DMX REFERENCE

SparoX MV

Terbly SparoX MV

Terbly



Manufacturer	Terbly
GDTF file	Terbly_SparoX_MV_92006.gdtf
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1 About this manual

This document describes the Terbly SparoX MV by Terbly. It was compiled from the GDTF file Terbly_SparoX_MV_92006.gdtf from the GDTF-Share library.

File revision: “Offical”.

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 Terbly; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Power consumption	850 W
Weight	13.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	25	20	1, 26, 51, 76, ...
Extended	197	2	1, 198
SL Side Pixel	1	512	1, 2, 3, 4, ...
SL Mid Pixel	1	512	1, 2, 3, 4, ...
Plate Pixel	3	170	1, 4, 7, 10, ...

No light? Check these channels

- Standard: CH 8 Shutter 1 at 32–63 “Open” or 160–191 or 224–255; CH 9 Dimmer 1 above 0; CH 19 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 20 Dimmer 2 above 0
- Extended: CH 6 Shutter 1 at 32–63 “Open” or 160–191 or 224–255; CH 11 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 18 Dimmer above 0 (the same in each of the 36 cells)
- SL Side Pixel: CH 1 Dimmer above 0
- SL Mid Pixel: CH 1 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

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

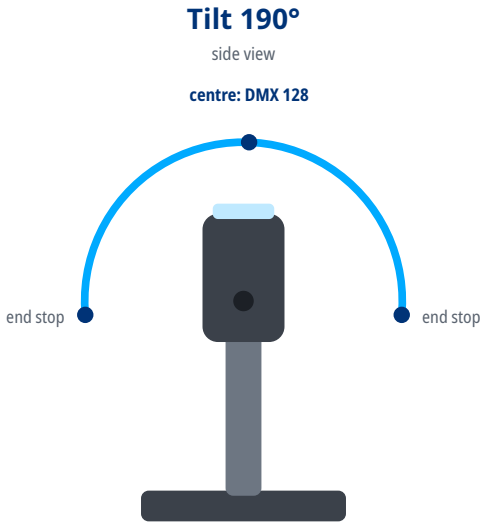
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Description in the GDTF file

“Regular fixtures do not have Frost. The electronic Frost function is optional”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

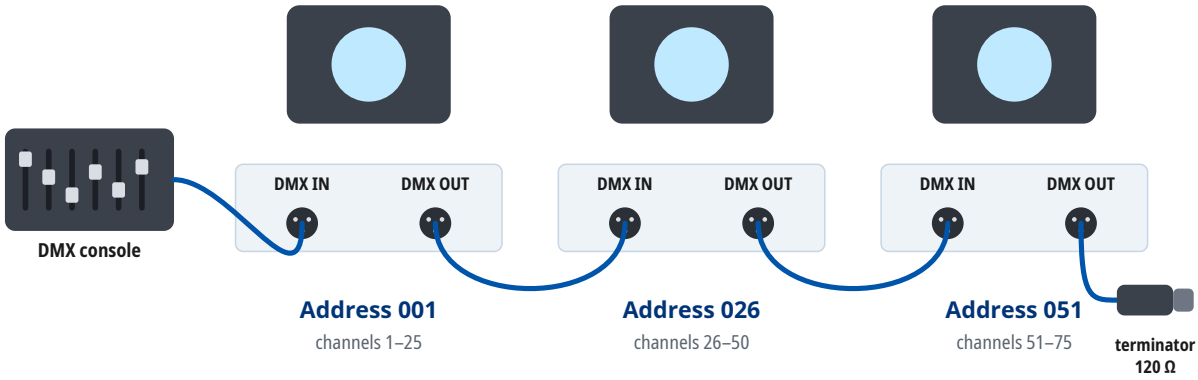
⚠ WARNING

- 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: 13.5 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 Standard: every unit occupies 25 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

