

# MATREX RD SINGLE™ - SURFACE



Project Name:

Fixture Type:

Fixture Code:

Quantities:

## A. LUMINAIRE

**MTRF1P01** Direct, LEDs / Multi-Array Optics, 10050 lms

**MTRF1P02** Direct, COB / Reflector, 5025 lms

All data shown at max output and nominal values.

## B. LUMENS

**LMA0250** 2500

**LMA0500** 5025

**LMA0750** 7500<sup>1</sup>

**LMA1000** 10050<sup>1</sup>

<sup>1</sup> Not available with COB / Reflector.

## C. CRI

**CR80** CRI 80+

**CR90** CRI 90+<sup>1</sup>

<sup>1</sup> Not available with COB / Reflector.

## D. CCT

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

**CTA30** 3000K

**CTA35** 3500K

**CTA40** 4000K

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

## E. BEAM ANGLE

**BA15** 15°<sup>1</sup>

**BA30** 30°<sup>1</sup>

**BA50** 50°

**BA70** 70°<sup>1</sup>

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

## 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>

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

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

## H. 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. SNOOTS AND LOUVER

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

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

**NT3** Long Snoot - Black <sup>1 2</sup>

**NT4** Long Snoot - White <sup>1 2</sup>

**NT5** Half Snoot - Black <sup>1 2</sup>

**NT6** Half Snoot - White <sup>1 2</sup>

**NT9** Hex Louver - Black <sup>2 3</sup>

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Consult IES files for exact beam angle and delivered lumens.

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

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

<sup>2</sup> Not available with COB / Reflector.

<sup>3</sup> Not available with BA70 beam angle.

## J. EMERGENCY

**E0** Emergency system not required

**E2** Emergency system - Remote <sup>1</sup>

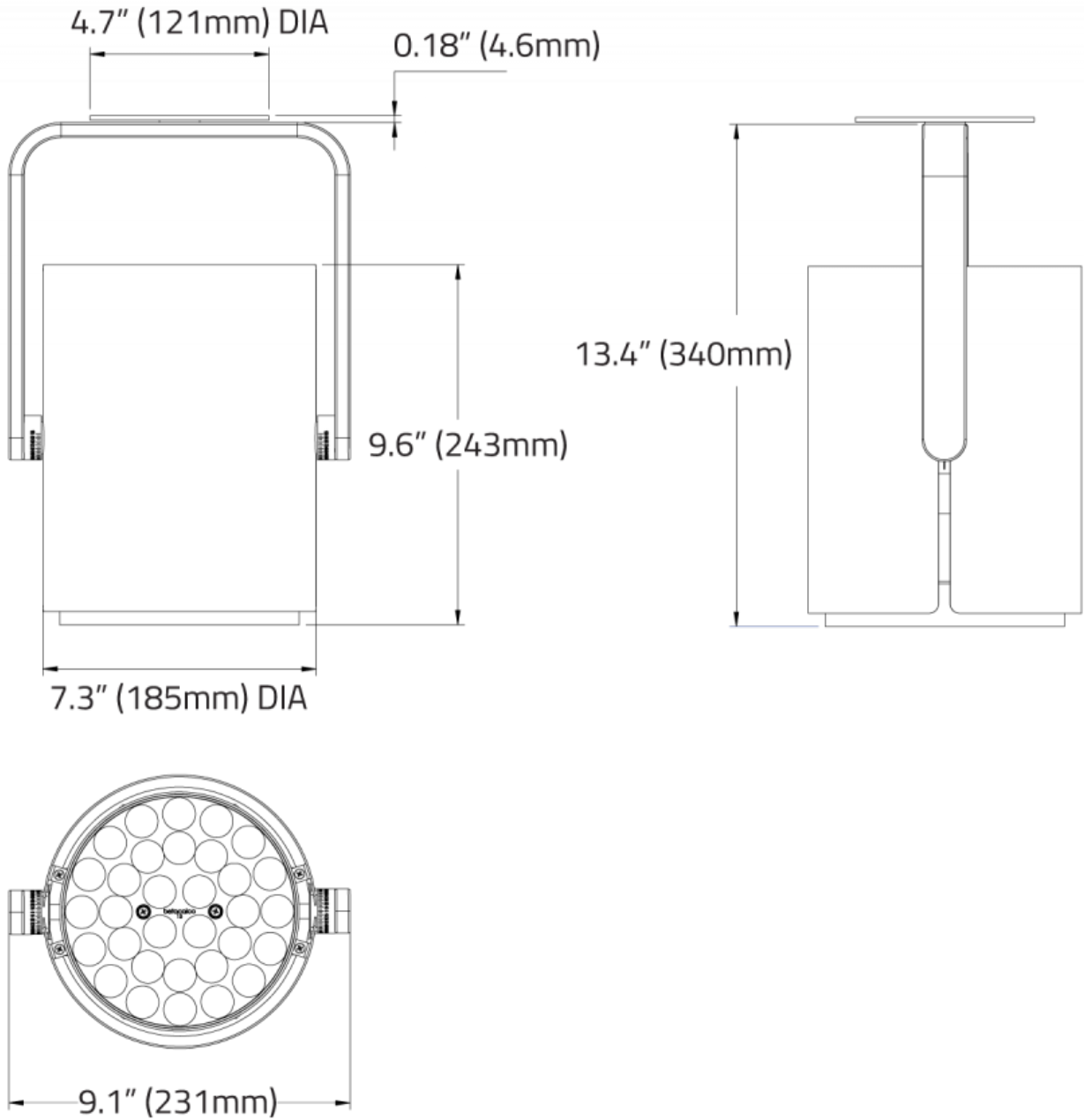
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<sup>1</sup> Not available with V3. Integral not available.

