

302040,Russia,Orel,Leskova 19 str. Phone/fax: +7(4862) 49-85-34,+7(4862) 41-44-03 E-mail: export1@proton-orel.ru, <u>www.proton-orel.ru</u>

LED CROSSING LIGHT P.2.1-CPA-F

Description

LED crossing light consists of two emitters displaying walking man image of green lighting and standing man image of red lighting. Walking and standing man images combined with two-digit countdown panel of corresponding lighting colours. Countdown panel displays the time left to red or green lighting. The time of green signal displayed by green figures lighting, the time of red signal displayed by red figures lighting.

Crossing light utilizes animation features while green light working (walking man motions imitation). Green lighting is synchronized with intermitted audible signal. Closer to the end of green lighting animating and signaling frequency increase. Crossing light board supplied with intellectual option, automatically fit into time modes of road controller.

The crossing light batched with holder group that allows to correct its location in vertical or horizontal position and surface mount for pole that allows to adjust it in vertical variation.

Works with any type of road controller.

According to customer's demand the crossing light can be accomplished by additional contour screen.

Combined application of crossing light and countdown panel enables to decrease the amount of road accidents and especially accidents with pedestrians.

Technical characteristics

Diameter of signal exit aperture		200×200 mm
Axial luminous intensity of signals	Red	not less 50 cd
	Green	not less 50 cd
Power consumption	Red	not more 11 W
	Green	not more 9 W
Amount of countdown panel digit orders		2
Maximum counting time of countdown panel		99 sec
Signal radiating frequency		(2300 ±15%) Hz
Sound pressure level		not less 90 dBA
Supply voltage		220 V ^{+10%} -15% of road controller
Working temperature range		from - 60°C to +60°C
Dimension		not more 515x314x100 mm
Warranty		5 years
Durability		not less 12 years

Outward appearance



