

MATREX RD DUAL™ - SURFACE



Project Name:

Fixture Type:

Fixture Code:

Quantities:

A. LUMINAIRE

MRDF1P01 Direct, LEDs / Multi-Array Optics, 20100 lms

MRDF1P02 Direct, COB / Reflector, 10050 lms

All data shown at max output and nominal values.

B. LUMENS (HEAD A)

LMA0250 2500

LMA0500 5025

LMA0750 7500¹

LMA1000 10050¹

¹ Not available with COB / Reflector.

C. LUMENS (HEAD B)

LMB0250 2500

LMB0500 5025

LMB0750 7500¹

LMB1000 10050¹

¹ Not available with COB / Reflector.

D. CRI

CR80 CRI 80+

CR90 CRI 90+¹

E. CCT

CTA27 2700K¹

CTA30 3000K

CTA35 3500K

CTA40 4000K

¹ 2700K is only available with CRI 80+ and LEDs / Multi-Array Optics.

F. BEAM ANGLE (HEAD A)

BA15 15°¹

BA30 30°¹

BA50 50°

BA70 70°¹

¹ 15°, 30°, and 70° are not available with COB / Reflector.

G. BEAM ANGLE (HEAD B)

BB15 15°¹

BB30 30°¹

BB50 50°

BB70 70°¹

¹ 15°, 30°, and 70° are not available with COB / Reflector.

H. VOLTAGE

V1 120/277V

V2 240V¹

V3 347V²

¹ Not available in North America.

² Only available with DAO1 dimming.



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I. DIMMING

DA01 0-10V Dimming 1.0%

DA02 0-10V Dimming 0.1%¹

DA20 DALI Dimming 0.1%¹

DA21 DALI Dimming 1.0%¹

DA30 DSI/switchDim^{1 2}

¹ Not available with V3.

² Not available in North America.

J. 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

K. SNOOTS AND LOUVER (HEAD A)

NT1 Standard Snoot - Black¹

NT2 Standard Snoot - White¹

NT3 Long Snoot - Black^{1 2}

NT4 Long Snoot - White^{1 2}

NT5 Half Snoot - Black^{1 2}

NT6 Half Snoot - White^{1 2}

NT9 Hex Louver - Black^{2 3}

Consult IES files for exact beam angle and delivered lumens.

For COB/Reflector, the bezel finish matches the snoot finish.

¹ A snoot must be picked at time of order, if you are not ordering a louver.

² Not available with COB / Reflector.

³ Not available with BA70 beam angle.

L. SNOOTS AND LOUVER (HEAD B)

NU1 Standard Snoot - Black¹

NU2 Standard Snoot - White¹

NU3 Long Snoot - Black^{1 2}

NU4 Long Snoot - White^{1 2}

NU5 Half Snoot - Black^{1 2}

NU6 Half Snoot - White^{1 2}

NU9 Hex Louver - Black^{2 3}

Consult IES files for exact beam angle and delivered lumens.

For COB/Reflector, the bezel finish matches the snoot finish.

¹ A snoot must be picked at time of order, if you are not ordering a louver.

² Not available with COB / Reflector.

³ Not available with BB70 beam angle.

M. EMERGENCY

E0 Emergency system not required

E2 Emergency system - Remote¹

¹ Remote emergency in the lower module only. Not available with V3. Integral is not available.

