DMX REFERENCE

LED PIXEL BAR ZOOM

LED PIXEL BAR ZOOM / TILT 12X 40W 4 IN 1 LEDS

SPACE LIGHTS



Manufacturer	SPACE LIGHTS
GDTF file	SPACE_LIGHTS_LED_PIXEL_BAR_ZOOM_104127.gdtf
GDTF revision	V0001 · 2025-07-16
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1 About this manual

This document describes the LED PIXEL BAR ZOOM / TILT 12X 40W 4 IN 1 LEDS by SPACE LIGHTS. It was compiled from the GDTF file SPACE_LIGHTS_LED_PIXEL_BAR_ZOOM_104127.gdtf from the GDTF-Share library.

File revision: “V0001”.

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 SPACE LIGHTS; 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.

Note in the GDTF file

“Chinese knock off.... based on the Chauvet COLORado PXL Bar 16 GDTF file.”

2 Quick reference

Parameter	Value
Weight	20.7 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Basic	14	36	1, 15, 29, 43, ...
Pixels 12	57	8	1, 58, 115, 172, ...

No light? Check these channels

- Basic: CH 6 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter Open”
- Pixels 12: CH 8 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter 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

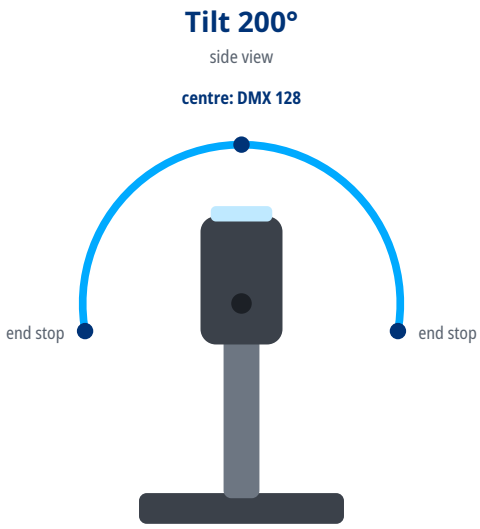
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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

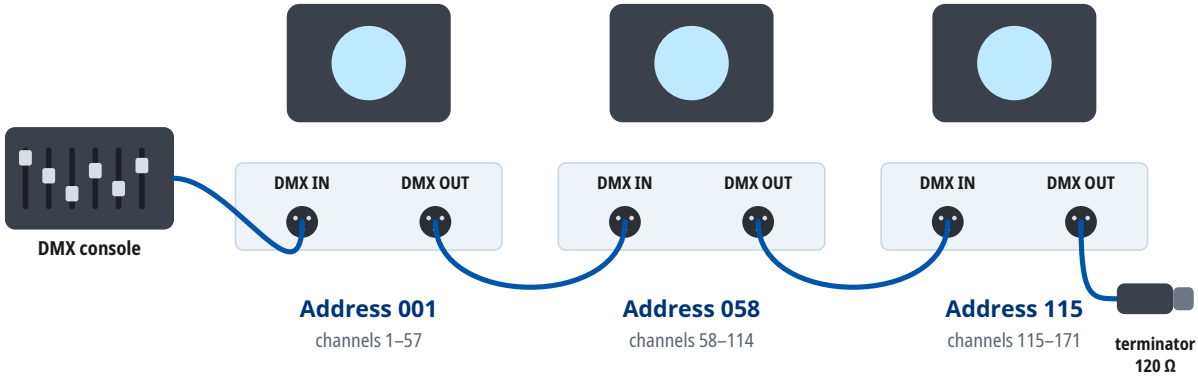
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 20.7 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 Pixels 12: every unit occupies 57 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 “Pixels 12”: 57.
- 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 “Pixels 12”, you can use, for example, the start addresses 1, 58, 115, 172.
- 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

