

IT-SSG8-WL

With 8 high power LEDs for a total power consumption of 12W, beam angle 30° to 60°, beam distance 30m to 1m, the IT-SSG8-WL is a White Light Illuminator with a high service of life.

- Luminous flux 700lm.
- Color temperature 3000-3500K/5500-6000K.
- 50,000 hours lifetime LEDs.
- Extended working temperature range -40 to 60°C.
- 1-2 years warranty.



Product Family

The IT-SSG8-WL is part of the high-power Vandal Resistant White Light Illuminators series that is the quality LED light source solution for night-time illumination, providing high-power light for CCTV and IP cameras to enhance night-time visual performance with colorful images.

Product Features

- Independent innovation of high efficiency power drive schemes.
- High thermal conductivity aluminum with Vandalproof polycarbonate panel (PC).
- Energy saving technology.
- Manual power control.
- Manual Light operated sensor control.
- Easy installation.

Basic Functions

- *Improves performance of the weak light camera and enhances the monitoring picture effect.*
- *Low equipment cost.*
- *Reduce cost of installing and wiring.*
- *Indoor and outdoor use.*

Technical Specifications

LED type: 8 pieces high power white light LEDs

Luminous flux: 700lm

Color temperature: 3000-3500K/5500-6000K

Beam angle: 30° to 60°

Beam distance: 1 to 30m

Bracket: Wall mount bracket

Cable: 60mm

Working voltage: 12VDC 1000mA/24VAC 500mA

Power consumption: 12W

Day & Night switch: With CDS sensor

Working temperatures: -40 to 60°C

Protection level: IP66

Color: Black

Panel: Vandal Resistant panel

Housing: Aluminum die-casting housing

Net weight: 0.52 kg

Gross weight: 0.6 kg

Dimensions: 145*135*95mm

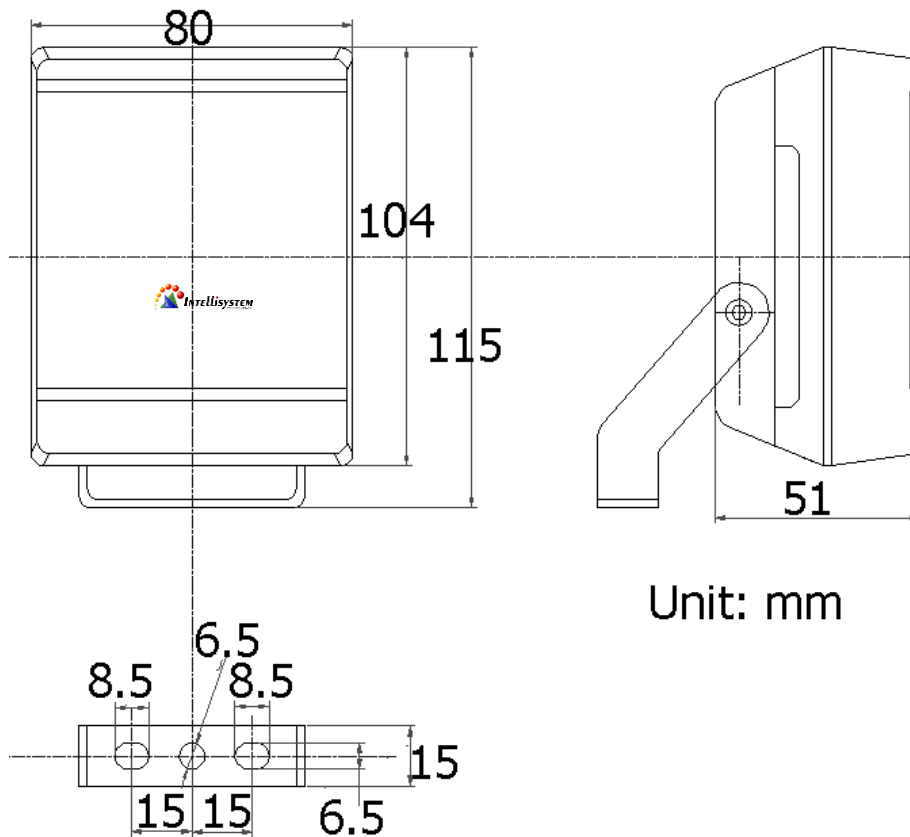
Models for Selection

Model	Beam angle	Viewing distance
IT-SSG8-WL-30-BC-W	30°	1m - 30m
IT-SSG8-WL-45-BC-W	45°	1m - 25m
IT-SSG8-WL-60-BC-W	60°	1m - 15m

**Viewing distance is tested by Sony 1/3 CCD Camera with 0.01 LUX.*

To achieve the distance needed, please pay attention to your camera specifications and lens before purchase. It is normal phenomenon that distance may vary due to different cameras and lens.

Mechanical Drawings



Viewing Picture at Night



With white light



Without white light