N. SEPARATE SWITCHING

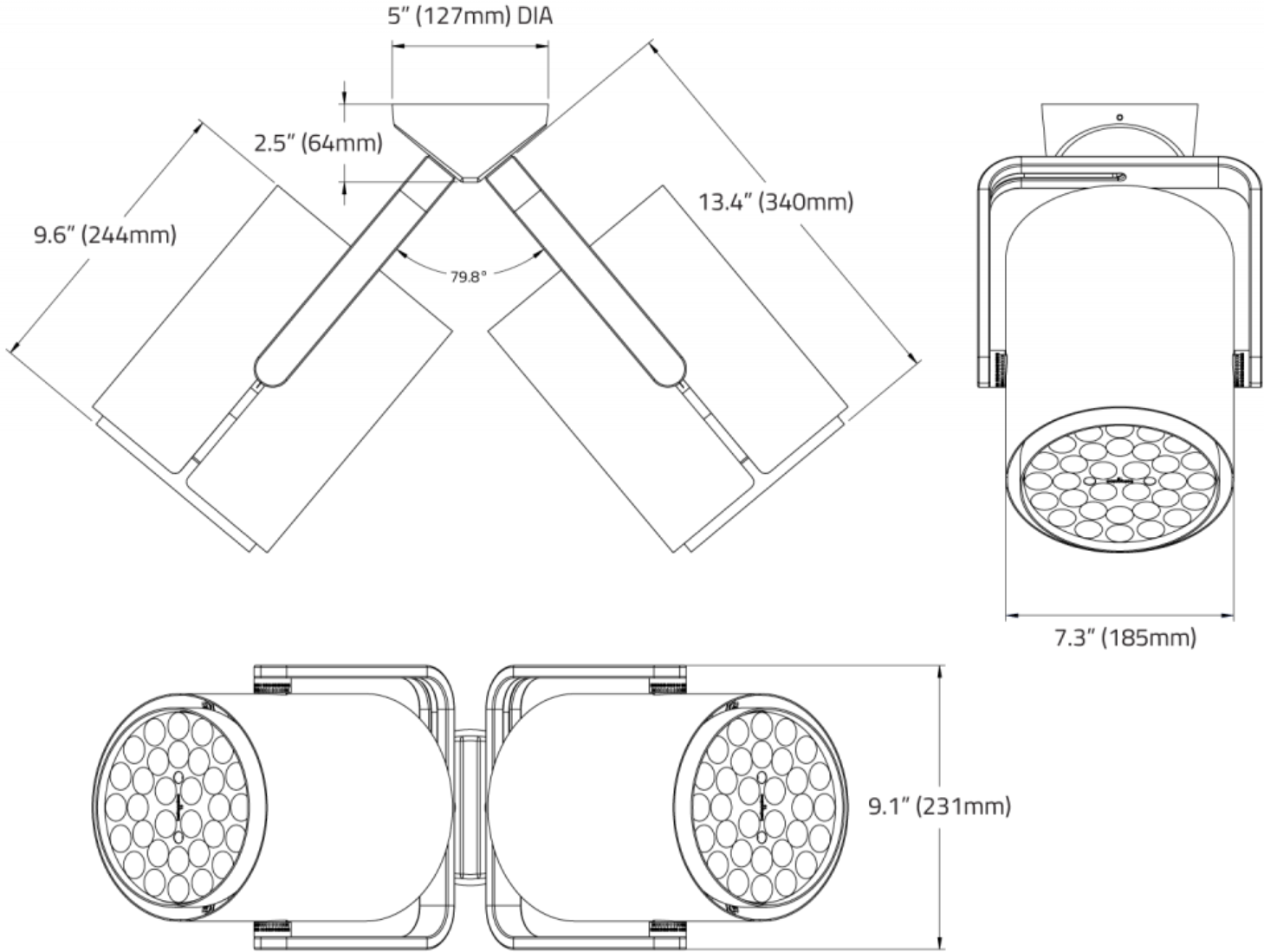
CS1 Single circuit

CS2 Separate switching

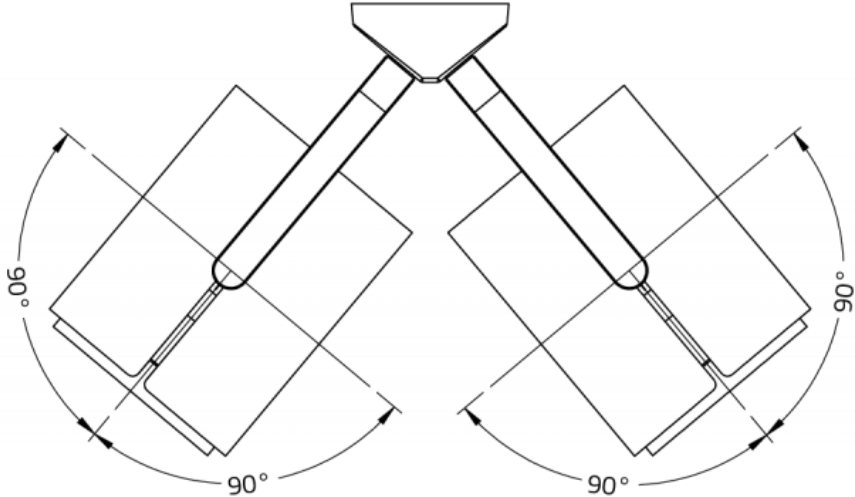


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