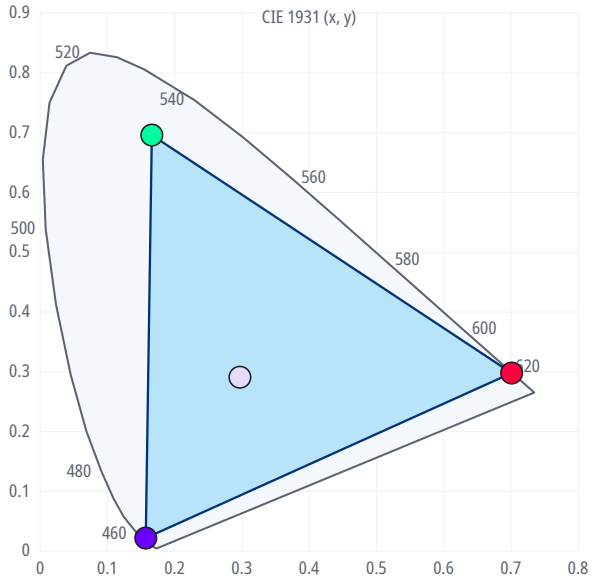
Functions in each DMX mode

	Basic 14 channels	Pixels 12 57 channels
Pan / Tilt	1	1
Dimmer	4	6
Shutter / strobe	6	8
Color mixing	10–13	9–56
Color temperature	7	
Zoom	3	4, 5
Effects / macros	7–9	
Pixel control		12 cells

Color wheel



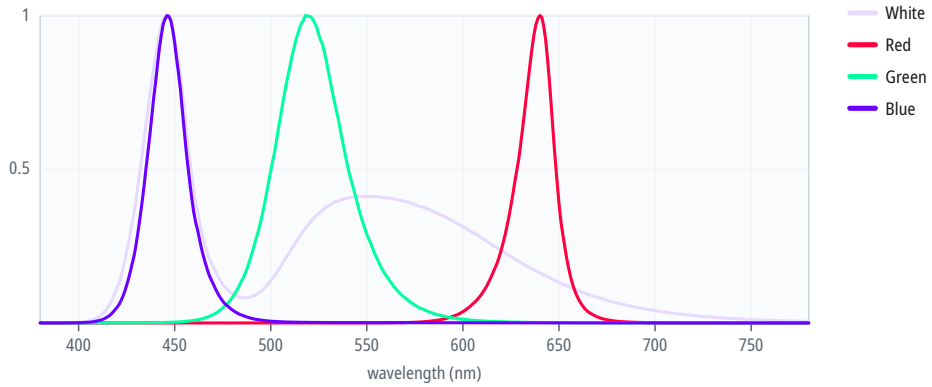
LED colors and the colors they mix



LED	x	y	nm
White	0.297	0.291	
Red	0.701	0.298	626
Green	0.166	0.696	525
Blue	0.157	0.022	451

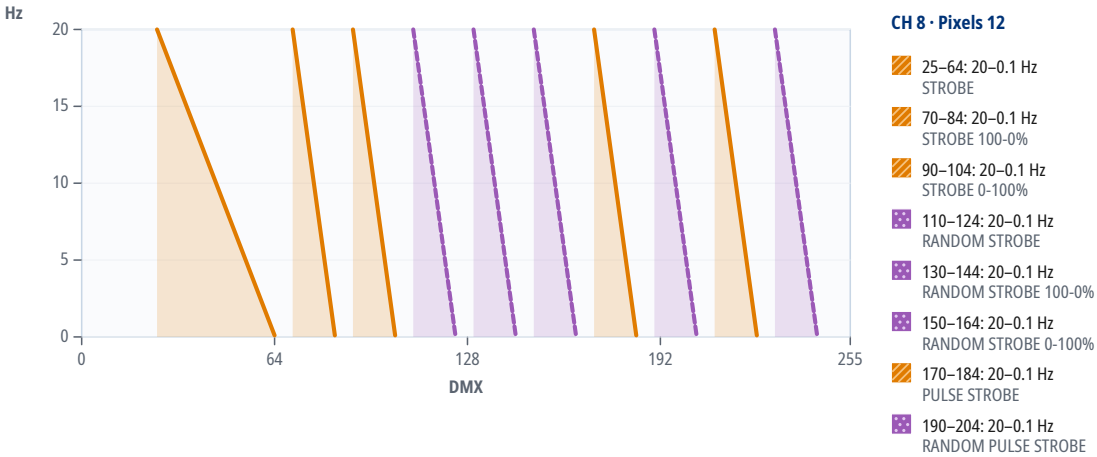
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

