MSR

MSR 1200 1CT

The high color rendering index of the single ended MSR series ensures that everyone in the audience can enjoy the true colors of the scenery, the stage props, the players and their costumes – in fact everything that is on stage can be made bright and vivid in daylight quality light. Also, thanks to the single ended lamp concept, the luminaire has optimal light collection and direction possibilities to help ensure brightness on stage exactly where and when it is needed. In addition, the MSR can be used in any burning position for easy set-up and convenience.

Product data

• General Characteristics

System Description	Cold Strike
Cap-Base	G22
Cap-Base Information	30x53mm
Execution	-
Operating Position	any
Main Application	Studio/Disco
Life to 50% failures EM	800 hr

• Light Technical Characteristics

Color Code	-
Color Rendering Index	80 Ra8
Color Temperature	5900 K
Color Temperature Technical	5900 K
Chromaticity Coordinate X	325 -
Chromaticity Coordinate Y	320 -
Luminous Flux Lamp EM	94000 (min), 110000 (nom) Lm
Luminous Efficacy Lamp EM	91 Lm/W

• Electrical Characteristics

Watts	1200 W
Lamp Wattage Technical	1200 W
Lamp Current	13.8 A
Ignition Supply Voltage	207 (min) V
Dimmable	No

• Luminaire Design Requirements

Pinch Temperature	350 (max) C
Bulb Temperature	700 (max) C

• Product Dimensions

Overall Length C	175 (max) mm
Diameter D	40 (max) mm
Width F	53 mm
Light Center Length L	84 (min), 85 (nom), 86 (max) mm
Arc Length O	10.0 mm

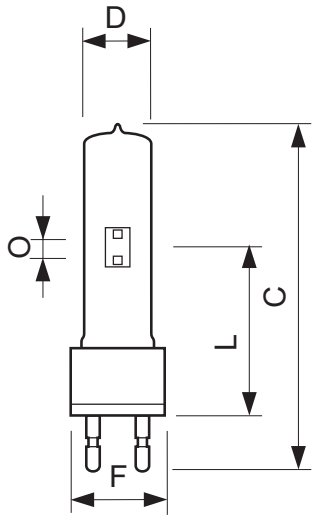
• Product Data

Product number	245514
Full product name	MSR 1200 1CT
Short product name	MSR 1200 1CT/3
Pieces per Sku	1
eop_pck_cfg	3
Skus/Case	3
Bar code on pack	8727900911213
Bar code on case	8727900911220
Logistics code(s)	928078105114
eop_net_weight_pp	0.150 kg

PHILIPS

sense and simplicity

Dimensional drawing

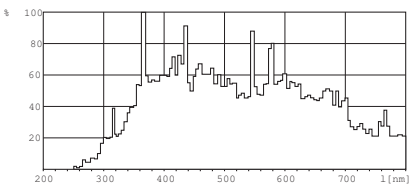


G22

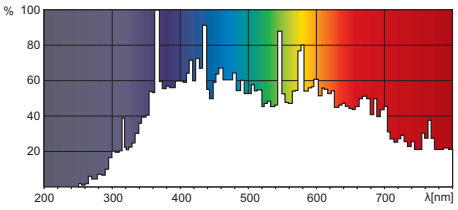
Product	A (Min)	A (Norm)	A (Max)	C (Max)	D (Max)	D1 (Norm)	F (Min)	F (Norm)	F (Max)	L (Min)	L (Norm)	L (Max)	O (Norm)
MSR 1200	-	-	-	175	40	-	-	53	-	84	85	86	10.0

G22

Photometric data



MSR Cold Strike



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