

LED STRIP SERIES

High Power RGB Indoor

Excellent choice for dynamic environments such as cinemas, retail and hospitality needing higher illumination.



HIGH POWER RGB LP-5060-60-RGB SERIES



FEATURES

- 50,000 hours life
- High brightness 5060 SMD LEDs
- Field cuttable
- Low power consumption
- Available in 20' (6.1m) and 100' (30.48m) spools (custom cuts available)
- 20' spools come with 6 ft. pre-soldered power feeds
- Safe, 24V class 2 power supplies (sold separately)
- Controllers sold separately
- 6 year limited warranty

APPLICATIONS

- Aisle and stairway lighting
- Cabinet and cove lighting
- Back lighting
- Showcase lighting
- Linear decorative lighting

PRODUCT CODES

20Ft spools

LP - 5060 - 60 - 24 - RGB - 20FT

100Ft spools

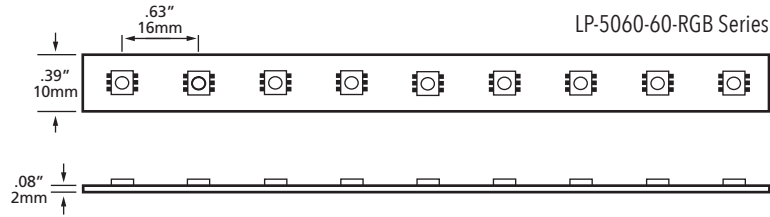
LP - 5060 - 60 - 24 - RGB - 100FT

Custom cuts

LP - 5060 - 60 - 24 - RGB - XX

SPECIFICATIONS

Electrical	24V DC, 4.3W/ft
LED Type	High Brightness 5060 SMD LEDs
Viewing Angle	120°
LED Life	50,000 hours to 70% initial lumen output
LED Spacing	16mm
# of LEDs per foot (304mm)	18
Maximum Single Run	20'
Custom Cuttable	4"
Approvals	cETLus



ACCESSORIES



LV-CN-C10
72" Power feed connector for RGB indoor. Add "-O" for opposite end.



LV-CN-D10
In-line connector for RGB indoor



LV-CN-O10
6" In-line connector for RGB indoor
LV-CN-O10-2
2" In-line connector for RGB indoor



VO-C10-8
Clear PVC mounting "U" channel



LT-095-RF
6 Key RGB "touch" controller 12/24V DC



LN-CON-WIFI-3CH-XV
WiFi controller for RGB, c/w RF remote 12/24VDC

LT-390A
Signal amplifier for RGB

NOTE: See page 34-35 for the complete range of aluminum extrusions.

NON DIMMABLE DRIVERS

MLDR-120-24

Indoor/Outdoor driver
Max. recommended load 90W or 20' (6.1m) per single tap, 120W or 27' (8.23m) combined two secondary taps.
120W hardwire
Input: 100 - 240V AC
Output: 24V DC
10" x 3 3/8" x 3 3/16" (254 x 85.7 x 80.9mm)

MLDR-20-24JB

Indoor driver
Max recommended load 18W or 4' LED Strip
20W hardwire
Input: 100 - 240V AC
Output: 24V DC
4 1/8" x 4 1/8" x 1 1/2" (104.8 x 104.8 x 38.1mm)