

# MATREX CLUSTER™ - SUSPENDED



Project Name:

Fixture Type:

Fixture Code:

Quantities:

## A. LUMINAIRE

**MACP2P01** 2 heads, 18400 lms

**MACP3P01** 3 heads, 27600 lms

**MACP4P01** 4 heads, 36800 lms

All data shown at max output and nominal values.

## B. LUMENS

**LMA1380** 13800

**LMA1840** 18400

**LMA2070** 20700

**LMA2760** 27600

**LMA3680** 36800

\* Max lumen values shown, refer to IES files for the different snoot and beam options.

## C. CRI

**CR80** CRI 80+

**CR90** CRI 90+

## D. CCT

**CTA27** 2700K<sup>1</sup>

**CTA30** 3000K

**CTA35** 3500K

**CTA40** 4000K

<sup>1</sup> 2700K is only available with CRI 80+

## E. BEAM ANGLE

**BA15** 15°

**BA30** 30°

**BA50** 50°

**BA70** 70°

## F. VOLTAGE

**V1** 120/277V

**V2** 240V<sup>1</sup>

**V3** 347V<sup>2</sup>

<sup>1</sup> Not available in North America.

<sup>2</sup> Only available with DA01 dimming.

## G. DIMMING

**DA01** 0-10V Dimming 1.0%

**DA02** 0-10V Dimming 0.1%<sup>1</sup>

**DA20** DALI Dimming 0.1%<sup>1</sup>

**DA21** DALI Dimming 1.0%<sup>1</sup>

**DA30** DSI/switchDim<sup>1 2</sup>

**DA40** DMX Dimming<sup>1 3</sup>

<sup>1</sup> Not available with V3.

<sup>2</sup> Not available in North America.

<sup>3</sup> Only available with MACP2P01 and CN5 canopy. Two power cables required. Not available with V3.

## H. FIXTURE FINISH

**FA01** White

**FA02** Black Metallic - Textured

**FA20** Silver Metallic - Textured

**FA25** Gold Metallic - Textured

**FA44** Midnight Blue Metallic - Textured

**FA46** Charcoal Metallic - Textured

**FA47** Bronze Metallic - Textured

**FA53** Red Metallic - Textured



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## I. CANOPY

**CN1** Canopy A <sup>1</sup>

**CN3** Canopy C <sup>1 3</sup>

**CN5** Canopy DMX <sup>3</sup>

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<sup>1</sup> Fits over a standard j-box (provided by others).

<sup>2</sup> For use with V2 only.

<sup>3</sup> Only available with MACP2P01. Not available with V3. To be used with DA40 (DMX Dimming).

## J. CANOPY FINISH

**CF01** White

**CF02** Black Metallic - Textured

**CF20** Silver Metallic - Textured

**CF25** Gold Metallic - Textured

**CF44** Midnight Blue Metallic - Textured

**CF46** Charcoal Metallic - Textured

**CF47** Bronze Metallic - Textured

**CF53** Red Metallic - Textured

## K. SNOOT

**NT1** Standard Snoot - Black <sup>1</sup>

**NT2** Standard Snoot - White <sup>1</sup>

**NT3** Long Snoot - Black <sup>1</sup>

**NT4** Long Snoot - White <sup>1</sup>

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For precise beam angle and lumen output, please refer to the IES files. Note that using snoots and louvers may decrease overall efficacy.