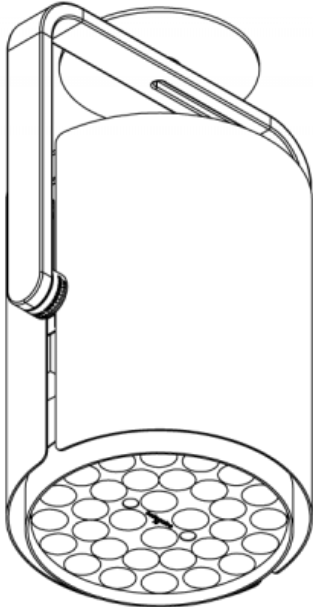
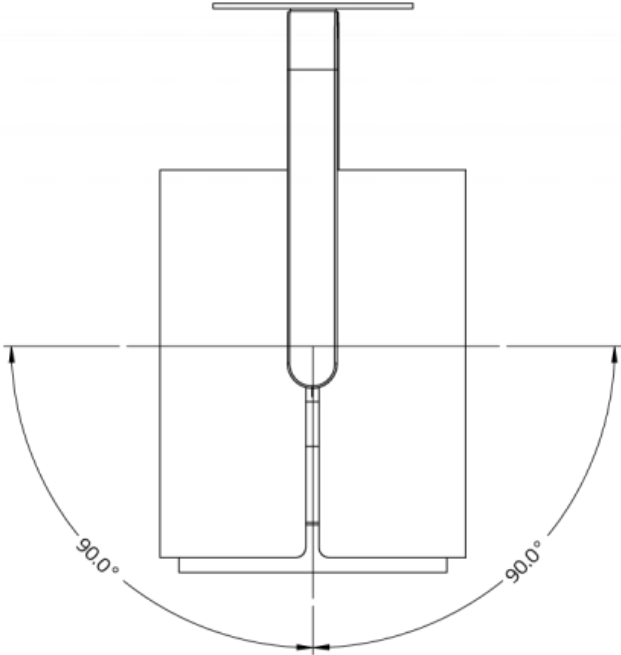


