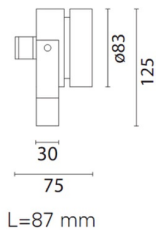## WaterApp

Design iGuzzini	iGuzzini

Last information update: May 2024

Product configuration: BH84
BH84: Floodlight - immersion 3 LEDs - 350mA DC

Product code
BH84: Floodlight - immersion 3 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 Cool 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.

Colour
Steel (13)

Mounting
ground surface

Notes
Permanent immersion

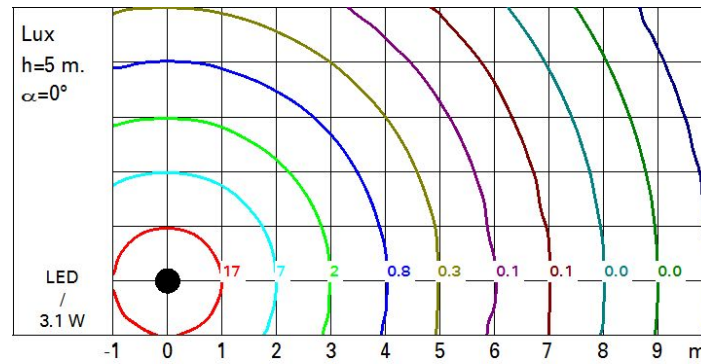Complies with EN60598-1 and pertinent regulations

III IK08 IP68 CE EHC NOM

Technical data

lm system:	298	CRI (minimum):	70
W system:	3.1	Colour temperature [K]:	6500
lm source:	410	Life Time LED 1:	100,000h - L80 - B10 (Ta 25°C)
W source:	3.1	Lamp code:	LED
Luminous efficiency (lm/W, real value):	96.2	Number of lamps for optical assembly:	1
lm 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

Imax=582 cd

α=38°

Lux			
h	d	Em	Emax
2	1.4	110	146
4	2.8	27	36
6	4.1	12	16
8	5.5	7	9

Isolux

Lux
h=5 m.
α=0°

LED
/
3.1 W

17 7 2 0.8 0.3 0.1 0.1 0.0 0.0

-1 0 1 2 3 4 5 6 7 8 9 m

UGR diagram

Corrected UGR values (at 410 lm bare lamp luminous flux)

Riflect.:											
ceil/cav		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					viewed		
x	y			crosswise					endwise		
2H	2H	13.9	14.6	14.2	14.8	15.1	13.9	14.6	14.2	14.8	15.1
	3H	13.9	14.6	14.3	14.8	15.1	13.9	14.5	14.2	14.8	15.1
	4H	14.0	14.5	14.3	14.8	15.1	13.8	14.4	14.2	14.7	15.0
	6H	13.9	14.5	14.3	14.8	15.1	13.8	14.3	14.1	14.6	14.9
	8H	13.9	14.4	14.3	14.8	15.1	13.7	14.3	14.1	14.6	14.9
	12H	13.9	14.4	14.3	14.7	15.1	13.7	14.2	14.1	14.5	14.9
4H	2H	13.8	14.4	14.2	14.7	15.0	14.0	14.5	14.3	14.8	15.1
	3H	13.9	14.4	14.3	14.8	15.1	14.0	14.5	14.4	14.8	15.2
	4H	14.0	14.4	14.4	14.8	15.2	14.0	14.4	14.4	14.8	15.2
	6H	14.0	14.4	14.4	14.7	15.2	13.9	14.3	14.4	14.7	15.1
	8H	14.0	14.3	14.4	14.7	15.2	13.9	14.3	14.3	14.7	15.1
	12H	13.9	14.2	14.4	14.7	15.1	13.9	14.2	14.3	14.6	15.1
8H	4H	13.9	14.3	14.3	14.7	15.1	14.0	14.3	14.4	14.7	15.2
	6H	13.9	14.2	14.4	14.7	15.1	13.9	14.2	14.4	14.7	15.1
	8H	13.9	14.2	14.4	14.6	15.1	13.9	14.2	14.4	14.6	15.1
	12H	13.9	14.1	14.4	14.6	15.1	13.9	14.1	14.4	14.6	15.1
12H	4H	13.9	14.2	14.3	14.6	15.1	13.9	14.2	14.4	14.7	15.1
	6H	13.9	14.1	14.4	14.6	15.1	13.9	14.2	14.4	14.6	15.1
	8H	13.9	14.1	14.4	14.6	15.1	13.9	14.1	14.4	14.6	15.1

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