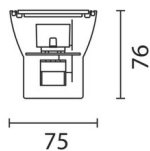


September 2012

**Linealuce - LED RGB DALI (39 Wmax) - flood optic****Product code:**

BA78

**Technical description:**

Direct-light luminaire designed for use with LED sources. RGB with multicolour 39Wmax 30 RGB (Red, Green and Blue) LEDs circuit, optic with plastic lenses, Flood version. Complete with lamp and Dali 48÷56Vdc control board. Ballast to be ordered separately. Extruded aluminium body subjected to phosphochromatisation treatment, double primer, passivation at 120° C, die-cast aluminium end caps with 50/60 Shore A silicone gaskets subjected to post-cooling treatment at 200° C. Acrylic liquid paint finish with high resistance to atmospheric agents and UV rays; baking at 150°C. The optical assembly is closed with sodium-calcium tempered semi-acid finished glass with 4 mm thickness fixed with silicone. PG11 nickel-plated brass cable clamps for  $\varnothing$  6.5÷11mm cables, for single entrance for power supply cable and Dali signal. Antiglare screens are available on demand. All external screws are made of stainless steel A2.

**Installation:**

Wall installation with brackets and extensible arms with  $\pm 90^\circ$  orientation; ceiling installation with plate for surface-mounted application, suspension cables and rigid rods.

**Dimension:**

75 x 76mm L=1303mm

**Colour:**

Grey (15)

**Mounting:**

Ceiling pendant|Ceiling surface|Wall surface

**Wiring:**

Complete with DALI 48-56Vdc control board. Electronic control gear to be ordered separately (code BZ14 - 100W Vin=100-240Vac Vout=48/56Vdc, code BZ15 - 240W Vin=100-240Vac Vout=48/56Vdc, code BZ16 - 480W Vin=100-240Vac Vout=48/56Vdc).

**Notes:**

Complete with lamp. The electronic board takes three Dali addresses, absorbs one Dali load and is equipped with DIRECT DIM RGB, which provides the following functions by means of standard button: Soft ON/OFF, colour change, last colour memory, default dynamic sequence. Antiglare screens and various accessories are available.

Complies with EN605981 and pertinent regulations

