

# RAZER CUBE™ - WALL SURFACE EXTERIOR

Project Name:

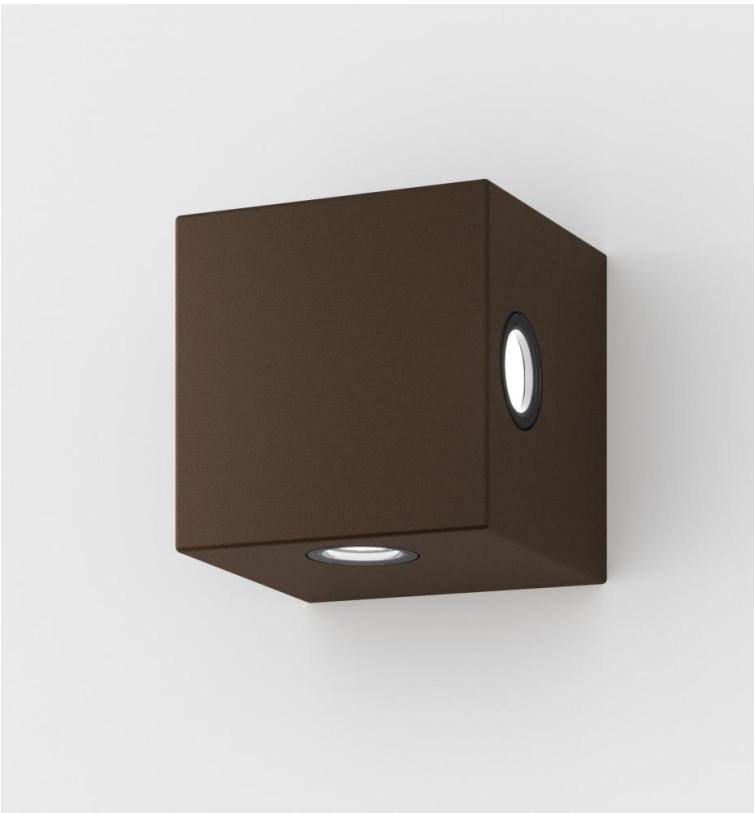
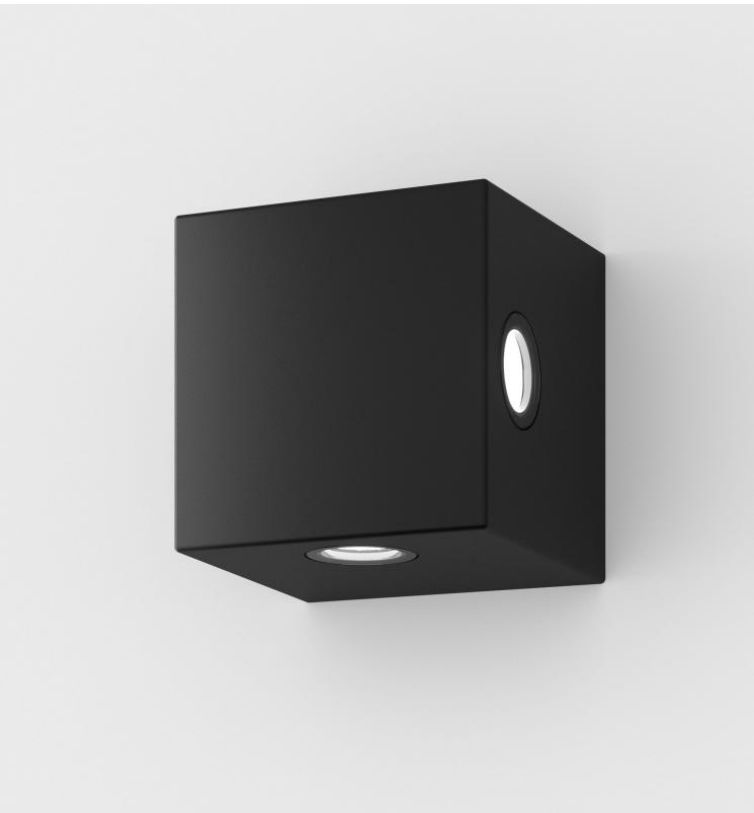
Fixture Type:

Fixture Code:

Quantities:



RAZER CUBE™ - WALL SURFACE EXTERIOR



# RAZER CUBE™ - WALL SURFACE EXTERIOR

**RAZER CUBE** is an exterior light designed to be compact and minimalist in style while illuminating building architecture for both practical and design functions. Available in multiple light emission options of 1, 2, or 4 beams, with beam angles consisting of a super spot or a super flood, RAZER can be used to create wall effects such as a light grid or to enhance textured facades.

## GENERAL SPECIFICATION

### Body and trim

Die-cast aluminum.

### Finish

Powder coated.

### Lens

Tempered safety glass.

### Ambient temperature operating range

-22°F (-30°C) to 104°F (40°C). -40°F (-40°C) possible for certain configurations, consult factory.

### Mounting

When mouting, the fixture can be oriented in any direction.

### Mechanical

Mounts directly over a J-box (by others - North America only).

### Drivers

Integral, HPF electronic for 120-277V, (EU-240V).

### External screws

304 stainless steel.

