

# MATREX SINGLE™ - SURFACE



Project Name:

Fixture Type:

Fixture Code:

Quantities:

## A. LUMINAIRE

**MATF1P01** Direct, 9200 lms

All data shown at max output and nominal values.

## B. LUMENS

**LMA0230** 2300

**LMA0460** 4600

**LMA0690** 6900

**LMA0920** 9200

\* 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°

**BA80** 50°x80°<sup>1</sup>

<sup>1</sup> For use with NT8 Ladder Louver only.

## 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. 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. SNOOTS AND LOUVERS

**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>

**NT7** Hex Louver - Black <sup>2</sup>

**NT8** Ladder Louver - Black <sup>3</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.

<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 BA70 beam angle.

<sup>3</sup> Available with BA80 beam angle and 2300 lumens.

## J. EMERGENCY

**E0** Emergency system not required

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

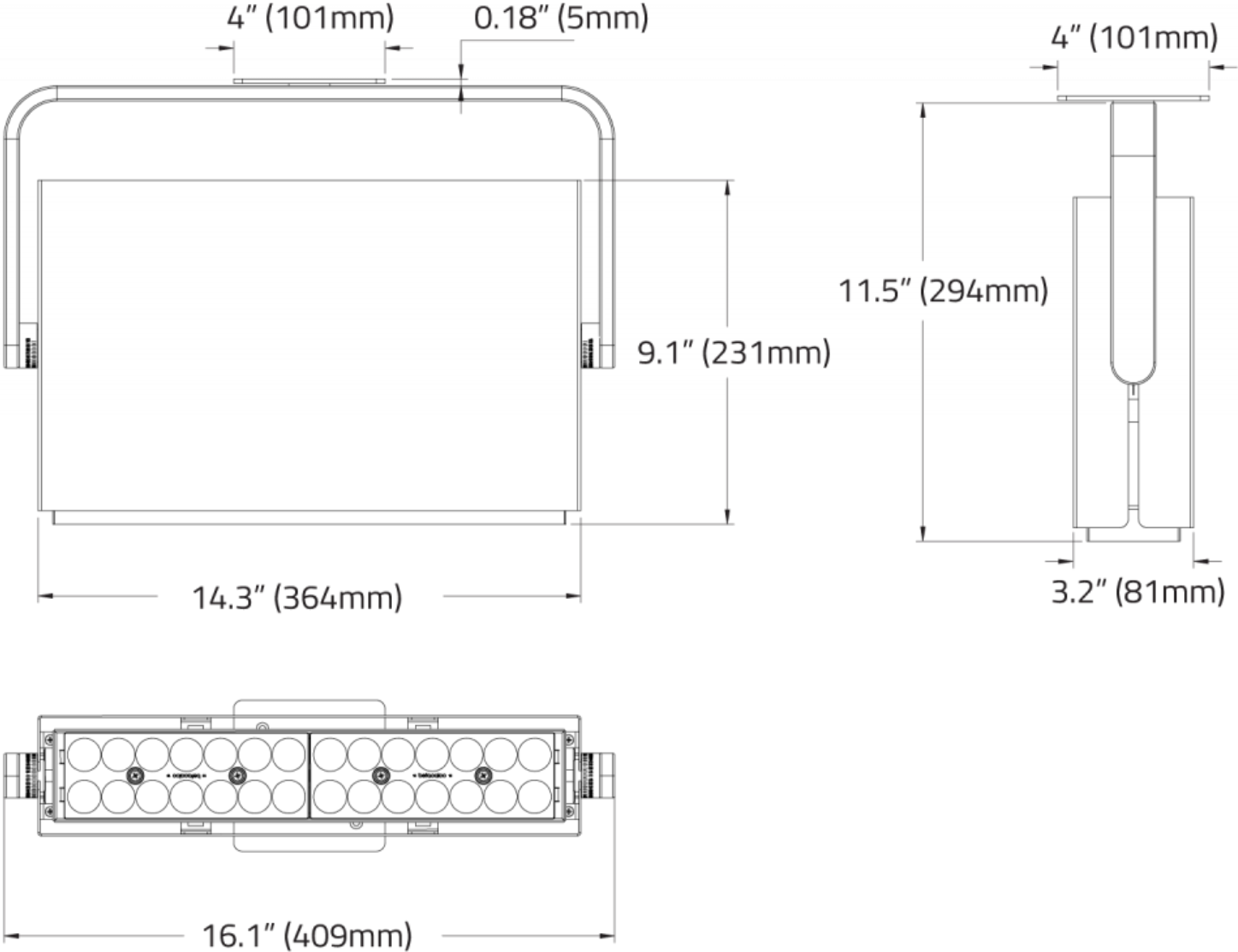
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<sup>1</sup> Not available with V3. Integral not available.

