



**8-32VDC LED OUTDOOR LUMINAIRE
 FOR HARSH ENVIRONMENTS**



- HIGHWAY UNDERPASSES
- AREAS WHERE DC POWER IS THE ONLY OPTION
- HIGH LEVELS OF CRIME OR VANDALISM
- MINING OR HEAVY INDUSTRY
- AMENITY BLOCKS – SOLAR OR DC POWERED
- PUBLIC AREA LIGHTING – SOLAR POWERED

GFS-DEFENDER-26

GFS-DEFENDER-26 High Impact LED

A purpose built 26W Low voltage luminaire that can be supplied from any DC supply from 8-32VDC. This light maintains the same LED brightness regardless of input voltage, so it's ideal for battery powered environments. Its industrial housing makes it ideal in harsh environments

Photo shows installation of 6 x units on a freeway underpass supplied from our GFS-600-ES solar storage solution in Salisbury Council South Australia



CONTACT US FOR A FREE QUOTE

☎ 08 7200 3909 ✉



GFS-300 / 600-ES
COMPATIBLE

GFS-DEFENDER-26

TECHNICAL INFORMATION

MODEL NO.	GFS-DEFENDER-50
LED power	26W
input Voltage	15-36VDC / 8-19VDC
Luminare luminous Flux	1932lm
Lamp efficiency	77 lm/w
Driver	DC input driver, with inbuilt Fuse, short circuit protection
Dimming	NO
Colour temperature	4000K
Vandal resistance rating	4xIK10
Weather resistance	IP66
Dimensions	760 x 167 x 120mm
Weight	4.8KG
Certifications	AS1158 P1-P12, As/NZS60598, RMS,
Body / LENS	Die cast aluminium / powdercoat, ABS impact resistant lens

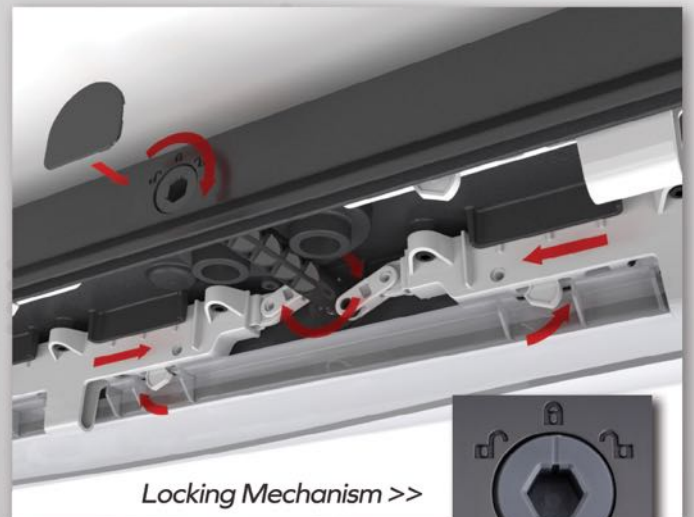
IP66 RATED, VANDAL, DUST AND WATER-RESISTANT, WITH A DIE-CAST ALUMINIUM BODY AND POLYCARBONATE DIFFUSER THE GFS-DEFENDER-26 CAN WITHSTAND HIGH IMPACTS, WHILE THE SAFETY LOCKING SYSTEM PROVIDES EASY INSTALLATION AND MAINTENANCE. THIS LED SOLUTION IS DESIGNED TO GIVE A PRECISE LIGHT DISTRIBUTION AND UNIFORMITY SIMILAR TO TRADITIONAL FLUORESCENT LAMPS.

ORDERING INFORMATION

GFS-DEFENDER-26-1	26w LED 15-36vDC input
GFS-DEFENDER-26-2	9-18w LED 15-36vDC input

OPTIONAL POWER SOLUTIONS

These units are connected to our GFS-300/600 ES heavy duty solar storage solution and can operate up to 3 x Defender-26 units in any weather condtion at full power all night, call us for more info on 08 7200 3909.



Locking Mechanism >>

Dimensions >>