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



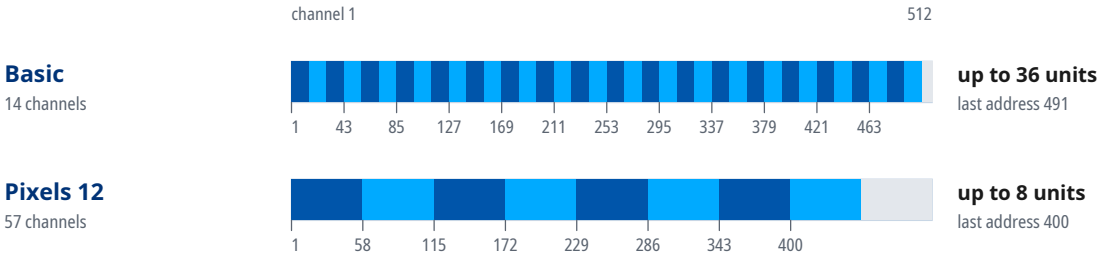
Cells (pixels)



16 cells where the GDTF file places them (seen from above), numbered in the file's order; the mode “Pixels 12” drives them together.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Pixels 12”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	286	11	U2 · 115	16	U2 · 400
2	58	7	343	12	U2 · 172	17	U3 · 1
3	115	8	400	13	U2 · 229	18	U3 · 58
4	172	9	U2 · 1	14	U2 · 286	19	U3 · 115
5	229	10	U2 · 58	15	U2 · 343	20	U3 · 172

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.

RDM personalities

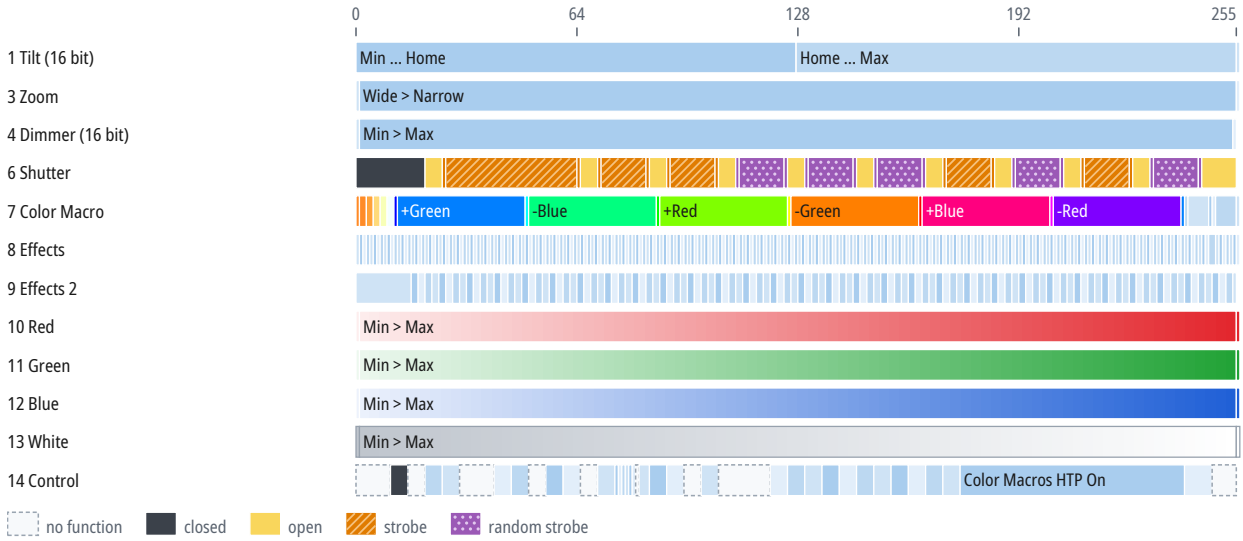
Mode	Channels	RDM personality
Basic	14	2
Pixels 12	57	3