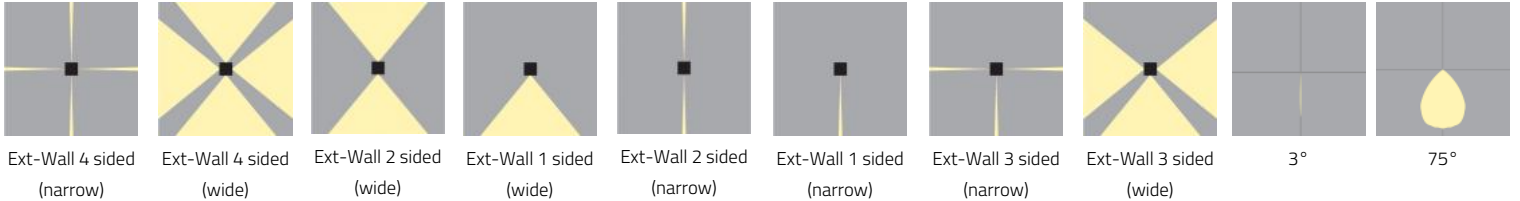
### Delivered Lumens

Delivered lumens & LPW based on 4000K (min 80 CRI).

### Dark Sky Friendly

Dark Sky Friendly if ordered with 3000K CCT and below. Direct only.

## MOUNTING & OPTICS



Dark Sky Friendly

# RAZER CUBE™ - WALL SURFACE EXTERIOR

## HOW TO ORDER

### A. LUMINAIRE

**RARC1W01** 1 Sided

**RARC1W02** 2 Sided

**RARC1W03** 3 Sided

**RARC1W04** 4 Sided

### B. BEAM ANGLE (DOWNLIGHT)

**BA03** 3°

**BA75** 75°

### C. BEAM ANGLE (UPLIGHT)

**BB00** Not required

**BB03** 3°

**BB75** 75°

### D. BEAM ANGLE (LEFT)

**BC00** Not required

**BC03** 3°

**BC75** 75°

### E. BEAM ANGLE (RIGHT)

**BD00** Not required

**BD03** 3°

**BD75** 75°

### F. CRI

**CR80** CRI 80+

### G. CCT

**CTA27** 2700K

**CTA30** 3000K

**CTA35** 3500K

**CTA40** 4000K

### H. VOLTAGE

**V1** 120/277V

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

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

### I. DIMMING

**DA06** 0-10V Dimming<sup>1</sup>

<sup>1</sup> Dimming is equal to or less than 10%.

### J. FINISH

**FA01** White

**FA02** Black Metallic - Textured

**FA20** Silver Metallic - Textured

**FA27** Wood grain - Light Cherry<sup>1</sup>

**FA28** Wood grain - Dark Walnut<sup>1</sup>

**FA44** Midnight Blue Metallic - Textured

**FA46** Charcoal Metallic - Textured

**FA47** Bronze Metallic - Textured

**FA53** Red Metallic - Textured

<sup>1</sup> Longer than normal lead times may apply, consult factory.

Note: Wood grain pattern will vary per fixture.



# RAZER CUBE™ - WALL SURFACE EXTERIOR

## TECHNICAL DATA

### LUMINAIRE

<b>Code</b>	<b>RARC1W01</b>	<b>RARC1W02</b>	<b>RARC1W03</b>	<b>RARC1W04</b>
<b>Light Direction</b>	1 Sided	2 Sided		4 Sided

---

### BEAM ANGLE (DOWN)

<b>Code</b>	<b>BA03</b>	<b>BA75</b>
<b>Beam</b>	3°	75°
<b>Wattage</b>	2W	5W
<b>Delivered lms</b>	41	345

---

### BEAM ANGLE (UPLIGHT)

<b>Code</b>	<b>BB00</b>	<b>BB03</b>	<b>BB75</b>
<b>Beam</b>	Not required	3°	75°
<b>Wattage</b>		2W	5W
<b>Delivered lms</b>		41	345

---

### BEAM ANGLE (LEFT)

<b>Code</b>	<b>BC00</b>	<b>BC03</b>	<b>BC75</b>
<b>Beam</b>	Not required	3°	75°
<b>Wattage</b>		2W	5W
<b>Delivered lms</b>		41	345

---

### BEAM ANGLE (RIGHT)

<b>Code</b>	<b>BD00</b>	<b>BD03</b>	<b>BD75</b>
<b>Beam</b>	Not required	3°	75°
<b>Wattage</b>		2W	5W
<b>Delivered lms</b>		41	345

---

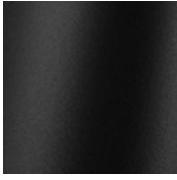


# RAZER CUBE™ - WALL SURFACE EXTERIOR

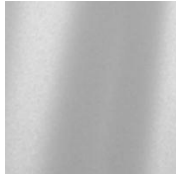
## FINISH



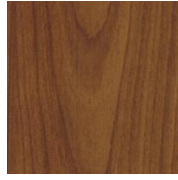
White



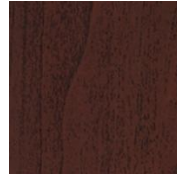
Black Metallic -  
Textured



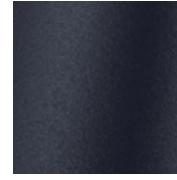
Silver Metallic -  
Textured



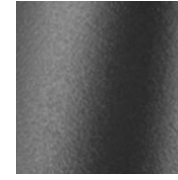
Wood grain - Light  
Cherry<sup>1</sup>



Wood grain - Dark  
Walnut<sup>1</sup>



Midnight Blue Metallic -  
Textured



Charcoal Metallic -  
Textured



Bronze Metallic -  
Textured



Red Metallic -  
Textured

<sup>1</sup> Longer than normal lead times may apply, consult factory.

Note: Wood grain pattern will vary per fixture.

## APPROVALS





# RAZER CUBE™ - WALL SURFACE EXTERIOR

## DIMENSIONAL DIAGRAMS

