

ICE SQUARE 100 CORDLESS TABLE LAMP



















Sand Blasted **Pressed Glass**

BRANDING





Handling Accessory **4 Lamp Carrier**(Optional)













ICE SQUARE 100 - Technical Description

The Ice Square 100 features a pressed frosted glass diffuser in a square tapered shape providing a soft omni directional ambient light.

Designer Peter Ellis, Jackie Chan

Year of Design 2006

IP Rating IP52

Dimensions 175mm x 110mm

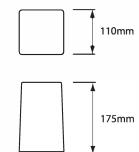
(7") x (4½")

Weight PRO - 1.81 kg / 4.0 lb

UNO - 1.58 kg / 3.5 lb

Approvals & Standards CE, CSA, C-Tick, FCC, RoHS, SASO

EU Energy Regulation Exempt - LED lamps operate on batteries



Type	Battery	Cells	Charge Time	Light Source Option	Colour Temperature (Kelvin)	Operating Time (hours) Normal mode			Brightness (lumens)	CRI*	Bulb Life (Hours)
						High	Med	Low			
UNO	Panasonic Li-ion 3.7V 2900mAh 500+ cycles	1	5.5hrs	1W LED Warm White (Standard)	2600k	13	35	130	68+	95+	50,000+
				1W LED Warm Candle White*	1800k	13	35	130	58+	93+	50,000+
PRO	Panasonic Li-ion 11.1V 5800mAh 500+ cycles	6	8.5hrs	1W LED Warm White (Standard)	2600k	66	116	310	85+	95+	50,000+
				1W LED Warm Candle White*	1800k	66	116	310	75+	93+	50,000+
				3W LED Warm White*	2600k	22	39	103	300+	92+	50,000+
COLOUR RENDERING INDEX (CRI)				The quantitative measure of the ability of a light source to reproduce the colors of various objects faithfully in comparison with an ideal or natural light source. The highest possible CRI is 100.							
POWER SOURCE				100 - 240V Switch-Mode Electronic Power Supply Approved for worldwide usage supplied with appropriate mains electric plug type							

Recharging Options



Single Lamp Charger 1 Lamp



Small **Recharging Tray** 4 Lamps



Large Recharging Tray 12 Lamps



Small **Recharging Station** 24 Lamps



Medium **Recharging Station** 36 Lamps



Large **Recharging Station** 48 Lamps

All parts are replaceable or recyclable. Technical support available at direction@carrelighting.com Email direction@carrelighting.com

Service

NEOZ Warranty









