

Standard Tape, High Power Indoor (2700K & 3000K)



This high-power indoor tape light, available in 2700K and 3000K, delivers efficient and consistent illumination. Using high-quality 2835 LEDs, it offers excellent brightness and energy efficiency.

FEATURES

- High efficiency at 110 lumens per watt.
- Excellent colour consistency with SDCM<2.
- 6-foot power feed for flexible installation.

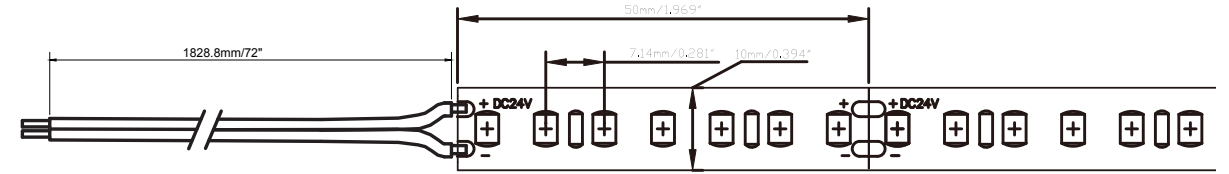
- Suitable for indoor use with IP20 rating.
- Backed by a 5-year warranty for long-term reliability.

APPLICATIONS

- Under Cabinet
- Retail / Displays
- Accent
- Cove (High Ambient Light)

SPECIFICATIONS

Product Code		ST-ID-27K-HP-XX-B0	ST-ID-30K-HP-XX-B0
		[XX: Length in feet; B: 2835 LED; O: 10mm PCB]	[XX: Length in feet; B: 2835 LED; O: 10mm PCB]
		Available in 20 feet: ST-ID-27K-HP-20-B0	Available in 20 feet: ST-ID-30K-HP-20-B0
Electrical	Input Voltage	24V DC	
	Power Consumption	4.39W/ft (14.5W/m)	
	Efficacy	110Lm/w	
Specs	Colour Temperature	2700K	3000K
	Lumen Output	486Lm/ft (1595Lm/m)	
	Beam Angle	120°	
	Dimmable	Yes, via controllers	
LED	Chip Type	2835	
	CRI	90	
	# per metre	140	
	Binning	1BIN	
	SDCM	<2	
	Lifespan	50,000 Hours	
Design	Dimensions (Inches)	.39" W	
	Dimensions (Millimeters)	10mm W	
	Max Length	20Ft (6M)	
	Custom Cuttable	1.97" (50mm)	
	IP Rating	IP20	
	Approved Location	Indoor	
Warranty	5 Years		
Approvals	cULus		



ACCESSORIES



ST-10MM-BWBC-6
6' Jumper



ST-10MM-B2BC
Splice



ST-10MM-W2BC-72
6' power feed

DRIVERS

Dimmable



MLDRE-40-24-DM
Max. recommended load: 36W; Min. recommended load: 8W; 6.77" x 2.67" x 1.26" (171 x 68 x 32mm)



MLDRE-96-24-DM
Max. recommended load: 90W; Min. recommended load: 8W; 6.77" x 2.67" x 1.26" (171 x 68 x 32mm)



SX-24V-DD-100W
Switchex

Non-Dimmable



MLDR-120-24
Indoor/Outdoor driver
Max. recommended load: 90W; 10" x 3 3/8" x 3 3/16" (254 x 85.7 x 80.9mm)



MLDR-20-24JB
Indoor driver
Max recommended load: 18W; 4 1/8" x 4 1/8" x 1 1/2" (104.8 x 104.8 x 38.1mm)



PGID2448/PGID2496
Plug-in Driver

CONTROLLERS



CNTRL-0-10V-DIM
0/1-10V Dimming Controller