

phantom



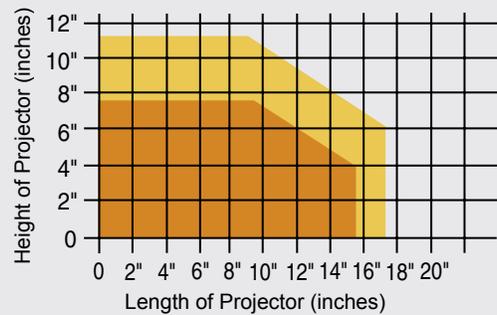
The Phantom received the 2006 Platinum Award for Design Excellence recognizing superior product design for furniture, fixtures and finishes marketed to the design trade.

The all new and totally unique PHANTOM is a clever alternative to other video projector lifts. It quickly and quietly dips the projector out of the ceiling and into the “show” position at the touch of a switch or wireless transmitter. The audience will think it materialized like an apparition.

The projector is mounted into a framework above the ceiling. When activated, a trapdoor lowers the projector into your room using a precision actuator with pre-set limits. The projector is easily aligned during installation to provide a direct light path onto your DRAPER projection screen.

The PHANTOM is supplied with a universal-style bracket that allows for easy attachment of a variety of projector models. Two PHANTOM models to choose from that fit any size projector. The PHANTOM motor is a DC—low voltage motor, 24V, which allows for easier control and wiring of the lift. The PHANTOM can also be used for video conferencing cameras, speakers, etc.

Options: Plenum housing, ceiling access door for easier access after installation, DC motor control (required for IR/RF/Serial/Network), 3-button up-stop-down switch



- A projector will fit into the Phantom Model A if its dimensions are in the darkest area
 Maximum projector width=13"
- A projector will fit into the Phantom Model B if its dimensions are in the lightest area.
 Maximum projector width=16⁷/₈"

Phantom Dimensions & Data

	Model A	Model B
Overall Size (W x L x H)	17 ⁵ / ₈ " x 25 ⁹ / ₁₆ " x 14 ¹ / ₄ "	21 ⁵ / ₁₆ " x 32 ³ / ₄ " x 17 ³ / ₄ "
Ceiling Panel Size (W x L)	15 ⁵ / ₈ " x 15 ⁵ / ₈ "	19 ⁹ / ₁₆ " x 19 ⁹ / ₁₆ "
Installation Height (without plenum)	14 ¹ / ₂ "	18"
Net Weight of Unit	18 lbs.	27 lbs.
Lifting Capacity	26 lbs.	26 lbs.
Maximum Projector Width	13"	16 ⁷ / ₈ "
Control Included	Wall Switch	Wall Switch
Control Options	IR or RF Remote	IR or RF Remote