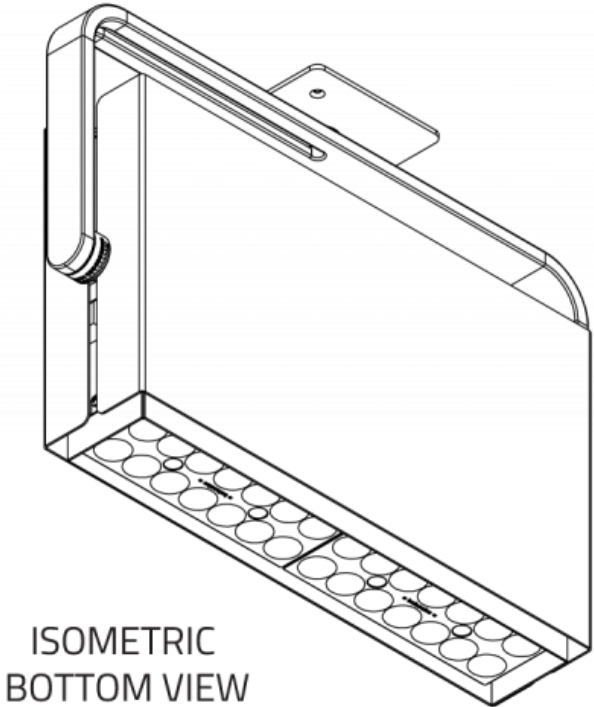
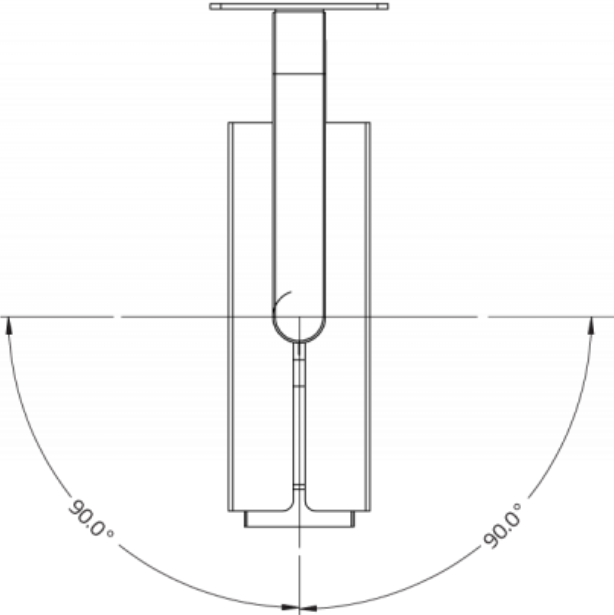


