

BEGA**50 535.2**

Ceiling and wall luminaire for indoor use



Project · Reference number

Date

Product data sheet

Application

LED ceiling and wall luminaire· indoor luminaire with high protection class for a variety of lighting tasks.

A luminaire made of die cast aluminium and crystal glass.

Product description

Aluminium alloy housing, stainless steel finish

Crystal glass, inside white

Silicone gasket

2 mounting holes \varnothing 4.5 mm

Distance apart 110 mm

2 cable entries for through-wiring of mains

supply cable \varnothing 7-10.5 mm

Connection terminal 2.5²

Earth conductor connection

LED power supply unit

220-240 V \sim 0/50-60 Hz

DC 176-264 V

Safety class I

Protection class IP 65

Dust-tight and protection against water jets

– Safety mark

CE – Conformity mark

Weight: 0.95 kg

Lamp

Module connected wattage 4.1 W

Luminaire connected wattage 5.8 W

Rated temperature $t_a = 25$ °C

Ambient temperature $t_{a,max} = 30$ °C

50 535.2 K3

Module designation LED-0337/930

Colour temperature 3000 K

Colour rendering index CRI > 90

Module luminous flux 670 lm

Luminaire luminous flux* 390 lm

Luminaire luminous efficiency* 67,2 lm/W

50 535.2 K4

Module designation LED-0337/940

Colour temperature 4000 K

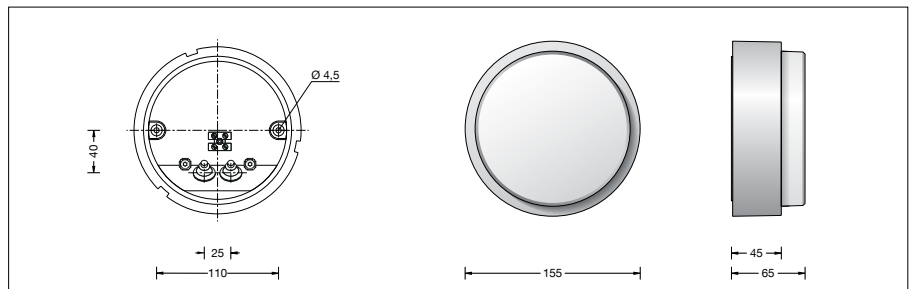
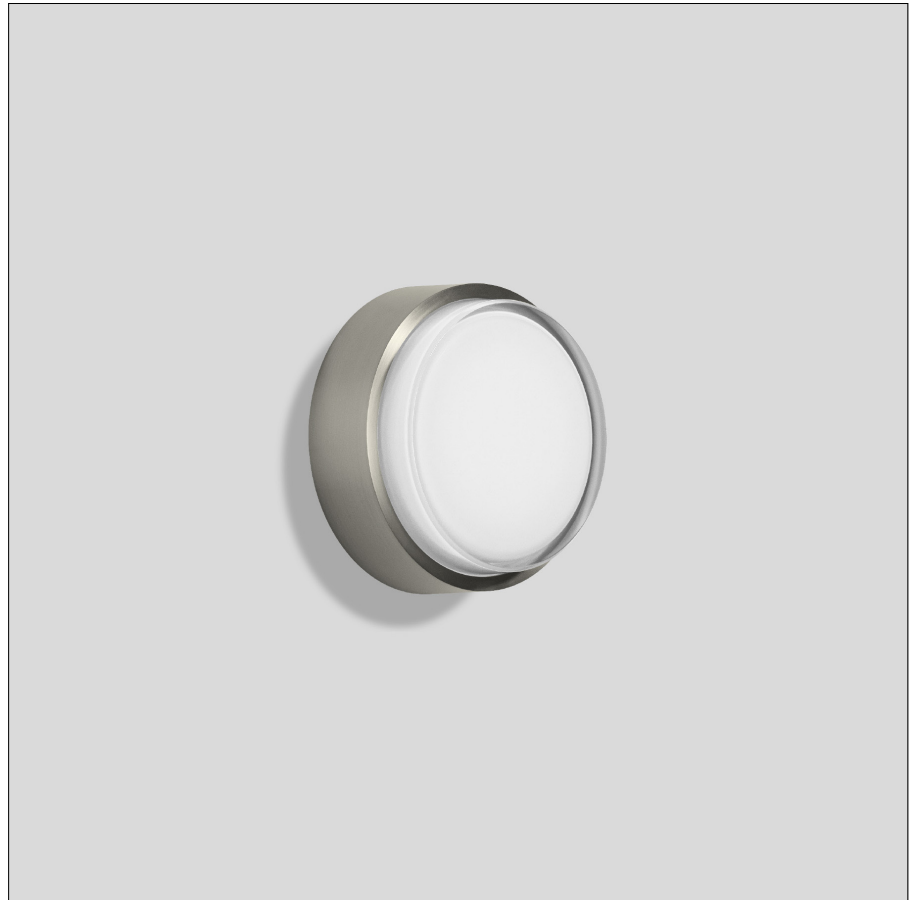
Colour rendering index CRI > 90

Module luminous flux 695 lm

Luminaire luminous flux* 404 lm

Luminaire luminous efficiency* 69,7 lm/W

* preliminary data



Service life of the LED

Ambient temperature $t_a = 25$ °C

– at > 500,000h: L70B50

max. ambient temperature $t_a = 30$ °C

– at > 500,000h: L70B50

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. 50 535.2

LED colour temperature optionally 3000K or 4000K

3000 K – Article number + **K3**

4000 K – Article number + **K4**

Optional finishes

- White enamel
- Stainless steel
- Chrome

code number **.1**

code number **.2**

code number **.3**