

BEGA**50 120.3**

Wall luminaire for indoor use

IP 44

Project · Reference number

Date

Product data sheet**Application**

LED wall luminaire · indoor luminaire with hand-blown opal glass and metal bracket for many lighting tasks.

They are ideal for places where a soft and uniform lighting distribution is required.

Product description

Metal housing, finish chrome

Hand-blown opal glass,
with screw neck and gasket

Mounting plate with
4 mounting holes \varnothing 6 mm

Distance apart 180 mm

Insulating housing with cable entry for
mains supply cable up to \varnothing 10,5 mm,
max. 3 x 1,5[□]

Connection terminal 2.5[□]

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 44

Protected against granular foreign bodies

> 1 mm and splash water

CE – Conformity mark

Weight: 1.1 kg

Lamp

Module connected wattage 5.7 W

Luminaire connected wattage 7.8 W

Rated temperature $t_a = 25$ °C

Ambient temperature $t_{a\max} = 35$ °C

50 120.3 K3

Module designation LED-0626/930

Colour temperature 3000 K

Colour rendering index CRI > 90

Module luminous flux 745 lm

Luminaire luminous flux 577 lm

Luminaire luminous efficiency 74 lm/W

50 120.3 K4

Module designation LED-0626/940

Colour temperature 4000 K

Colour rendering index CRI > 90

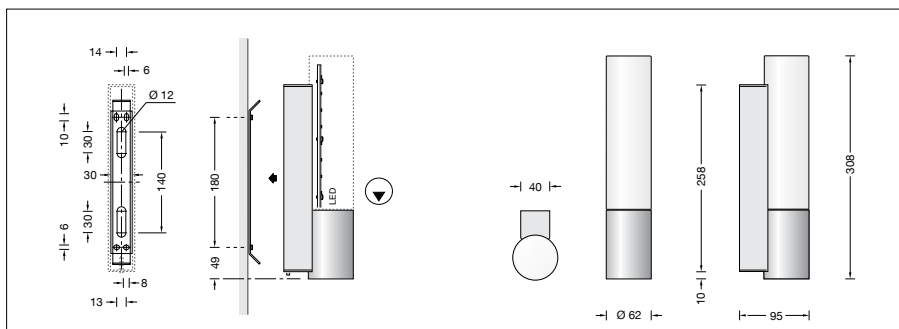
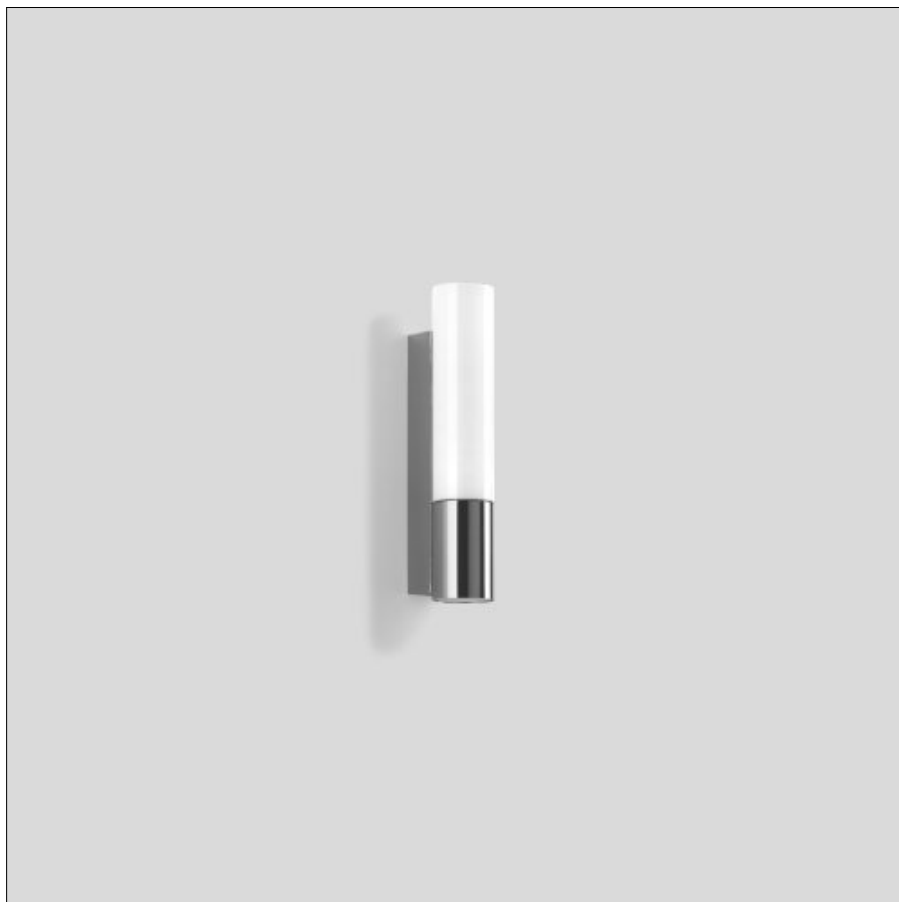
Module luminous flux 770 lm

Luminaire luminous flux 596 lm

Luminaire luminous efficiency 76,4 lm/W

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.

**Service life of the LED**

Ambient temperature $t_a = 25$ °C

– at 226,000 h: L70 B50

max. ambient temperature $t_a = 35$ °C

– at 125,000 h: L70 B50

Article No. 50 120.3

LED colour temperature optionally 3000K
or 4000K

3000 K – Article number + **K3**

4000 K – Article number + **K4**

Finish options

- Stainless steel
- Chrome

Code number **.2**

Code number **.3**