

INFERNO STROBE-10

LIGHT BARRIER : DATA SHEET

- ⇒ significantly reduces costs of intrusions by limiting the intruders' time inside.
- ⇒ generates a irregular flash pattern of such intensity that it temporarily destroys one's vision
- ⇒ induces "sensory overload" when operated simultaneously with a sound barrier
- ⇒ compatible with all existing alarm systems, simple to retrofit and install
- ⇒ destabilizes & disorients the intruder

An Inferno light barrier greatly magnifies the disruptive and destabilizing effect of an Inferno sound barrier. It is not sufficiently disruptive as a stand-alone device, however when operated simultaneously with a sound barrier, the resultant effect is sensory overload. Like a sound barrier, it is typically deployed in situations where conventional security equipment has/will fail to provide sufficient protection. The intruder depends on the "window of opportunity" that exists between detection and arrival of security personnel. The horrendous combined effect of the sound & light barrier destroys this window and with it, the intruder's ability to inflict damage and loss.

The Strobe 10 is essentially a less powerful version of its big brother, the Strobe 16. Unlike the Strobe 16, the Strobe 10 has a flash pattern that is highly irregular - making it significantly more disruptive. One advantage over the Strobe 16 is that it can operate on a standard 10A circuit. The powerful 1,500W bulb is capable of

temporarily "burning" a white spot into the intruder's vision, making it extremely difficult to see. Most effective in darkened environments, the strobe disorients and destabilizes the intruder who will struggle to focus & navigate within the protected area. Unlike the sound barrier, the Strobe 10 requires mains power.



TECHNICAL SUMMARY

Flash frequency	7-12/second, irregular
Dimensions: (mm)	620 x 240 x 200
Weight:	5kg
Power consumption:	230V, 50/60Hz
Wattage:	1,500W
Fuse:	10A

The cost of an intrusion is directly proportional to the time available to the intruder. Forcing the intruder to exit immediately, empty-handed and without confrontation, is the ultimate solution in any intrusion.

Inferno - intolerable to intruders.