## L. EMERGENCY

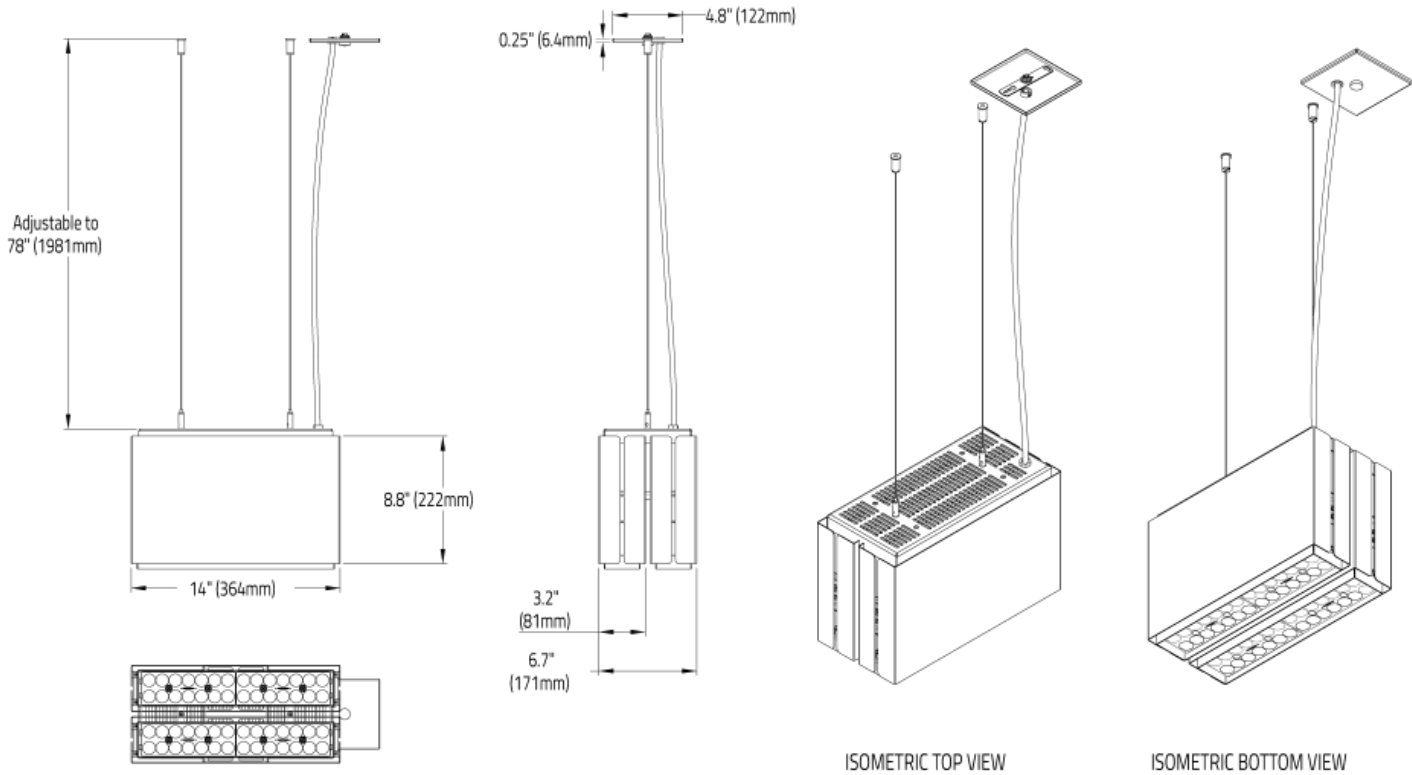
**E0** Emergency system not required

**E2** Emergency system - Remote

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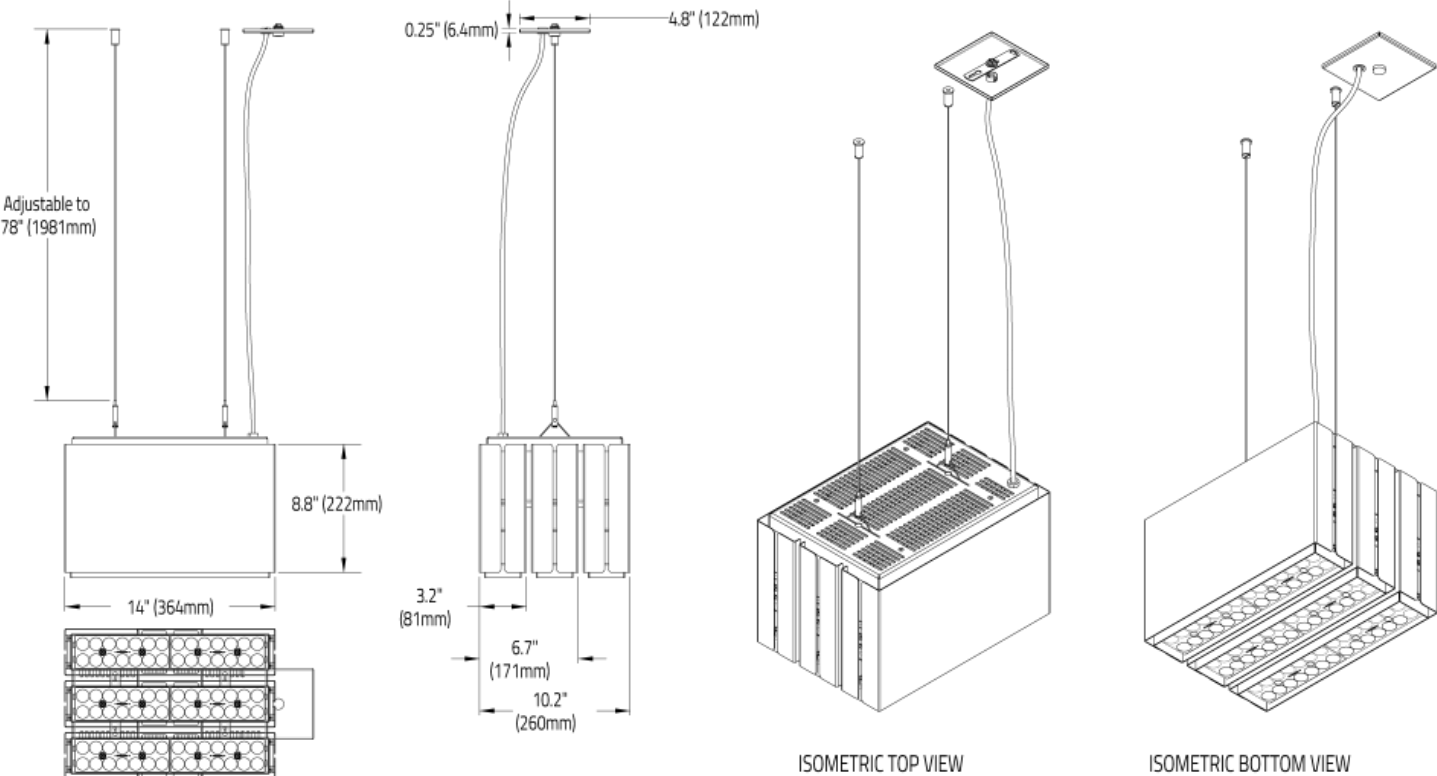
## DIMENSIONAL DIAGRAMS

