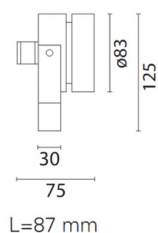


Last information update: May 2024

Product configuration: BH82

BH82: Floodlight - immersion 3 monochrome LEDs - 350mA DC

**Product code**BH82: Floodlight - immersion 3 monochrome LEDs - 350mA DC **Attention! Code no longer in production****Technical description**

Monochrome floodlight for permanent immersion, IP68 5m. Adjustable about the vertical axis and relative to the horizontal plane. The luminaire is made strictly of AISI 316L stainless steel to guarantee maximum lasting reliability in pools and fountains (fresh water). Clear, transparent 6mm thick tempered closing glass. All screws used are made of stainless steel and the seals are silicone. The product is supplied with a 4m long 2x0,5NS20N power cable. The luminaire technical characteristics conform to EN60598-2-18 standards and particular requirements. IP68 - IK08. The luminaire is complete with 3 Neutral White LEDs (3x1,2W). Optical assembly opening is not required for its installation. Insulation class III. The luminaire must be powered by a 350mA DC external driver.

Installation

Ground recessed/wall recessed

Colour

Steel (13)

Mounting

wall recessed|ground recessed

Notes

Permanent immersion

Complies with EN60598-1 and pertinent regulations

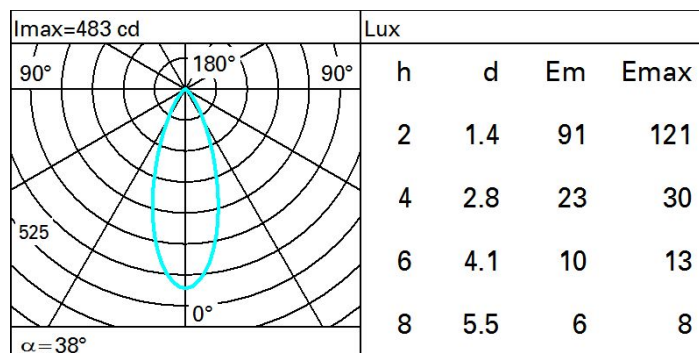


IK08

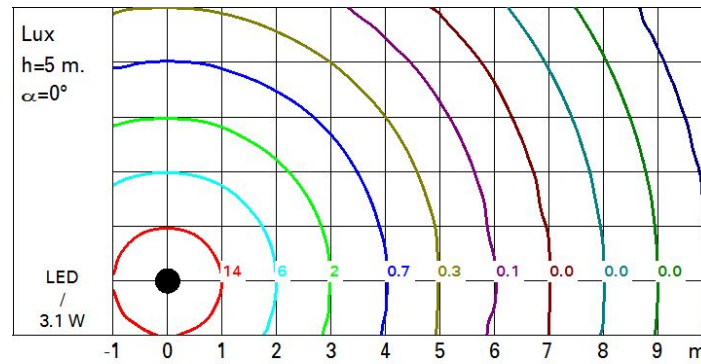
IP68

Technical data

Im system:	247	CRI (minimum):	75
W system:	3.1	Colour temperature [K]:	4000
Im source:	340	Life Time LED 1:	100,000h - L80 - B10 (Ta 25°C)
W source:	3.1	Lamp code:	LED
Luminous efficiency (Im/W, real value):	79.8	Number of lamps for optical assembly:	1
Im in emergency mode:	-	ZVEI Code:	LED
Total light flux at or above an angle of 90° [Lm]:	0	Number of optical assemblies:	1
Light Output Ratio (L.O.R.) [%]:	73	Intervallo temperatura ambiente:	from -20°C to +35°C.
Beam angle [°]:	38°	LED current [mA]:	350

Polar

Isolux



UGR diagram

Corrected UGR values (at 340 lm bare lamp luminous flux)											
Reflect.:		viewed crosswise					viewed endwise				
ceiling		0.70	0.70	0.50	0.50	0.30	0.70	0.70	0.50	0.50	0.30
walls		0.50	0.30	0.50	0.30	0.30	0.50	0.30	0.50	0.30	0.30
work pl.		0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20
Room dim		viewed crosswise					viewed endwise				
x	y										
2H	2H	13.2	13.9	13.5	14.2	14.4	13.2	13.9	13.5	14.2	14.4
	3H	13.3	13.9	13.6	14.2	14.5	13.2	13.8	13.5	14.1	14.4
	4H	13.3	13.9	13.6	14.2	14.5	13.2	13.8	13.5	14.1	14.4
	6H	13.3	13.8	13.6	14.1	14.5	13.1	13.7	13.5	14.0	14.3
	8H	13.3	13.8	13.6	14.1	14.4	13.1	13.6	13.4	13.9	14.3
	12H	13.2	13.7	13.6	14.1	14.4	13.0	13.5	13.4	13.9	14.2
4H	2H	13.2	13.8	13.5	14.1	14.4	13.3	13.9	13.6	14.2	14.5
	3H	13.3	13.8	13.7	14.1	14.5	13.3	13.8	13.7	14.2	14.5
	4H	13.3	13.7	13.7	14.1	14.5	13.3	13.7	13.7	14.1	14.5
	6H	13.3	13.7	13.7	14.1	14.5	13.3	13.7	13.7	14.1	14.5
	8H	13.3	13.6	13.7	14.1	14.5	13.3	13.6	13.7	14.0	14.5
	12H	13.3	13.6	13.7	14.0	14.5	13.2	13.5	13.7	14.0	14.4
8H	4H	13.3	13.6	13.7	14.0	14.5	13.3	13.6	13.7	14.1	14.5
	6H	13.3	13.6	13.7	14.0	14.5	13.3	13.6	13.8	14.0	14.5
	8H	13.3	13.5	13.8	14.0	14.5	13.3	13.5	13.8	14.0	14.5
	12H	13.2	13.5	13.7	13.9	14.5	13.2	13.4	13.7	13.9	14.5
12H	4H	13.2	13.5	13.7	14.0	14.4	13.3	13.6	13.7	14.0	14.5
	6H	13.2	13.5	13.7	14.0	14.5	13.3	13.5	13.7	14.0	14.5
	8H	13.2	13.4	13.7	13.9	14.5	13.2	13.5	13.7	13.9	14.5
Variations with the observer position at spacing:											
S =		1.0H	2.7	/ -3.2			2.7	/ -3.2			
		1.5H	5.0	/ -4.6			5.0	/ -4.6			
		2.0H	6.8	/ -5.2			6.8	/ -5.2			