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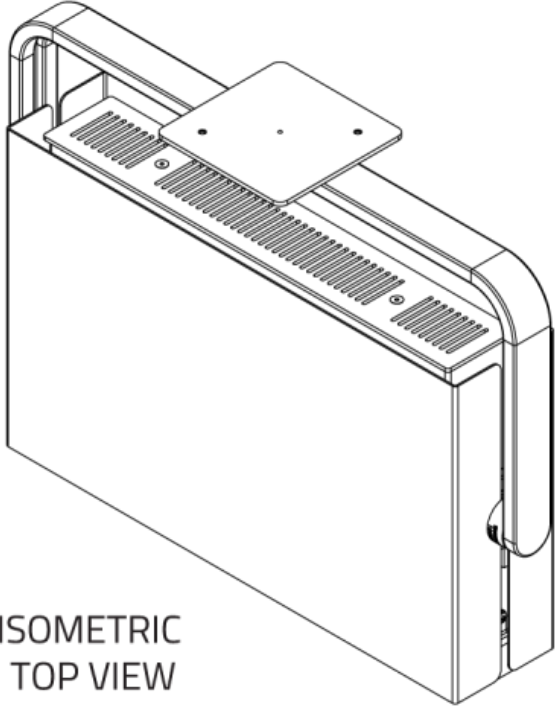
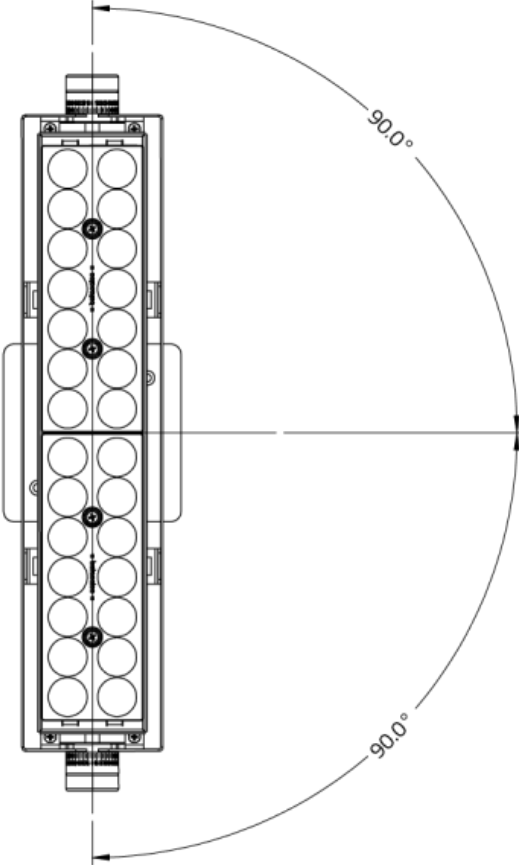
## DIMENSIONAL DIAGRAMS



**MATREX SINGLE™ - SURFACE**



ISOMETRIC  
BOTTOM VIEW

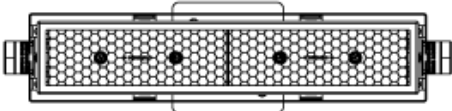
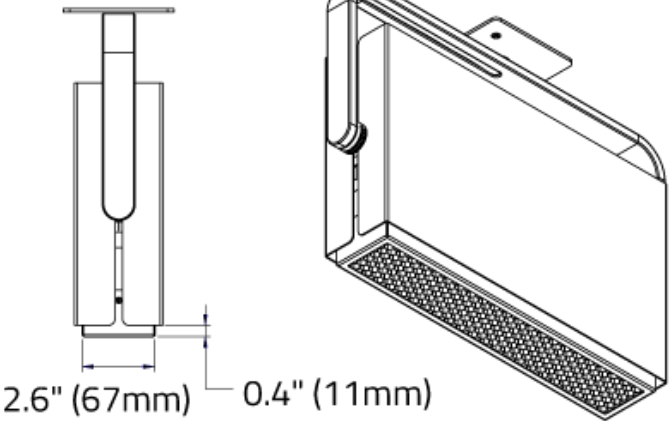
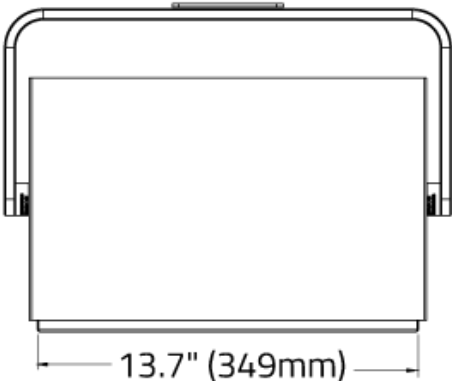