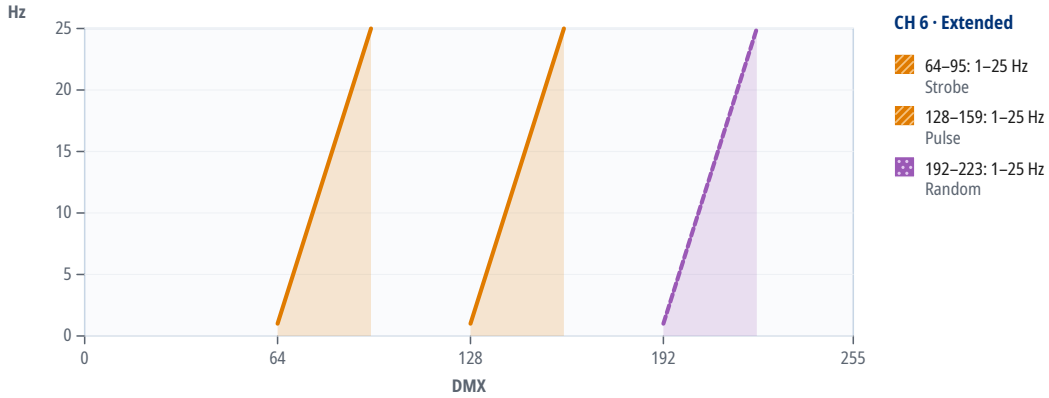
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Extended”: 197.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied 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, 198.
- 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

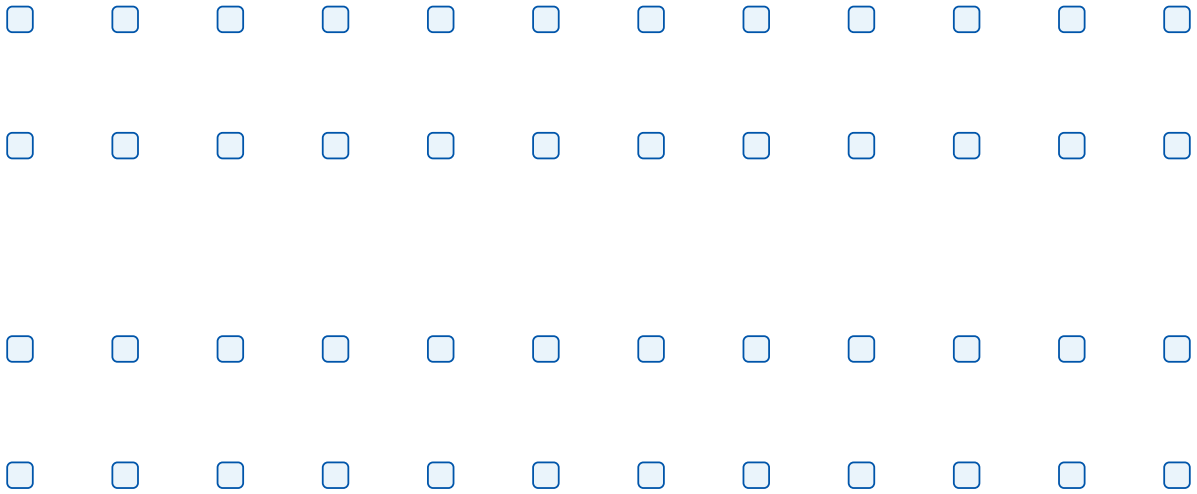
Functions in each DMX mode

	Standard 25 channels	Extended 197 channels	SL Side Pixel 1 channel	SL Mid Pixel 1 channel	Plate Pixel 3 channels
Pan / Tilt	1	1			
Dimmer	9, 20	18–53	1–24	1–12	✓
Dimmer resolution	16 bit	8 bit	8 bit	8 bit	
Shutter / strobe	8, 19	6, 11			
Color mixing	4 channels (6–17)	54–197			1–144
Frost	25	17			
Effects / macros	11, 12, 23, 24	9, 10, 15, 16			
Pixel control		36 + 48 cells			