Mode Basic

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 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 4 Dimmer 255, CH 7 Color Macro 0, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255, CH 13 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–127	Min ... Home
		127	Home
		128–255	Home ... Max
		255	Max
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Zoom	0	Wide
		1–254	Wide > Narrow
		255	Narrow
4	Dimmer	0	Min
		1–254	Min > Max
		255	Max
5	Dimmer Fine	0–255	Fine adjustment of CH 4
6	Shutter	0–19	Shutter Closed
		20–24	STROBE CLOSE/OPEN: Shutter Open
		25	STROBE: Fast
		26–63	STROBE: Fast > Slow
		64	STROBE: Slow
		65–69	STROBE OPEN: Shutter Open
		70	STROBE 100-0%: Fast
		71–83	STROBE 100-0%: Fast > Slow
		84	STROBE 100-0%: Slow

CH	Function	DMX	Description
6	Shutter (continued)	85–89	STROBE OPEN: Shutter Open
		90	STROBE 0-100%: Fast
		91–103	STROBE 0-100%: Fast > Slow
		104	STROBE 0-100%: Slow
		105–109	STROBE OPEN: Shutter Open
		110	RANDOM STROBE: Fast
		111–123	RANDOM STROBE: Fast > Slow
		124	RANDOM STROBE: Slow
		125–129	STROBE OPEN: Shutter Open
		130	RANDOM STROBE 100-0%: Fast
		131–143	RANDOM STROBE 100-0%: Fast > Slow
		144	RANDOM STROBE 100-0%: Slow
		145–149	STROBE OPEN: Shutter Open
		150	RANDOM STROBE 0-100%: Fast
		151–163	RANDOM STROBE 0-100%: Fast > Slow
		164	RANDOM STROBE 0-100%: Slow
		165–169	STROBE OPEN: Shutter Open
		170	PULSE STROBE: Fast
		171–183	PULSE STROBE: Fast > Slow
		184	PULSE STROBE: Slow
		185–189	STROBE OPEN: Shutter Open
		190	RANDOM PULSE STROBE: Fast
		191–203	RANDOM PULSE STROBE: Fast > Slow
		204	RANDOM PULSE STROBE: Slow
		205–209	STROBE OPEN: Shutter Open
		210	STROBE 0-100-0%: Fast
		211–223	STROBE 0-100-0%: Fast > Slow
		224	STROBE 0-100-0%: Slow
		225–229	STROBE OPEN: Shutter Open
		230	RANDOM PULSE STROBE: Fast
		231–243	RANDOM PULSE STROBE: Fast > Slow
		244	RANDOM PULSE STROBE: Slow
		245–255	STROBE OPEN: Shutter Open
7	Color Macro	0	COLOR MACRO OPEN: Open
		1–2	White 2700K - CTC
		3–4	White 3200K - CTC
		5–6	White 4200K - CTC
		7–8	White 5600K - CTC
		9–10	White 8000K - CTC
		11	Blue
		12–48	+Green
		49	Cyan

CH	Function	DMX	Description
7	Color Macro (continued)	50–86	-Blue
		87	Green
		88–124	+Red
		125	Yellow
		126–162	-Green
		163	Red
		164–200	+Blue
		201	Magenta
		202–238	-Red
		239	Blue
		240	COLOR EFFECT FADE: Fast
		241–246	COLOR EFFECT FADE: Fast > Slow
		247	COLOR EFFECT FADE: Slow
		248	COLOR EFFECT SNAP: Fast
		249–254	COLOR EFFECT SNAP: Fast > Slow
		255	COLOR EFFECT SNAP: Slow
8	Effects	0	PATTERNS OPEN: Open
		1–246	Pattern 1...246 - Macro
		247–248	Pattern 247 - Macro
		249–255	Pattern 249...255 - Macro
9	Effects 2	0–15	LED Built-In Open
		16–17	LED Built-In 1 - Macro
		18–19	LED Built-In 2 - Macro
		20–21	LED Built-In 3 - Macro
		22–23	LED Built-In 4 - Macro
		24–25	LED Built-In 5 - Macro
		26–27	LED Built-In 6 - Macro
		28–29	LED Built-In 7 - Macro
		30–31	LED Built-In 8 - Macro
		32–33	LED Built-In 9 - Macro
		34–35	LED Built-In 10 - Macro
		36–37	LED Built-In 11 - Macro
		38–39	LED Built-In 12 - Macro
		40–41	LED Built-In 13 - Macro
		42–43	LED Built-In 14 - Macro
		44–45	LED Built-In 15 - Macro
		46–47	LED Built-In 16 - Macro
		48–49	LED Built-In 17 - Macro
		50–51	LED Built-In 18 - Macro
		52–53	LED Built-In 19 - Macro
		54–55	LED Built-In 20 - Macro
		56–57	LED Built-In 21 - Macro