ISOMETRIC  
TOP VIEW

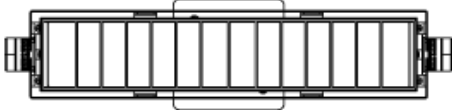
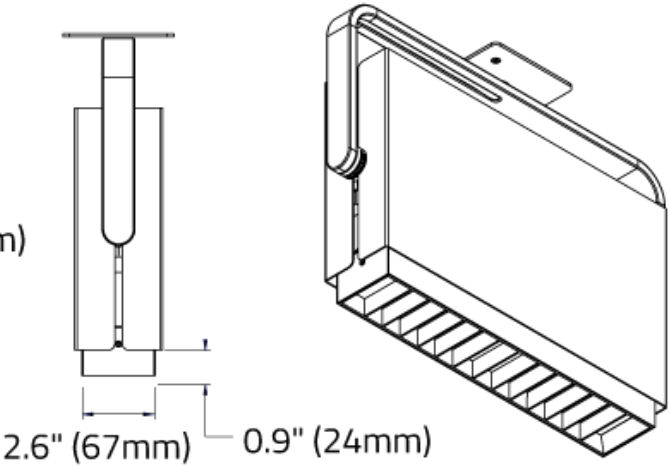
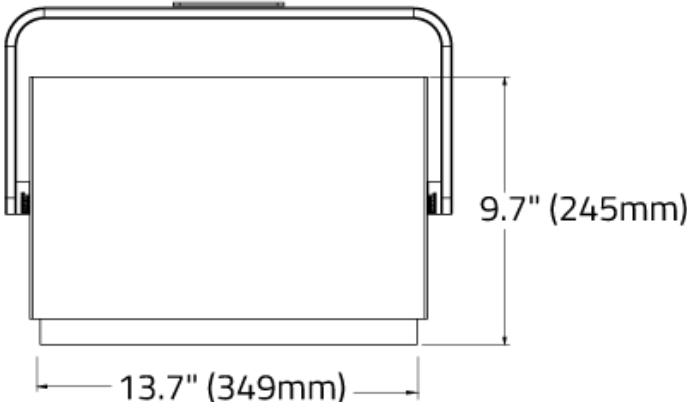
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LOUVRES

## HEX CELL LOUVRE



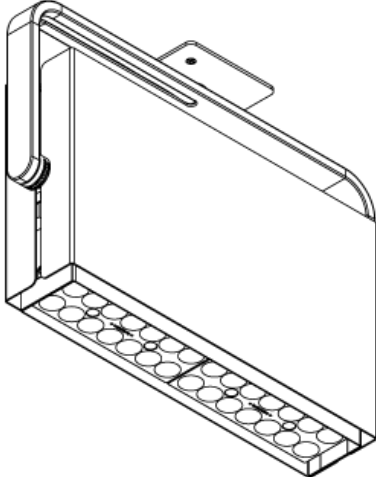
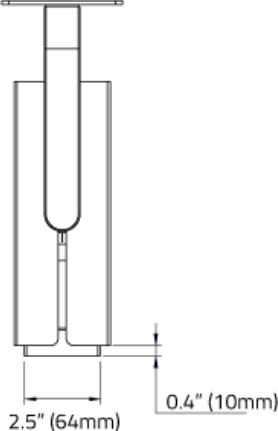
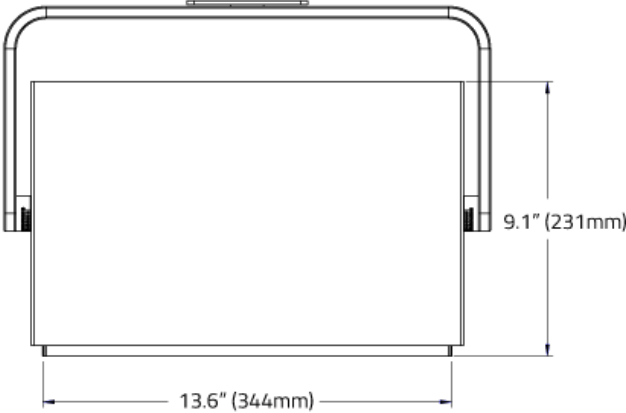
## LADDER LOUVRE



# MATREX SINGLE™ - SURFACE

SNOOTS

## STANDARD SNOOT



## LONG SNOOT

