



【Model:FWK2622】

General Info

The advantages are as followings:

1. According to the characteristic of LED heat dissipation, the mechanical design and thermal principle are used to carry out to structural design of luminaires, combined with the material of high-thermal conductivity of high-purity aluminum alloy and the special processing technology , the effect of heat conduction, heat convection and heat radiation has been improved significantly, so that make “WuKong ” Square series luminaires to achieve much more smaller, less weight, high light efficiency, energy saving, environmental protection and low carbon innovative products.
2. With super power LED, accurately control the scattered light, so that the LED light efficiency is higher, the center light intensity is stronger, which provides a perfect solution for long-distance projection lighting.
3. Integrated 10 ° Shielding Angle into the special structural design of luminaires.

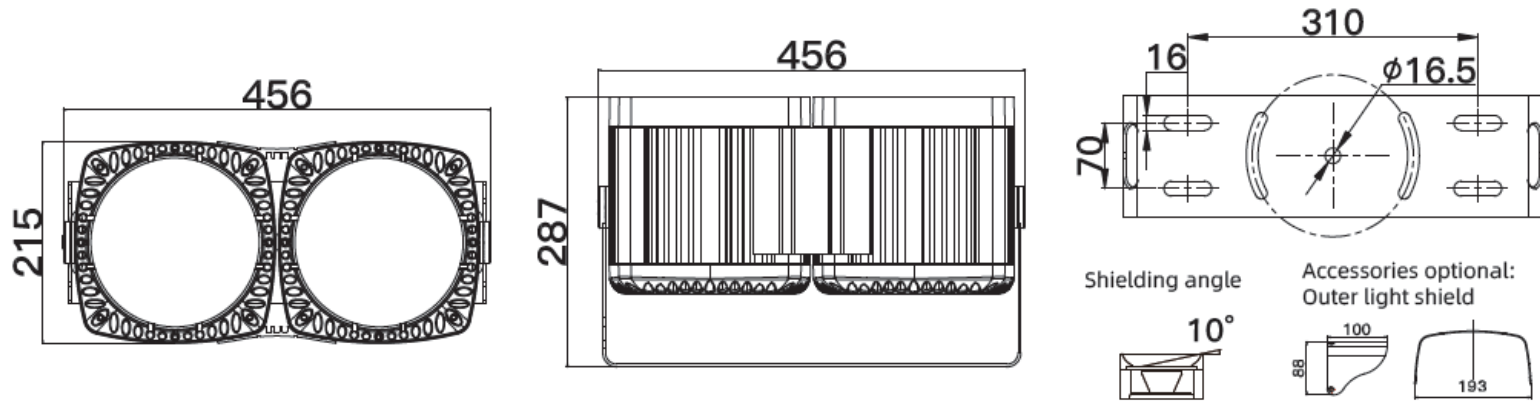
Control: Standard DMX512 (1990) protocol compatible.

Application: Suitable for ancient buildings, facade lighting of high rise building, landscape lighting of long-distance projection etc.

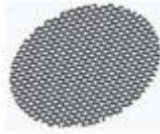
Technical parameter

Model	FWK2622
LED lifespan	50,000 hours
LED quantity	28pcs
LED color(single color)	3000K/4000K/5000K
Beam angle(FWHM)	3°
Shielding angle	10°
Housing	Die-cast aluminum/aluminum alloy housing, dark gray powder paint with high corrosion resistance
Glass material	6mm thickness toughened ultra-white glass
LED driver	2800mA thickness toughened ultra-white glass
Power input	100 ~ 240VAC ± 10%, 50/60Hz
Power consumption	300W
Ingress protection	IP66
Power cable	3*1.0mm ² rubber cable(High voltage)
Signal cable	CAT5-SFTP-4P(Controllable)
Control	DMX512(1990)
Classification	I
Ambient operating temperature	-20°C~+55 °C(Ta+10°C)
Anti-static	IEC61000-4(Level 4)
Power Factor(PF)	≥0.9
Inrush current(Max)	130A
Net weight	16.6KG

Dimension (mm)



Accessories optional



Outer light shield Honeycomb anti-glare net Deep cylinder anti-glare shield