CH	Function	DMX	Description
9	Effects 2 (continued)	58–59	LED Built-In 22 - Macro
		60–61	LED Built-In 23 - Macro
		62–63	LED Built-In 24 - Macro
		64–65	LED Built-In 25 - Macro
		66–67	LED Built-In 26 - Macro
		68–69	LED Built-In 27 - Macro
		70–71	LED Built-In 28 - Macro
		72–73	LED Built-In 29 - Macro
		74–75	LED Built-In 30 - Macro
		76–77	LED Built-In 31 - Macro
		78–79	LED Built-In 32 - Macro
		80–81	LED Built-In 33 - Macro
		82–83	LED Built-In 34 - Macro
		84–85	LED Built-In 35 - Macro
		86–87	LED Built-In 36 - Macro
		88–89	LED Built-In 37 - Macro
		90–91	LED Built-In 38 - Macro
		92–93	LED Built-In 39 - Macro
		94–95	LED Built-In 40 - Macro
		96–97	LED Built-In 41 - Macro
		98–99	LED Built-In 42 - Macro
		100–101	LED Built-In 43 - Macro
		102–103	LED Built-In 44 - Macro
		104–105	LED Built-In 45 - Macro
		106–107	LED Built-In 46 - Macro
		108–109	LED Built-In 47 - Macro
		110–111	LED Built-In 48 - Macro
		112–113	LED Built-In 49 - Macro
		114–115	LED Built-In 50 - Macro
		116–117	LED Built-In 51 - Macro
		118–119	LED Built-In 52 - Macro
		120–121	LED Built-In 53 - Macro
		122–123	LED Built-In 54 - Macro
		124–125	LED Built-In 55 - Macro
		126–127	LED Built-In 56 - Macro
		128–129	LED Built-In 57 - Macro
		130–131	LED Built-In 58 - Macro
		132–133	LED Built-In 59 - Macro
		134–135	LED Built-In 60 - Macro
		136–137	LED Built-In 61 - Macro
		138–139	LED Built-In 62 - Macro
		140–141	LED Built-In 63 - Macro

CH	Function	DMX	Description
9	Effects 2 (continued)	142–143	LED Built-In 64 - Macro
		144–145	LED Built-In 65 - Macro
		146–147	LED Built-In 66 - Macro
		148–149	LED Built-In 67 - Macro
		150–151	LED Built-In 68 - Macro
		152–153	LED Built-In 69 - Macro
		154–155	LED Built-In 70 - Macro
		156–157	LED Built-In 71 - Macro
		158–159	LED Built-In 72 - Macro
		160–161	LED Built-In 73 - Macro
		162–163	LED Built-In 74 - Macro
		164–165	LED Built-In 75 - Macro
		166–167	LED Built-In 76 - Macro
		168–169	LED Built-In 77 - Macro
		170–171	LED Built-In 78 - Macro
		172–173	LED Built-In 79 - Macro
		174–175	LED Built-In 80 - Macro
		176–177	LED Built-In 81 - Macro
		178–179	LED Built-In 82 - Macro
		180–181	LED Built-In 83 - Macro
		182–183	LED Built-In 84 - Macro
		184–185	LED Built-In 85 - Macro
		186–187	LED Built-In 86 - Macro
		188–189	LED Built-In 87 - Macro
		190–191	LED Built-In 88 - Macro
		192–193	LED Built-In 89 - Macro
		194–195	LED Built-In 90 - Macro
		196–197	LED Built-In 91 - Macro
		198–199	LED Built-In 92 - Macro
		200–201	LED Built-In 93 - Macro
		202–203	LED Built-In 94 - Macro
		204–205	LED Built-In 95 - Macro
		206–207	LED Built-In 96- Macro
		208–209	LED Built-In 97 - Macro
		210–211	LED Built-In 98 - Macro
		212–213	LED Built-In 99 - Macro
		214–215	LED Built-In 100 - Macro
		216–217	LED Built-In 101 - Macro
		218–219	LED Built-In 102 - Macro
		220–221	LED Built-In 103 - Macro
		222–223	LED Built-In 104 - Macro
		224–225	LED Built-In 105 - Macro

