



## Fixture's description:

**Light source:** 72x3W Luxeon LEDs in four colors (red, amber, green and royal blue). Outgoing light is cold, no safety distance required because of the light source. Life expectancy: 100 000 hours, that is more than 30 years of life with 8 hours per day use.

**Optics:** Manually exchangeable collimator set is available in 12, 30 and 50 degrees.

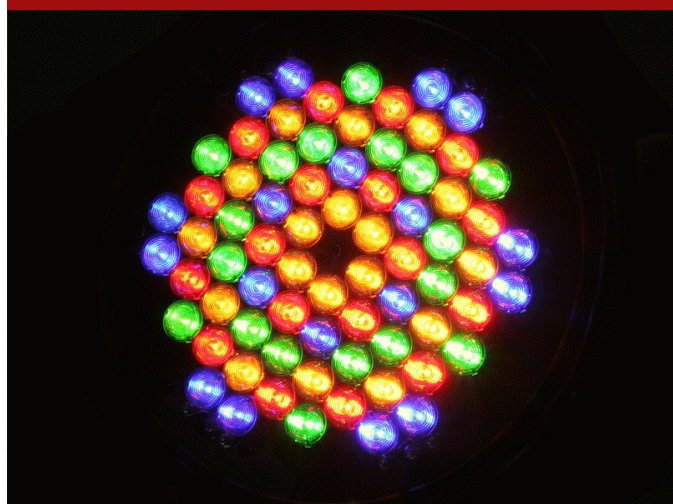
**Colors:** Red, amber, green and royal blue for the richest possible colors. Each controlled on DMX data line via 8 bits. This gives 4 billion possible color combination. All colors have 18 LEDs each. Using amber is necessary in order to improve the quality of colors between red and green and provide richer white. Temperature sensitive analogue LED current control maintains the correct light output for any color in a wide temperature range.



**Moving body:** Movement produced by two high speed microstepping motors with belt-driving. Automatic correction of Pan and Tilt positioning in the event of accidental movement. Range: Pan=540°, Tilt=270°

**Channels:** 14 channels with variable channel patch. Any channel combinations can be setted up.

**Inputs:** DMX 512 using 3 pole XLR connectors.





Power supply: 230V / 50 Hz, max. 280W power consumption.

Cooling: Temperature sensitive fan control. Forced ventillation. Max. ambient temperature: 40°C

Housing: Al-Mg alloy ultra light chassis with ABS plastic vacuum-formed covers. Two lateral transport handles. All materials are easy recyclable.



Safety devices: LED power shuts off gradually in the case of using the fixture out of its specified temperature range.

Cleaning: Easily disassemble fixture housing. Fan and cooling channels needs dust removal especially in warm temperature conditions. The collimator set needs dust removal on outside from time to time.



Operational positioning: To be used in any position.

Weight: 18 kg without packaging.

Dimensions: 18.9x18.9x26.7 inch / 480x480x680 mm

Installation: Two integrated C-clamps, can be turned out from a compartment in the base for easy rigging.

