		213–218	Gobo 1 Select Shake: Wheel Slot 13 (5.87–6.32 Hz)
		219–223	Gobo 1 Select Shake: Wheel Slot 14 (6.32–6.76 Hz)
		224–228	Gobo 1 Select Shake: Wheel Slot 15 (6.76–7.21 Hz)
		229–233	Gobo 1 Select Shake: Wheel Slot 16 (7.21–7.66 Hz)
		234–239	Gobo 1 Select Shake: Wheel Slot 17 (7.66–8.11 Hz)
		240–249	Gobo 1 Select Shake: Wheel Slot 18 (8.11–8.55 Hz)
		250–255	Gobo 1 Select Shake: Wheel Slot 19 (8.55–9 Hz)
11	Animation System	0–255	
12	Animation Wheel Spin	0–255	
13	Gobo 2	0–7	Wheel Slot 1
		8–15	Gobo 2: Wheel Slot 2
		16–23	Gobo 2: Wheel Slot 3
		24–31	Gobo 2: Wheel Slot 4
		32–39	Gobo 2: Wheel Slot 5
		40–47	Gobo 2: Wheel Slot 6
		48–55	Gobo 2: Wheel Slot 7
		56–63	Gobo 2: Wheel Slot 8
		64–71	Gobo 2: Wheel Slot 9
		72	>>>
		73–112	>>> ... >>
		113	>>
		114–117	Gobo 2 Select Spin: stop
		118	<<
		119–158	<< ... <<<
		159	<<<
		160–171	Gobo 2 Select Shake: Wheel Slot 2 (0–0.111 Hz)
		172–183	Gobo 2 Select Shake: Wheel Slot 3 (0.111–0.222 Hz)
		184–195	Gobo 2 Select Shake: Wheel Slot 4 (0.222–0.333 Hz)
		196–207	Gobo 2 Select Shake: Wheel Slot 5 (0.333–0.444 Hz)
		208–219	Gobo 2 Select Shake: Wheel Slot 6 (0.444–0.556 Hz)
		220–231	Gobo 2 Select Shake: Wheel Slot 7 (0.556–0.667 Hz)
		232–243	Gobo 2 Select Shake: Wheel Slot 8 (0.667–0.778 Hz)
		244–255	Gobo 2 Select Shake: Wheel Slot 9 (0.778–0.889 Hz)
14	Gobo 2 Rotation Speed	0–127	Gobo 2 Pos: min ... max
		128	Gobo 2 Pos: max
		128–189	>>> ... >>
		190	>>
		190	Gobo 2 Pos Rotate: >> ... stop
		191–192	Gobo 2 Pos Rotate: stop
		192	Gobo 2 Pos Rotate: stop ... <<

CH	Function	DMX	Description
14	Gobo 2 Rotation Speed (continued)	193–254	<< ... <<<
		255	<<<
15	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 14
16	Prism	0–127	Open
		128–255	Prism 1
17	Prism Rotation Speed	0	Prism 1 Pos: min
		1–126	Prism 1 Pos: min ... max
		127	Prism 1 Pos: max
		128	>>>
		129–189	>>> ... >>
		190	>>
		191–192	Prism 1 Pos Rotate: stop
		193	<<
		194–254	<< ... <<<
		255	<<<
18	Prism 2	0–127	Open
		128–255	prism2
19	Prism 2 Rotation Speed	0	Prism 2 Pos: min
		1–126	Prism 2 Pos: min ... max
		127	Prism 2 Pos: max
		128	>>>
		129–189	>>> ... >>
		190	>>
		191–192	Prism 2 Pos Rotate: stop (up to 0.35 °/s (0.1 rpm))
		193	<<
		194–254	<< ... <<<
		255	<<<
20	Frost	0	Open
		1–254	Open ... Frost
		255	Frost
21	Zoom	0	Min
		1–254	Min ... max
		255	Max
22	Focus	0–255	Min ... max
		255	Max
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Follow Spot Mode	0–255	
25	Pan	0–127	MIN ... Home
		128–255	Home ... MAX
		255	MAX
26	Pan Fine	0–255	Fine adjustment of CH 25
27	Tilt	0–127	MIN ... Home

