

INFERNO STROBE-16

LIGHT BARRIER : DATA SHEET

- ⇒ significantly reduces costs of intrusions by limiting the intruders' time inside.
- ⇒ generates a 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 16 is the most powerful & successful Inferno light barrier to date. This is due to its flexibility and suitability for a vast range of installations - from retail premises to warehouses, from laboratories to museums. The powerful 2,700W bulb of the strobe 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 and navigate within the protected area. Unlike the sound barrier, the Strobe 16 requires mains power.



TECHNICAL SUMMARY

Flash frequency	0-12/second, user selectable
Dimensions: (mm)	460 x 220 x 125mm
Weight:	3kg
Power consumption:	230V, 50/60Hz
Wattage:	2,700W
Fuse:	16A

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.

Inferno - intolerable to intruders.