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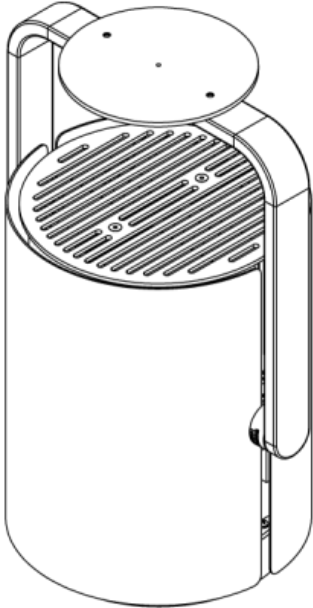
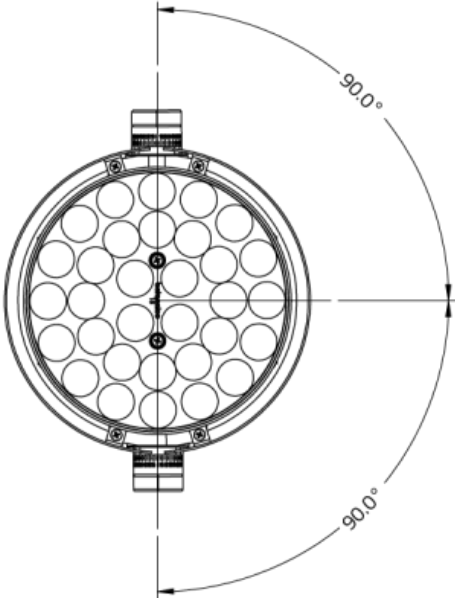
## DIMENSIONAL DIAGRAMS



