



## Key Features

Encapsulated linear pixel luminaires designed to highlight the exceptional character of large-scale architectural structures and spaces such as skyscrapers, stadiums, theme parks, bridges, airports, and shopping malls.

iAxis PX video pixel linear engineered to provide powerful pixel mapping and media effects.

It is a versatile tool for linear and radial installations where high-visibility and a very flexible setup are essential.

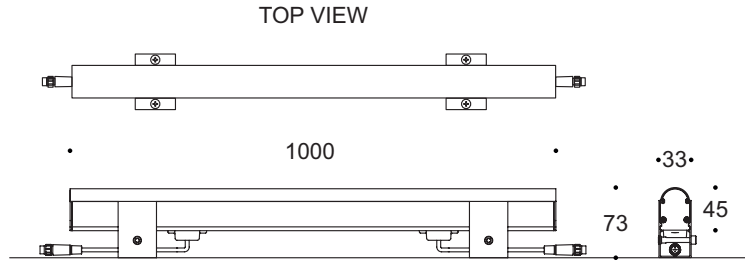
Designed to last in extremely harsh environments.



## Key Data

|                              |  |
|------------------------------|--|
| <b>LED Type</b>              | High efficiency LEDs, RGB within a 3-step MacAdams ellipse and LM80 compliant.   |
| <b>Nominal Voltage</b>       | 24V DC   |
| <b>Color Rendering Index</b> | CRI ≥ 80 standard and CRI ≥ 90 on request.   |
| <b>Light Distribution</b>    | 120°   |
| <b>Materials</b>             | Corrosion resistant extruded anodized aluminium housing (EN AW- 6060) with stainless steel screws (A4 grade) and silicone rubber gaskets. Operates with a remote driver. Includes waterproof connectors. BSILINEA® LED Module. |
| <b>Optional Coating</b>      | Marine grade.  |
| <b>Diffuser</b>              | Shockproof PMMA UV Stabilised Diffuser.  |
| <b>LED Life Time</b>         | L90 - B10 > 100,000h   |
| <b>Operating Temperature</b> | -40°C / +55°C  |
| <b>Power Factor</b>          | >0.95  |
| <b>Control Systems</b>       | On-Off, 1-10V DIM, DMX / RDM, DALI Interface.  |
| <b>Protection Class</b>      | IP66   |
| <b>Impact Resistance</b>     | IK10   |
| <b>Insulation Class</b>      | Class I  |
| <b>Conformity</b>            | Complies with European Standards EN 60598 and CE certified.  |

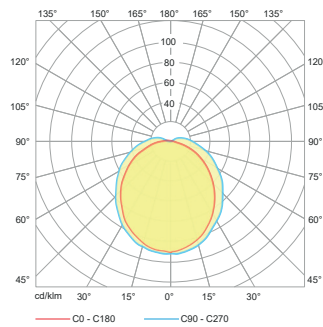
Technical Drawing



Information

| PRODUCT | POWER CONSUMPTION | LUMEN OUTPUT (lm)<br>RGB | COLOUR TEMPERATURE |
|---------|-------------------|--------------------------|--------------------|
| AR77304 | 15W               | 900                      | RGB                |

Light Distribution Curve



Diffused Beam