Strobe rate



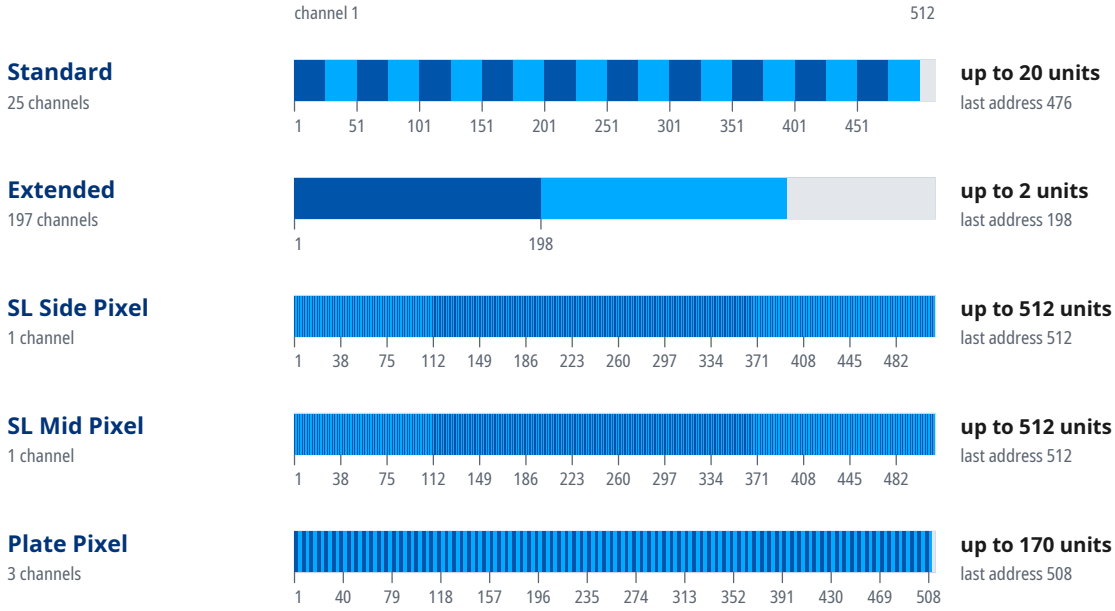
Cells (pixels)



Cells where the GDTF file places them (seen from above), 48 in all in the mode “Extended”.

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	U3 · 198	11	U6 · 1	16	U8 · 198
2	198	7	U4 · 1	12	U6 · 198	17	U9 · 1
3	U2 · 1	8	U4 · 198	13	U7 · 1	18	U9 · 198
4	U2 · 198	9	U5 · 1	14	U7 · 198	19	U10 · 1
5	U3 · 1	10	U5 · 198	15	U8 · 1	20	U10 · 198

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 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 8 Shutter 1 at 32–63 “Open” or 160–191 or 224–255; CH 9 Dimmer 1 above 0; CH 19 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 20 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 6 White 255, CH 8 Shutter 1 63, CH 9 Dimmer 1 255, CH 13 Red 255, CH 15 Green 255, CH 17 Blue 255, CH 19 Shutter 2 63, CH 20 Dimmer 2 255.

CH	Function	DMX	Description
1	Tilt	0–128	Min … Center
		128–255	Center … Max
		255	Max
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Speed Pan/Tilt	0	Max
		1–224	Max … min
		225	Min

CH	Function	DMX	Description
3	Speed Pan/Tilt (continued)	226–235	BO by Movement
		236–245	BO by all Wheel
		246–255	Position MSpeed 1
4	Dimmer Curve	0–20	Standard
		21–40	Stage
		41–60	TV
		61–80	Architecural
		81–100	Theatre
		101–255	Default to Unit Setting
5	Control	0–79	Normal
		80–84	Reset All
		85–87	Reset P/T
		88–90	Reset P/T ... Store white balance enabled
		91–93	Store white balance enabled
		94–96	Store white balance enabled ... Reset Others
		97–99	Reset Others
		100–119	Internal pro 1
		120–139	Internal pro 2
		140–159	Internal pro 3
		160–179	Internal pro 4
		180–199	Internal pro 5
		200–219	Internal pro 6
		220–239	Internal pro 7
		240–255	Internal programs
6	White	0–255	Min ... Max
		255	Max
7	White Fine	0–255	Fine adjustment of CH 6
8	Shutter 1	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe
		95	Max Strobe
		96–127	LED max power 10s
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Rnd
		193–222	Min Rnd ... maxRnd
		223	maxRnd
		224–255	Open 4
9	Dimmer 1	0–255	Closed ... Open

CH	Function	DMX	Description
9	Dimmer 1 (continued)	255	Open
10	Dimmer 1 Fine	0–255	Fine adjustment of CH 9
11	Effects 1	0–10	Led trun off
		11–40	Chase 1
		41–70	Chase 2
		71–100	Chase 3
		101–130	Chase 4
		131–160	Chase 5
		161–190	Chase 6
		191–220	Chase 7
		221–255	Chase 8
12	Effects Speed 1	0	>>>
		1–124	>>
		125	>
		126–130	Stop
		131	<
		132–254	<<
		255	<<<
13	Red	0–255	Min ... Max
		255	Max
14	Red Fine	0–255	Fine adjustment of CH 13
15	Green	0–255	Min ... Max
		255	Max
16	Green Fine	0–255	Fine adjustment of CH 15
17	Blue	0–255	Min ... Max
		255	Max
18	Blue Fine	0–255	Fine adjustment of CH 17
19	Shutter 2	0–31	Shutter: Closed
		32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe
		95	Max Strobe
		96–127	Open 2
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Rnd
		193–222	Min Rnd ... maxRnd
		223	maxRnd
		224–255	Open 4
20	Dimmer 2	0–255	Closed ... Open