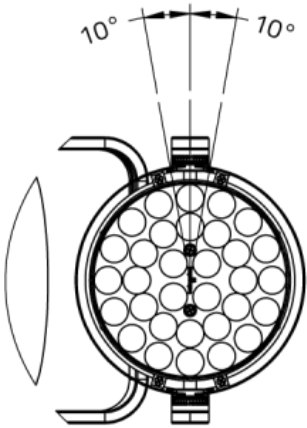
DIMENSIONAL DIAGRAMS



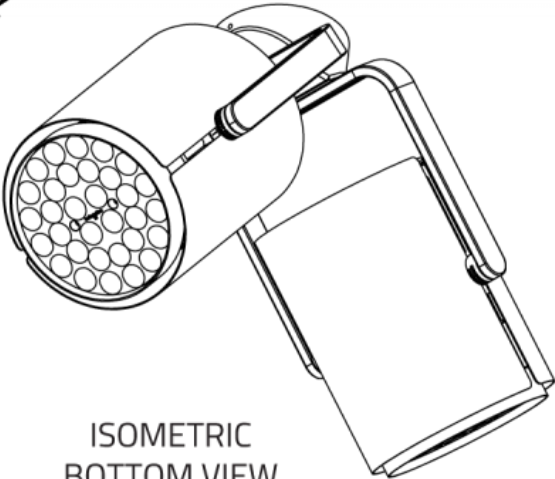
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ROTATING YOKE