2 HEADS



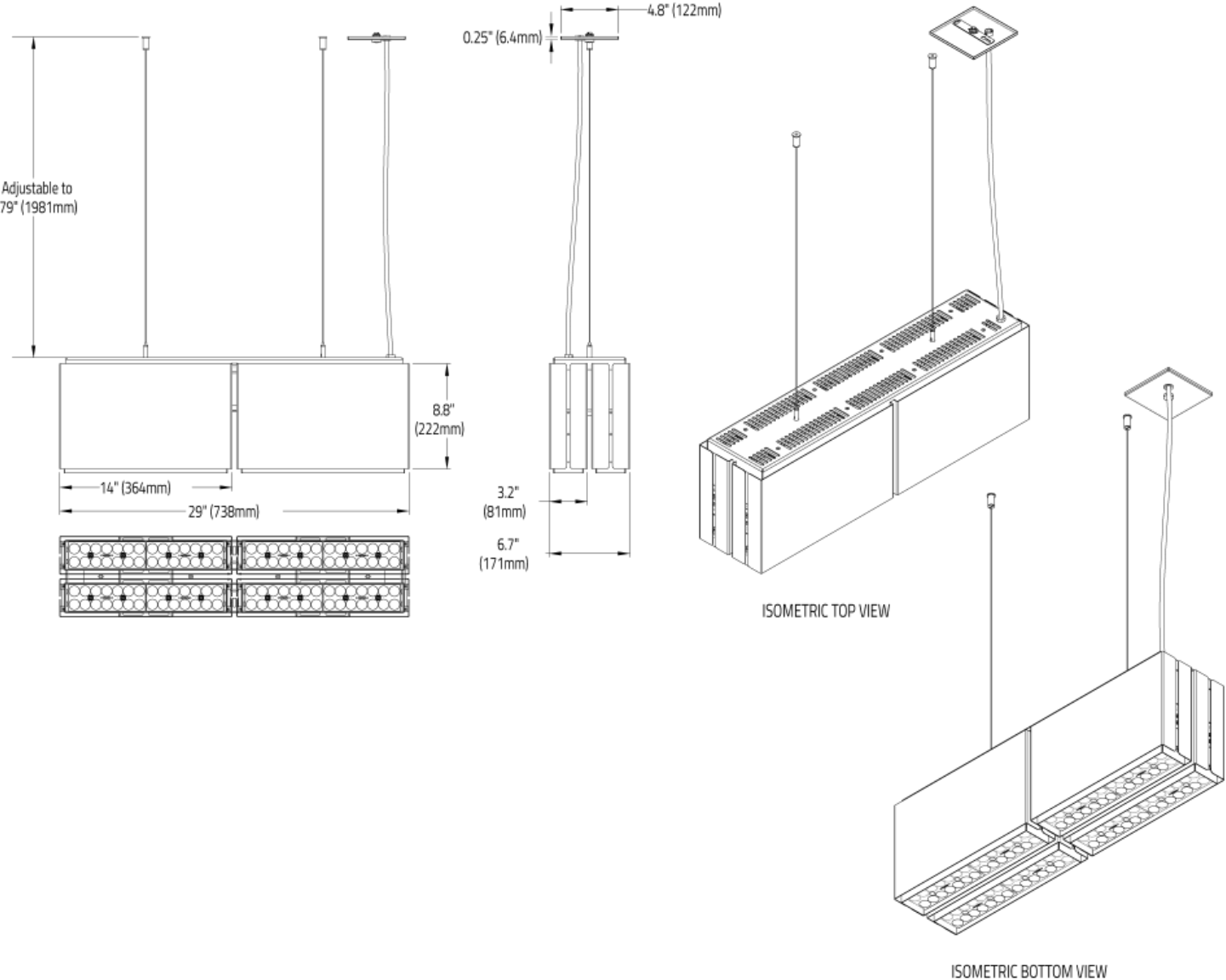
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3 HEADS



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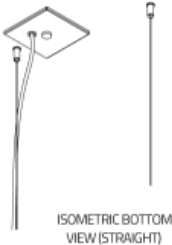
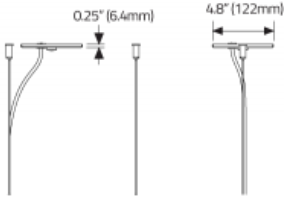
4 HEADS



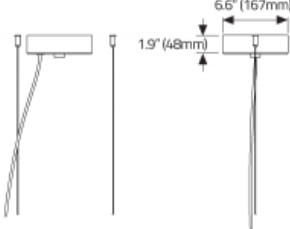
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## Canopy

CANOPY A



CANOPY C



CANOPY DMX