CH	Function	DMX	Description
20	Dimmer 2 (continued)	255	Open
21	Dimmer 2 Fine	0–255	Fine adjustment of CH 20
22	Color Effects	0–4	No function
		5–7	Special Pale Lavender
		8–10	Fuchsia Pink
		11–13	Surprise Pink
		14–16	Provence
		17–19	Cabana Blue
		20–22	Cornflower
		23–25	1/2C T Blue
		26–28	Pale Navy Blue
		29–31	Medium Blue-Green
		32–34	Peacock Blue
		35–37	Marine Blue
		38–40	Steel Green
		41–43	Liberty Green
		44–46	Lee Fluorescent 3600K
		47–49	Jade
		50–52	Dark Green
		53–55	Moss Green
		56–58	Lime Green
		59–61	White Flame Green
		62–64	Eighth Plus Green
		65–67	Pale Yellow
		68–70	Straw
		71–73	Half C T Straw
		74–76	Bastard Amber
		77–79	LEE Yellow
		80–82	Full C T Orange
		83–85	Cardbox Amber
		86–88	English Rose
		89–91	Bastard Pink
		92–94	Surprise Peach
		95–97	Easy White
		98–100	Spring Yellow
		101–103	Chrome Orange
		104–106	Deep Orange
		107–109	Rust
		110–112	Terry Red
		113–115	Light Red
		116–118	Bright Rose
		119–121	Pink

CH	Function	DMX	Description
22	Color Effects (continued)	122–124	Light Rose
		125–127	Pale Gold
		128–130	Pink Carnation
		131–133	Flesh Pink
		134–136	Plum
		137–139	Rose Pink
		140–142	Bright Pink
		143–145	Special Rose Pink
		146–148	Magical Magenta
		149–151	Rose Purple
		152–153	Windowgreen
		154–155	Tough Minusgreen
		156–157	Fluorofilter
		158–159	Urban Vapor
		160–161	Industrial Vapor
		162–163	Tough Y-1
		164–165	Tough MTY
		166–167	60 Blue
		168–169	Daylight Blue
		170–171	90 Blue
		172–173	15 Cyan
		174–175	60 Cyan
		176–177	90 Cyan
		178–179	15 Green
		180–181	60 Green
		182–183	90 Green
		184–185	60 Yellow
		186–187	90 Yellow
		188–189	60 Red
		190–191	90 Red
		192–193	Deep Red
		194–195	30 Magenta
		196–197	60 Magenta
		198–199	90 Magenta
		200–201	60 Pink
		202–203	90 Pink
		204–205	30 Lavender
		206–207	Storaro Red
		208–209	Storaro Orange
		210–211	Storaro Yellow
		212–213	Storaro Green
		214–215	Storaro Cyan

CH	Function	DMX	Description
22	Color Effects (continued)	216–217	Storaro Magenta
		218–219	Straw
		220–221	Light Amber
		222–223	Mayan Sun
		224–225	Middle Rose
		226–227	Bermuda Blue
		228–229	Turquoise
		230–231	Flesh Pink
		232–233	CTO
		234–255	No function
23	Effects 2	0–10	Led trun off
		11–40	Chase 1
		41–70	Chase 2
		71–100	Chase 3
		101–130	Chase 4
		131–160	Chase 5
		161–190	Chase 6
		191–220	Chase 7
		221–255	Chase 8
24	Effects Speed 2	0	>>>
		1–124	>>
		125	>
		126–130	Stop
		131	<
		132–254	<<
		255	<<<
25	Frost	0–255	Frost

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 6 Shutter 1 at 32–63 “Open” or 160–191 or 224–255; CH 11 Shutter 2 at 32–63 “Open” or 96–127 or 160–191 or 224–255; CH 18 Dimmer above 0 (the same in each of the 36 cells). The GDTF file gives these values for a console's Highlight function: CH 6 Shutter 1 63, CH 11 Shutter 2 63, CH 18 Dimmer 255 (the same in each of the 36 cells), CH 54 Red 255 (the same in each of the 48 cells), CH 55 Green 255 (the same in each of the 48 cells), CH 56 Blue 255 (the same in each of the 48 cells).