**MATREX RD SINGLE™ - SURFACE**



**ISOMETRIC  
BOTTOM VIEW**

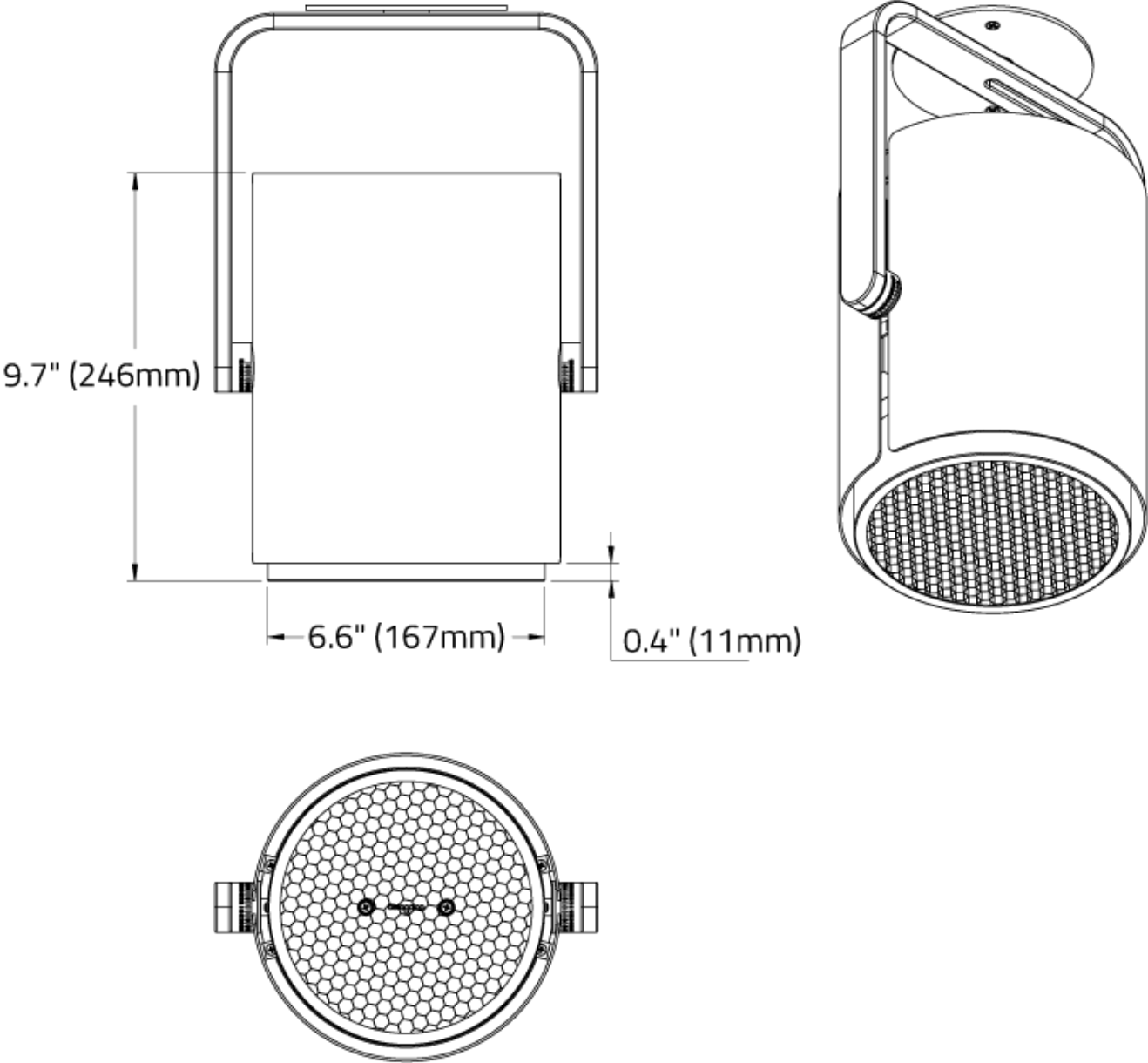


**ISOMETRIC  
TOP VIEW**

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LOUVRE

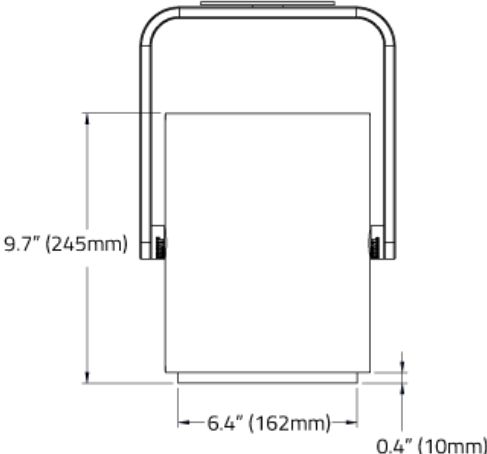
## HEX CELL LOUVRE



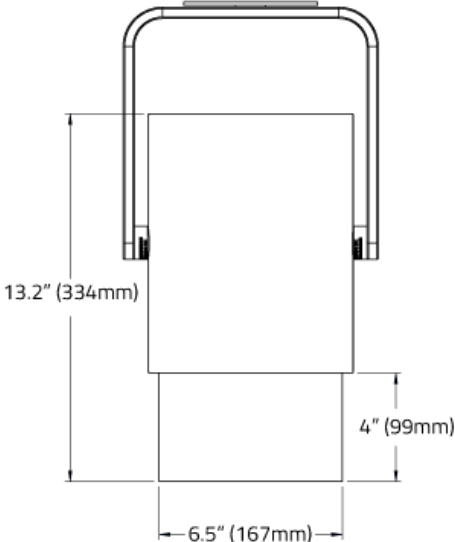
# MATREX RD SINGLE™ - SURFACE

SNOOTS

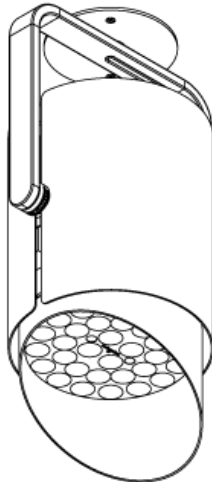
