

PX-6120

6x6 amplified Matrix with USB/SD/FM/BLUETOOTH



- 6 zone amplified matrix with 6 outputs of 120W.
- 4 audio inputs, 1 integrated source and 1 super priority EMC input.
- MP3/FM/Bluetooth player, 3 mic/line inputs, auxiliary input and EMC priority input.
- 6 amplifier channels that can receive the chosen audio source or input individually, volume control of the zones.
- 6 zone amplified matrix with remote volume control and remote microphone.
- 6 RJ45 connections that can accommodate remote microphones and or wall volume plate up to 200 meters by cat5/6 cable.
- 6 zones of loudspeaker outputs in 100V or 4/8 Ohms.
- 3 switchable XLR balanced mic/line inputs with 48V phantom power.
- 1 auxiliary input and a built-in USB/SD/FM and Bluetooth player can be switched per matrix to one of the 6 zones independently.
- 6-zone selective microphone desk.
- USB/SD/FM audio player and remote control.
- 24V control to trigger an alarm message (editable).

RM-6000

6-zone remote microphone

- Communication via CAT 5 cable up to 200 meters
- Self-powered directly by the matrix.
- Source selection and volume control
- Touch panel
- Up to 6 remote microphones for PX-6120 matrix.



LM-6000

Bluetooth wall control panel

- Communication by CAT 5 cable up to 200 meters.
- Self-powered directly by the matrix.
- Source selection and volume control.
- Touch panel.
- Up to 6 plates per PX-6120 matrix.

PX-6120
rear panel



PX-6120

6x6 amplified Matrix with USB/SD/FM/BLUETOOTH

Model	PX-6120
Zones	6
Rated output power	6x120W
Speaker output	100V & 4-8Ω
Inputs	Mic/line1-3: 2,5mV, balanced XLR input with 48V phantom power, Line 1-2: 250mV, RCA Mute: 250mV, Phoenix connector
Remote mic	Up to 6 RM-6000 per matrix PX-6120MX
Wall plate volume/source	Up to 6 LM-6000 per PX-6120MX matrix
Bandwidth	80Hz - 16,000Hz
THD	< 0,1%
S/N ratio	> 70dB
Protection	High temperature, short circuit and overload protection.
Power source	AC230V or AC110V, 50-60Hz
Power consumption	900W
Dimensions (WxHxD)	484 x 88 x 320mm
Weight	15,5kg

PA example: HOTEL