CH	Function	DMX	Description
9	Effects 2 (continued)	226–227	LED Built-In 106 - Macro
		228–229	LED Built-In 107 - Macro
		230–231	LED Built-In 108 - Macro
		232–233	LED Built-In 109 - Macro
		234–235	LED Built-In 110 - Macro
		236–237	LED Built-In 111 - Macro
		238–239	LED Built-In 112 - Macro
		240–241	LED Built-In 113 - Macro
		242–243	LED Built-In 114 - Macro
		244–245	LED Built-In 115 - Macro
		246–247	LED Built-In 116 - Macro
		248–249	LED Built-In 117 - Macro
		250–251	LED Built-In 118 - Macro
		252–253	LED Built-In 119 - Macro
		254–255	LED Built-In 120 - Macro
10	Red	0	Min
		1–254	Min > Max
		255	Max
11	Green	0	Min
		1–254	Min > Max
		255	Max
12	Blue	0	Min
		1–254	Min > Max
		255	Max
13	White	0	Min
		1–254	Min > Max
		255	Max
14	Control	0–9	No Function
		10–14	Blackout On Tilt
		15–19	Reserved
		20–24	RGBW Color Mixing Mode
		25–29	CMY Color Mixing Mode
		30–39	Reserved
		40–44	Defrost Fan On
		45–49	Defrost Fan Off
		50–54	Reserved
		55–59	Tilt Reset
		60–64	Zoom Reset
		65–69	Reserved
		70–74	Reset All
		75	PWM 600Hz
		76	PWM 1200Hz

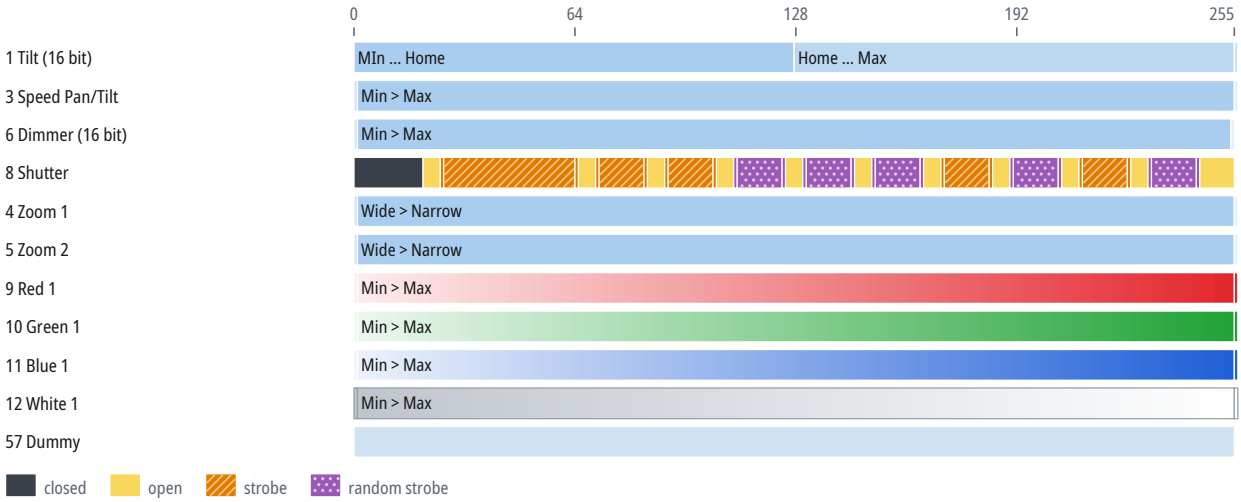
CH	Function	DMX	Description
14	Control (continued)	77	PWM 2000Hz
		78	PWM 4000Hz
		79	PWM 6000Hz
		80	PWM 15000Hz
		81	Reserved
		82–84	Cell Order 1-16
		85–89	Cell Order 16-1
		90–94	Tilt Reverse
		95–99	Reserved
		100–104	Tilt Reverse Disable
		105–119	Reserved
		120–124	Fan ECO
		125–129	Fan Full
		130–134	Fan Auto
		135–139	Dimmer Fast
		140–144	Dimmer Smooth
		145–149	Linear
		150–154	Square
		155–159	Inverse Square
		160–164	S Square
		165–169	White Mode
		170–174	Full Mode
		175–239	Color Macros HTP On
		240–247	Color Macros HTP Off
		248–255	Reserved