CH	Function	DMX	Description
1	Tilt		Same as CH 1 in the mode “Standard” (p. 9)
2	Tilt Fine	0–255	Fine adjustment of CH 1
3	Speed Pan/Tilt		Same as CH 3 in the mode “Standard” (p. 9)
4	Dimmer Curve		Same as CH 4 in the mode “Standard” (p. 10)
5	Control		Same as CH 5 in the mode “Standard” (p. 10)
6	Shutter 1	0–31	Shutter: Closed

CH	Function	DMX	Description
6	Shutter 1 (continued)	32–63	Shutter: Open
		64	Min Strobe
		65–94	Min Strobe ... max Strobe
		95	Max Strobe
		96–127	LED max power 5s
		128	Min Pulse
		129–158	Min Pulse ... max Pulse
		159	Max Pulse
		160–191	Open 3
		192	Min Rnd
		193–222	Min Rnd ... maxRnd
		223	maxRnd
		224–255	Open 4
7	Undefined		Dimmer 1
		0–255	Closed ... Open
		255	Open
8	Undefined Fine	0–255	Fine adjustment of CH 7
9	Effects 1		Same as CH 11 in the mode “Standard” (p. 11)
10	Effects Speed 1		Same as CH 12 in the mode “Standard” (p. 11)
11	Shutter 2		Same as CH 19 in the mode “Standard” (p. 11)
12	Undefined		Dimmer 1
		0–255	Closed ... Open
		255	Open
13	Undefined Fine	0–255	Fine adjustment of CH 12
14	Color Effects		Same as CH 22 in the mode “Standard” (p. 12)
15	Effects 2		Same as CH 23 in the mode “Standard” (p. 14)
16	Effects Speed 2		Same as CH 24 in the mode “Standard” (p. 14)
17	Frost	0–255	Frost
18	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
54	Red 1	0	Min
		1–254	Min ... Max
		255	Max
55	Green 1	0	Min
		1–254	Min ... Max
		255	Max
56	Blue 1	0	Min
		1–254	Min ... Max
		255	Max

CH 18–53: 36 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 18); the table below gives each cell's channel numbers.

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

CH 54–197: 48 cells of 3 channels each. Every cell works as cell 1 in the table above (CH 54–56); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	Cell	Red	Green	Blue	Cell	Red	Green	Blue
1	54	55	56	2	57	58	59	3	60	61	62
4	63	64	65	5	66	67	68	6	69	70	71
7	72	73	74	8	75	76	77	9	78	79	80
10	81	82	83	11	84	85	86	12	87	88	89
13	90	91	92	14	93	94	95	15	96	97	98
16	99	100	101	17	102	103	104	18	105	106	107
19	108	109	110	20	111	112	113	21	114	115	116
22	117	118	119	23	120	121	122	24	123	124	125
25	126	127	128	26	129	130	131	27	132	133	134
28	135	136	137	29	138	139	140	30	141	142	143
31	144	145	146	32	147	148	149	33	150	151	152
34	153	154	155	35	156	157	158	36	159	160	161
37	162	163	164	38	165	166	167	39	168	169	170
40	171	172	173	41	174	175	176	42	177	178	179
43	180	181	182	44	183	184	185	45	186	187	188
46	189	190	191	47	192	193	194	48	195	196	197

Mode SL Side Pixel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open

Mode SL Mid Pixel

If the device receives DMX in this mode but gives no light, check these channels: CH 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

CH	Function	DMX	Description
1	Dimmer		Same as CH 1 in the mode “SL Side Pixel” (p. 16)

Mode Plate Pixel

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	Function	DMX	Description
1	Red	0	Min
		1–254	Min … Max
		255	Max
2	Green	0	Min
		1–254	Min … Max
		255	Max
3	Blue	0	Min
		1–254	Min … Max
		255	Max

10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Movement	
Tilt	190°
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45 IN
RDM	yes (manufacturer ID 0x4753, device model ID 0x0781)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	850 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	13.5 kg
Operating environment	
Operating temperature	-10 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz

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.