

BEGA**50 141.2**

Recessed wall luminaire for indoor use

Project · Reference number

Date

Product data sheet**Application**

Recessed LED wall luminaire · indoor luminaire with crystal glass, inside white and metal housing. Luminaire with unshielded light for directing and conducting lighting.

Product description

Recessed ceiling luminaire »ACCENTA«
Die-cast zinc luminaire housing
Metal frame ring with safety glass, white inside
White enamel finish
Cavity-wall box with 2 fixing claws and fixing screws
Ceiling aperture \varnothing 68 mm
Free space installation depth required 65 mm
Mains cable up to \varnothing 10,5 mm, max. $3 \times 1.5^{\square}$
Connecting terminal 1.5^{\square}
Earth conductor connection
LED power supply unit
220-240 V \sim 0/50-60 Hz
DC 176-264 V
Safety class I
CE – Conformity mark
Weight: 0,25 kg

Inrush current

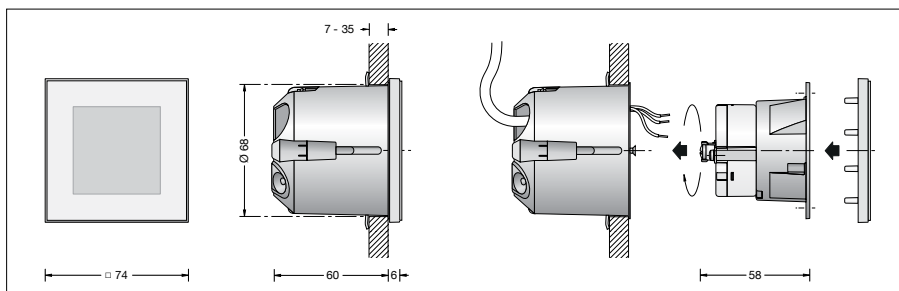
Inrush current: 20 A / 170 μ s
Maximum number of luminaires of this type per miniature circuit breaker:
B 10A: 31 luminaires
B 16A: 50 luminaires
C 10A: 52 luminaires
C 16A: 85 luminaires

Lamp

Module connected wattage 1 W
Luminaire connected wattage 2.1 W
Rated temperature $t_a = 25^{\circ}\text{C}$
Ambient temperature $t_{a \text{ max}} = 45^{\circ}\text{C}$
When installed in heat-insulating material $t_{a \text{ max}} = 35^{\circ}\text{C}$

50 141.2 K3

Module designation LED-0815/930
Colour temperature 3000 K
Colour rendering index CRI > 90
Module luminous flux 160 lm
Luminaire luminous flux 52 lm
Luminaire luminous efficiency 24,8 lm/W

**Service life of the LED**

Ambient temperature $t_a = 25^{\circ}\text{C}$
– at > 500,000 h: L 70 B 50

max. ambient temperature $t_a = 45^{\circ}\text{C}$
– at 360,000 h: L 70 B 50

Light technique

Luminaire data for the light planning program DIALux for outdoor lighting, street lighting and indoor lighting as well as luminaire data in EULUMDAT- and IES-format you will find on the BEGA web page www.bega.com.

Article No. 50 141.2

Finish options

- Enamel, white
- Stainless steel

Code number .1

Code number .2