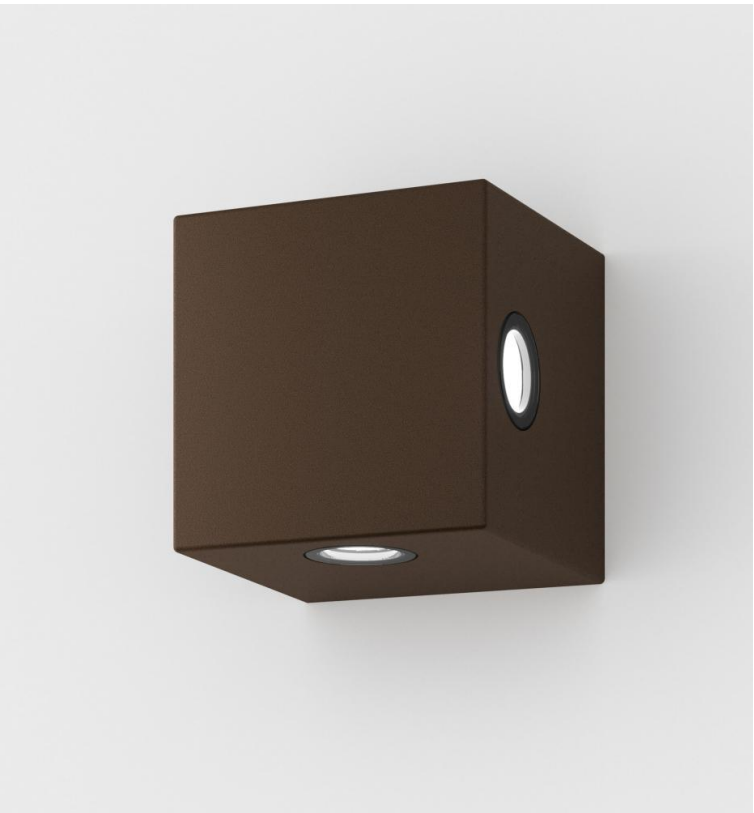


RAZER CUBE™ - WALL SURFACE EXTERIOR

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.

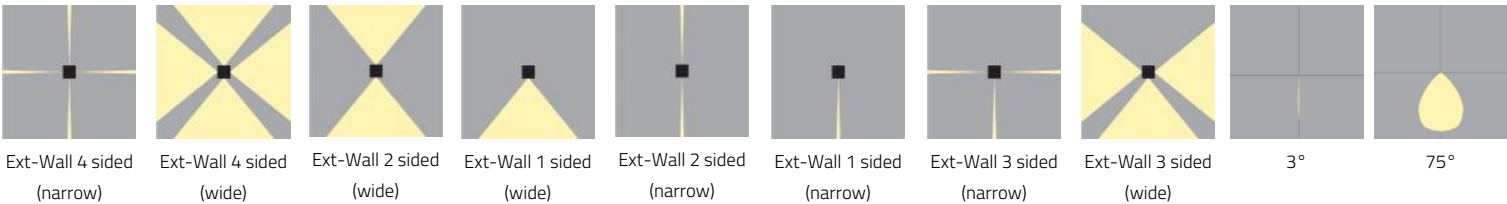
### Delivered Lumens

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

### Dark Sky Friendly

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

## OPTICS & FEATURES



Dark Sky Friendly

# RAZER CUBE™ - WALL SURFACE EXTERIOR

## HOW TO ORDER

### A. LUMINAIRE

<b>RARC1W01</b> 1 Sided	<b>RARC1W02</b> 2 Sided	<b>RARC1W03</b> 3 Sided	<b>RARC1W04</b> 4 Sided
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### B. BEAM ANGLE (DOWNLIGHT)

<b>BA03</b> 3°	<b>BA75</b> 75°
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### C. BEAM ANGLE (UPLIGHT)

<b>BB00</b> Not required	<b>BB03</b> 3°	<b>BB75</b> 75°
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### D. BEAM ANGLE (LEFT)

<b>BC00</b> Not required	<b>BC03</b> 3°	<b>BC75</b> 75°
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### E. BEAM ANGLE (RIGHT)

<b>BD00</b> Not required	<b>BD03</b> 3°	<b>BD75</b> 75°
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### F. CRI

<b>CR80</b> CRI 80+
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### G. CCT

<b>CTA27</b> 2700K	<b>CTA30</b> 3000K	<b>CTA35</b> 3500K	<b>CTA40</b> 4000K
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### H. VOLTAGE

<b>V1</b> 120/277V	<b>V2</b> 240V <sup>1</sup>
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<sup>1</sup> Not available in North America.

### I. DIMMING

<b>DA06</b> 0-10V Dimming <sup>1</sup>
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<sup>1</sup> Dimming is equal to or less than 10%.

### J. FINISH

<b>FA01</b> White	<b>FA02</b> Black Metallic - Textured	<b>FA20</b> Silver Metallic - Textured	<b>FA27</b> Wood grain - Light Cherry <sup>1</sup>
<b>FA28</b> Wood grain - Dark Walnut <sup>1</sup>	<b>FA30</b> Wood grain - White Oak <sup>1</sup>	<b>FA44</b> Midnight Blue Metallic - Textured	<b>FA46</b> Charcoal Metallic - Textured
<b>FA47</b> Bronze Metallic - Textured	<b>FA53</b> Red Metallic - Textured		

<sup>1</sup> Wood grain finishes may incur longer lead times and setup charges. Consult factory for details.

# RAZER CUBE™ - WALL SURFACE EXTERIOR

## TECHNICAL DATA

### LUMINAIRE

Code	RARC1W01	RARC1W02	RARC1W03	RARC1W04
Light Direction	1 Sided	2 Sided		4 Sided

### BEAM ANGLE (DOWN)

Code	BA03	BA75
Beam	3°	75°
Wattage	2W	5W
Delivered lms	41	345

### BEAM ANGLE (UPLIGHT)

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

### BEAM ANGLE (LEFT)


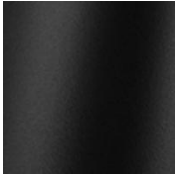

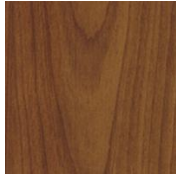



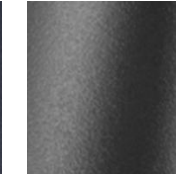


Code	BC00	BC03	BC75
Beam	Not required	3°	75°
Wattage		2W	5W
Delivered lms		41	345

### BEAM ANGLE (RIGHT)

Code	BD00	BD03	BD75
Beam	Not required	3°	75°
Wattage		2W	5W
Delivered lms		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>	Wood grain - White Oak <sup>1</sup>	Midnight Blue Metallic - Textured	Charcoal Metallic - Textured
							
Bronze Metallic - Textured	Red Metallic - Textured						

<sup>1</sup> Wood grain finishes may incur longer lead times and setup charges. Consult factory for details.

## APPROVALS





RAZER CUBE™ - WALL SURFACE EXTERIOR

DIMENSIONAL DIAGRAMS