Mode Pixels 12

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 8 Shutter at 20–24, 65–69, 85–89, 105–109, 125–129, 145–149, 165–169, 185–189, 205–209, 225–229 or 245–255 “Shutter Open”. The GDTF file gives these values for a console's Highlight function: CH 6 Dimmer 255, CH 9 Red 255 (the same in each of the 12 cells), CH 10 Green 255 (the same in each of the 12 cells), CH 11 Blue 255 (the same in each of the 12 cells), CH 12 White 255 (the same in each of the 12 cells).

Channel functions at a glance



CH	Function	DMX	Description
1	Tilt	0–127	MIn ... Home
		127	Home
		128–255	Home ... Max
		255	Max
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Speed Pan/Tilt		P/T SPEED
		0	Min
		1–254	Min > Max
		255	Max
4	Zoom 1	0	Wide
		1–254	Wide > Narrow
		255	Narrow
5	Zoom 2	0	Wide
		1–254	Wide > Narrow
		255	Narrow
6	Dimmer		Same as CH 4 in the mode “Basic” (p. 10)
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Shutter		Same as CH 6 in the mode “Basic” (p. 10)
9	Red 1	0	Min
		1–254	Min > Max
		255	Max

CH	Function	DMX	Description
10	Green 1	0	Min
		1–254	Min > Max
		255	Max
11	Blue 1	0	Min
		1–254	Min > Max
		255	Max
12	White 1	0	Min
		1–254	Min > Max
		255	Max
57	Dummy	0–255	

CH 9–56: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 9–12); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	9	10	11	12	2	13	14	15	16
3	17	18	19	20	4	21	22	23	24
5	25	26	27	28	6	29	30	31	32
7	33	34	35	36	8	37	38	39	40
9	41	42	43	44	10	45	46	47	48
11	49	50	51	52	12	53	54	55	56

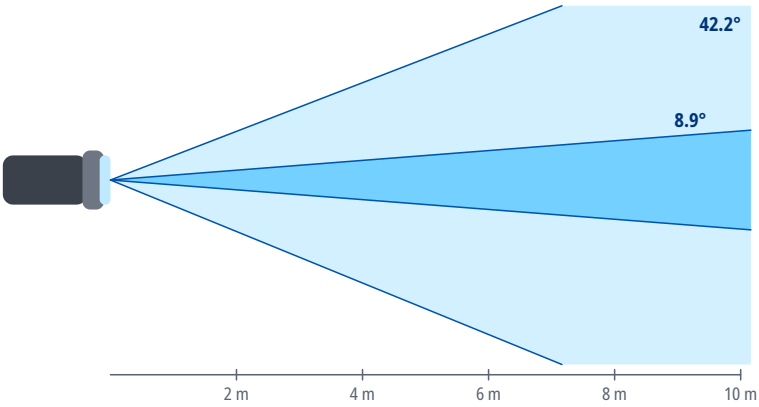
10 Technical specifications

Parameter	Value
Light source	LED
Zoom	8.9–42.2°
Tilt	200°
RDM	yes (manufacturer ID 0x21A4, device model ID 0x073F)
Weight	20.7 kg
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	0.1–20 Hz

Spot diameter



Distance	Ø 8.9°	Ø 42.2°
2 m	0.31 m	1.5 m
4 m	0.62 m	3.1 m
6 m	0.93 m	4.6 m
8 m	1.2 m	6.2 m
10 m	1.6 m	7.7 m
15 m	2.3 m	11.6 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.