CH	Function	DMX	Description
27	Tilt (continued)	128–255	Home … MAX
		255	MAX
28	Tilt Fine	0–255	Fine adjustment of CH 27
29	Global Speed	0–255	
30	Reset	0–25	Safe
		26–76	Reset
		77–127	PTRESET
		128–255	ALL RESET
31	Lamp Control	0–25	SAFE
		26–100	LAMP OFF
		101–255	LAMP ON

Mode 22CH

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 7 Strobe at 104–107 “open” or 208–212; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Strobe 255, CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan		Same as CH 1 in the mode “31CH” (p. 11)
2	Magenta		Same as CH 2 in the mode “31CH” (p. 11)
3	Yellow		Same as CH 3 in the mode “31CH” (p. 11)
4	Colors		Same as CH 4 in the mode “31CH” (p. 12)
5	Colors 2		Same as CH 5 in the mode “31CH” (p. 12)
6	Colors 3		Same as CH 6 in the mode “31CH” (p. 12)
7	Strobe		Same as CH 7 in the mode “31CH” (p. 12)
8	Dimmer		Same as CH 8 in the mode “31CH” (p. 13)
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Gobo		Same as CH 10 in the mode “31CH” (p. 13)
11	Gobo 2		Same as CH 13 in the mode “31CH” (p. 14)
12	Gobo 2 Rotation Speed		Same as CH 14 in the mode “31CH” (p. 14)
13	Gobo 2 Rotation Speed Fine	0–255	Fine adjustment of CH 12
14	Prism		Same as CH 16 in the mode “31CH” (p. 15)
15	Prism Rotation Speed		Same as CH 17 in the mode “31CH” (p. 15)
16	Prism 2		Same as CH 18 in the mode “31CH” (p. 15)
17	Prism 2 Rotation Speed		Same as CH 19 in the mode “31CH” (p. 15)
18	Frost		Same as CH 20 in the mode “31CH” (p. 15)
19	Zoom		Same as CH 21 in the mode “31CH” (p. 15)
20	Focus		Same as CH 22 in the mode “31CH” (p. 15)
21	Focus Fine	0–255	Fine adjustment of CH 20
22	Pan		Same as CH 25 in the mode “31CH” (p. 15)
23	Pan Fine	0–255	Fine adjustment of CH 22
24	Tilt		Same as CH 27 in the mode “31CH” (p. 15)
25	Tilt Fine	0–255	Fine adjustment of CH 24
26	Global Speed	0–255	
27	Reset		Same as CH 30 in the mode “31CH” (p. 16)
28	Lamp Control		Same as CH 31 in the mode “31CH” (p. 16)

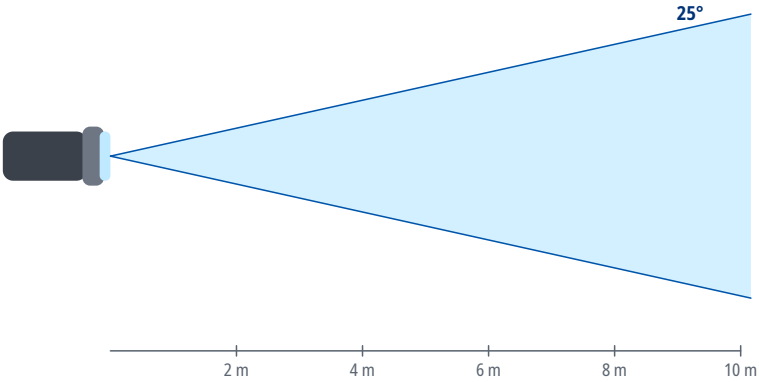
10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	700 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	85
Optics	
Beam angle	25°
Movement	
Pan	540°
Tilt	270°
Dimensions and construction	
Weight	65 kg
Operating environment	
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	2–15 Hz
Gobo wheel 1 rotation	up to 45 °/s (7.5 rpm)
Gobo wheel 2 rotation	up to 45 °/s (7.5 rpm)
Gobo 2 rotation	up to 45 °/s (7.5 rpm)
Prism 1 rotation	up to 45 °/s (7.5 rpm)
Prism 2 rotation	up to 45 °/s (7.5 rpm)

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 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.