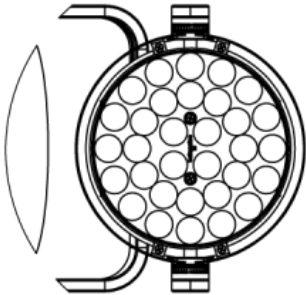


VIEW M=NORMAL TO YOKE

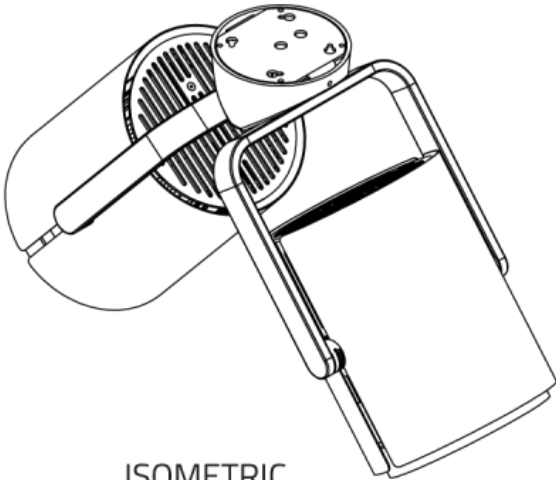


ISOMETRIC
BOTTOM VIEW

FIXED YOKE



VIEW NORMAL TO YOKE

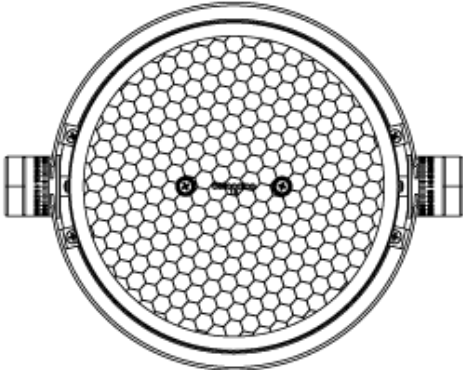
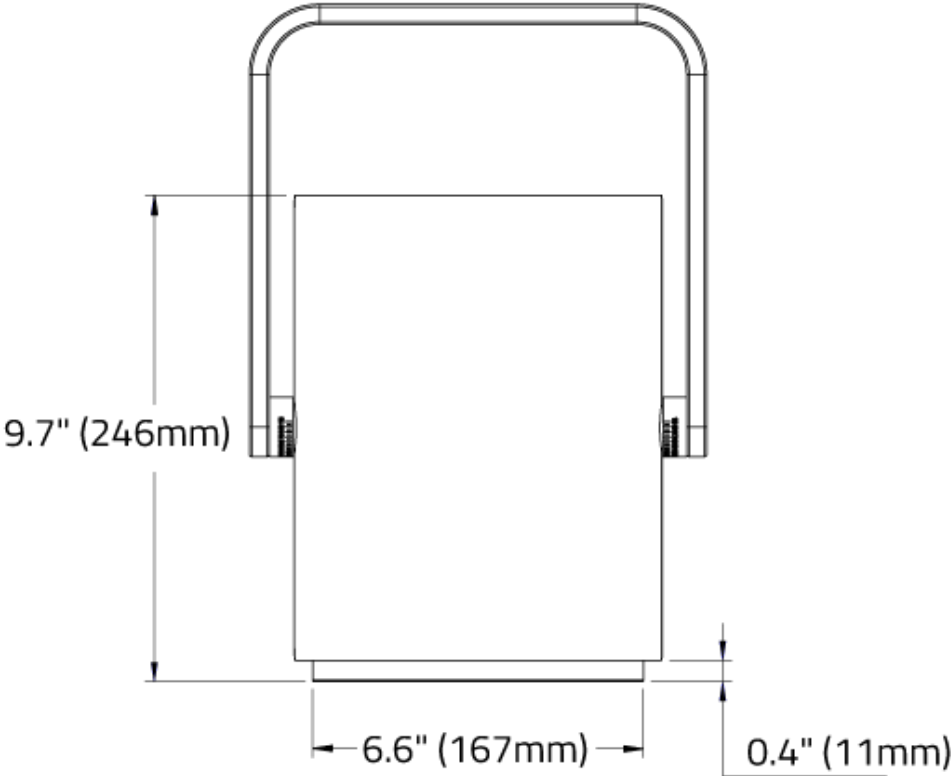


ISOMETRIC
TOP VIEW

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LOUVRE

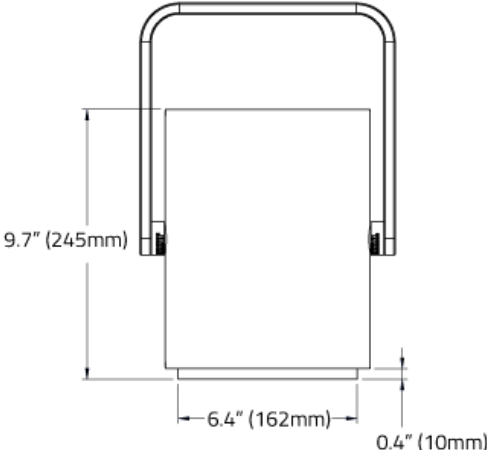
HEX CELL LOUVRE



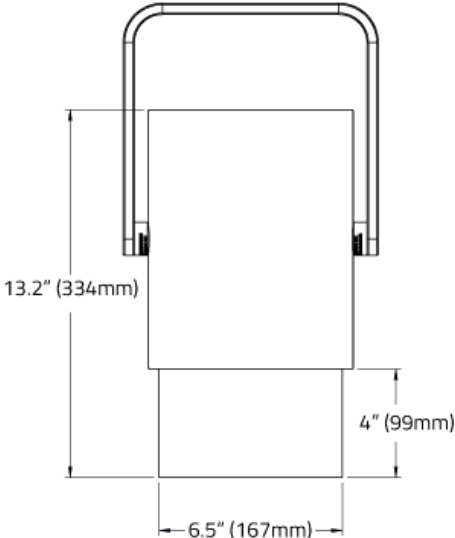
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SNOOTS

