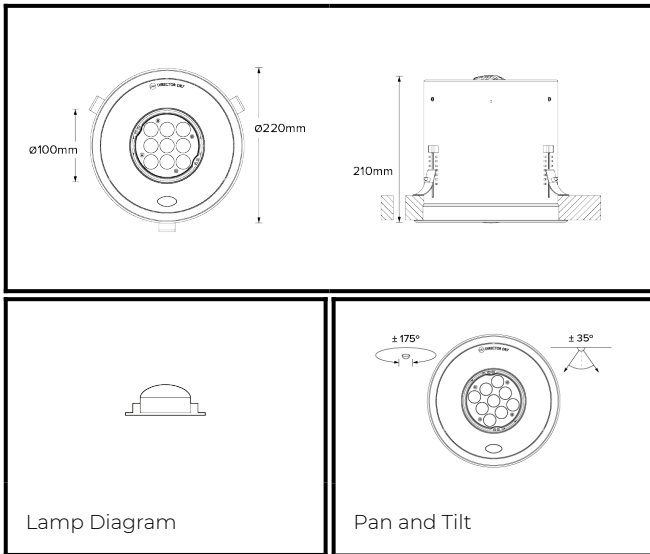


DR7; Recessed - Standard LED 6° Optic 24W



PHYSICAL	CONSTRUCTION MATERIALS:	LM24 Aluminium, Glass-filled Polycarbonate, Mild Steel mounting ring
	MOUNTING:	Recessed - Standard
	WEIGHT:	2.96kg
	FINISH:	White RAL9010
	MAX AMBIENT TEMPERATURE:	40°C
	CEILING CLEARANCE:	250mm
	CEILING CUT-OUT:	195mm
	CEILING THICKNESS:	3-45mm

CONTROL	MOVEMENT TYPE:	Handheld Remote
	DIMMING OPTION:	DMX

SPECIFICATION

DR7 3000K LED (20W for light source) standard trim recessed luminaire with 6° optic. Manufactured from LM24 aluminium and glass-filled polycarbonate, with a mild-steel mounting ring. Finished in white (RAL 9010). Voltage is 220-240V 50/60HZ. Luminaire has high-performance colour rendering of 90+ CRI. Luminaire can be rotated, with +/- 175° movement through the pan axis and +/- 35° through the tilt axis, at a resolution of less than 1° in either axis. Movement is controlled using a handheld remote, and dimming is controlled using DMX. Recording and recalling of scenes as standard.

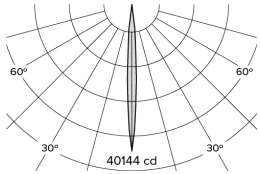
PART NO.

DR7.0018

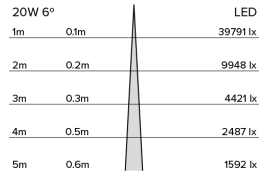
PRODUCT SUMMARY

DR7 Spotlight; 220-240V 50/60Hz; Standard Trim Mounting; 6° Optic; 3000K 90+CRI LED 20W; White; Movement using Handheld Remote; Dimming using DMX Control

DR7; Recessed - Standard LED 6° Optic 24W



Photometry



Cone Diagram

MOVEMENT	MOVEMENT TYPE:	Handheld Remote
	PAN MOVEMENT RANGE:	±175°
	TILT MOVEMENT RANGE:	±35°
	PAN MOVEMENT RESOLUTION:	<1°
	TILT MOVEMENT RESOLUTION:	<1°
	PAN SPEED OF MOVEMENT:	25°/s
	TILT SPEED OF MOVEMENT:	7°/s

LIGHTING	LIGHT SOURCE:	LED
	MIN. DISTANCE FROM TARGET:	
	MODULE LUMEN OUTPUT:	1300lm
	ABSOLUTE LUMEN OUTPUT:	1100lm
	GLARE MECHANICAL CUT-OFF:	27°
	GLARE COMFORT CUT-OFF:	50°
COLOUR TEMP:	3000K	

ELECTRICAL	VOLTAGE REGION:	220 - 240V 50/60Hz
	IEC PROTECTION CLASS:	Class 1
	LIGHT SOURCE WATTAGE:	20W
	MOVEMENT WATTAGE:	4W
	LUMINAIRE CIRCUIT WATTAGE:	24W

PART NO.

DR7.0018

PRODUCT SUMMARY

DR7 Spotlight; 220-240V 50/60Hz; Standard Trim Mounting; 6° Optic; 3000K 90+CRI LED 20W; White; Movement using Handheld Remote; Dimming using DMX Control