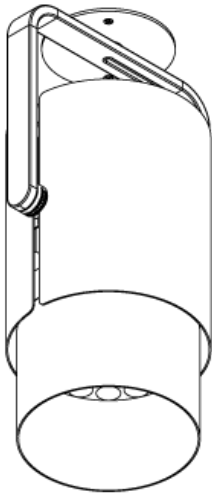
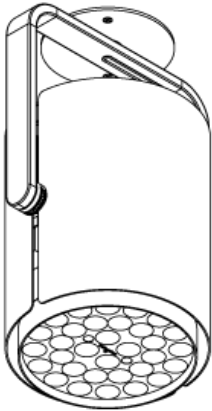
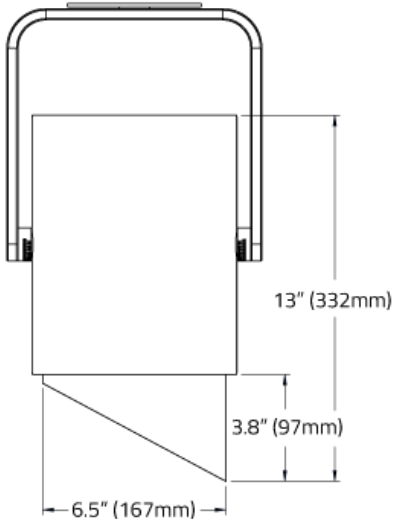
### STANDARD SNOOT



### LONG SNOOT



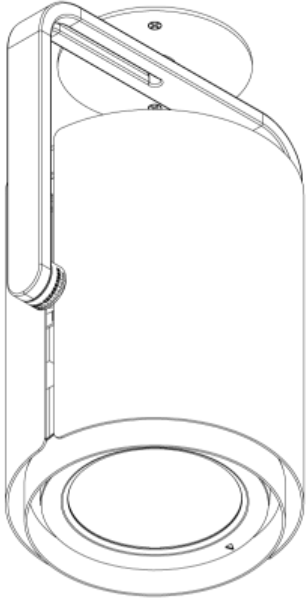
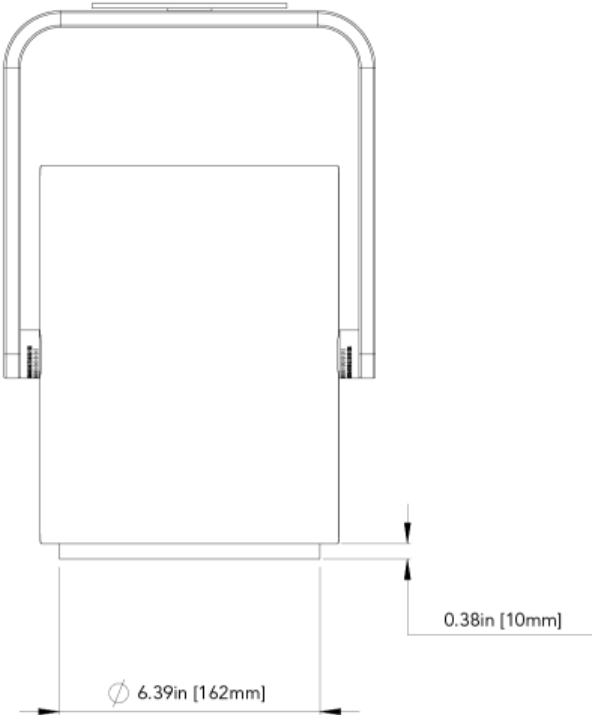
### HALF SNOOT



# MATREX RD SINGLE™ - SURFACE

Matrex Round Surface - COB

## Matrex RD Single - COB



Isometric View