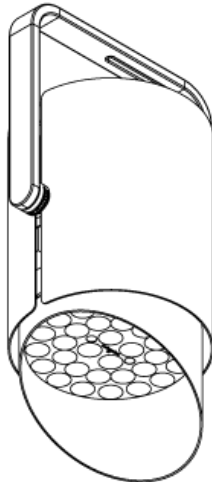
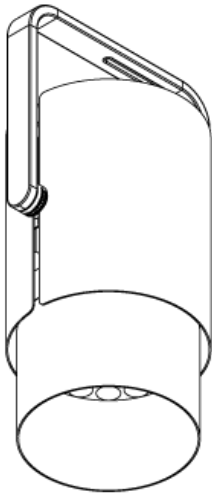
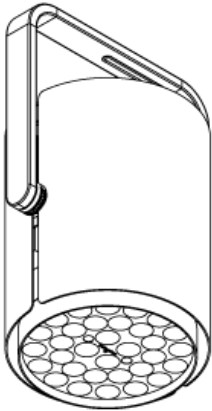
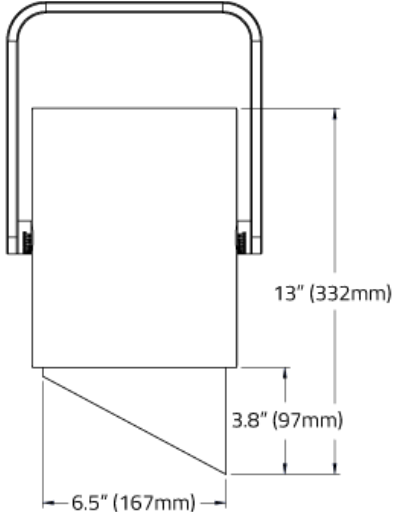
STANDARD SNOOT



LONG SNOOT



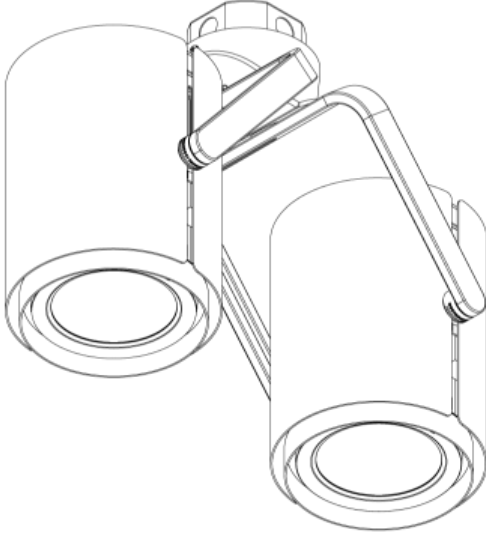
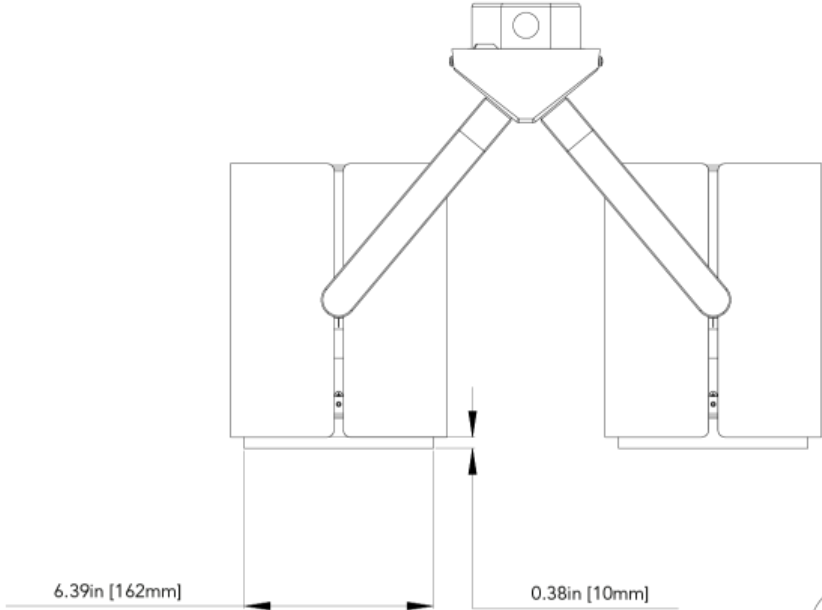
HALF SNOOT



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Matrex Round Dual Surface - COB

Matrex RD Dual Surface- COB



Isometric View

