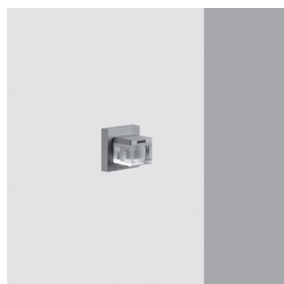


Last information update: May 2018

**Single wall- mounted up light or down light RGB LED F****Product code**

BC29

**Technical description**

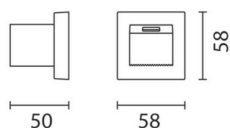
Wall- or ceiling-mounted luminaire designed to use white RGB LED light sources with flood optic. The product is made up of a support base and a screen. The base is made of die-cast aluminium EN1706AC 46100LF and is subjected to a phosphochromatisation process with double primer and 120°C passivation. The liquid acrylic paint is baked at 150°C and ensures high resistance to the external environment and UV rays. The screen is made of ribbed polymethyl-methacrylate. The wall-anchoring plate is made of stainless steel and has dowels M5x10. All screws are made of stainless steel (A2). The product comes complete with the lamp.

**Installation**

Wall and ceiling installation.

**Dimension (mm)**

58x58x50

**Colour**

Grey (15)

**Weight (Kg)**

0.22

**Mounting**

wall arm

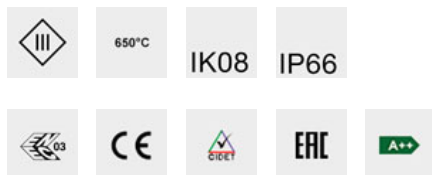
**Wiring**

Driver group to be ordered separately.

**Notes**

Complete with lamp.

Complies with EN60598-1 and pertinent regulations

**Product configuration: BC29****Product characteristics**

Total lighting output [Lm]: 25  
 Total power [W]: 2.5  
 Luminous efficacy [Lm/W]: 9.9  
 Life Time: 50,000h - L70 - B20 (Ta 25°C)  
 Number of optical assemblies: 1

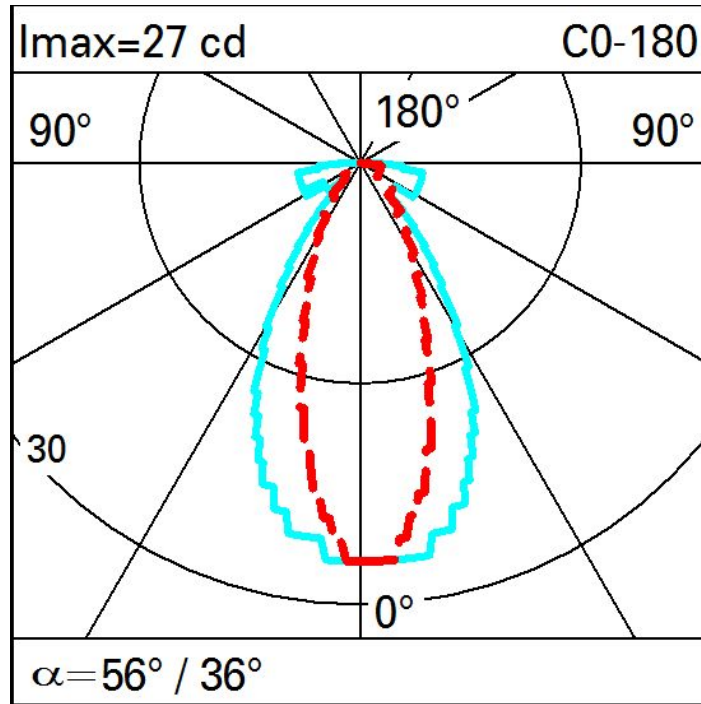
Total luminous flux at or above an angle of 90° [Lm]: 0  
 Emergency luminous flux [Lm]: /  
 Voltage [V]: 4  
 Ambient temperature range: from -20°C to +35°C.

**Optical assembly Characteristics Type 1**

Light Output Ratio (L.O.R.) [%]: 37  
 Lamp code: LED  
 ZVEI Code: LED  
 Nominal power [W]: 1.5  
 Nominal luminous [Lm]: 67.5  
 Lamp maximum intensity [cd]: /  
 Beam angle [°]: 56° / 36°

Number of lamps for optical assembly: 1  
 Socket: /  
 Ballast losses [W]: 1  
 Colour temperature [K]: /  
 CRI: /  
 Wavelength [Nm]: /  
 MacAdam Step: /

Polar



Illuminances

Lux												Wall distance = 0m		
	0.1	0.2	0.4	1	3	120	4	1	0.4	0.2	0.1			
	0.1	0.2	0.3	0.4	4	14	5	0.5	0.3	0.2	0.1			
	0.1	0.1	0.1	0.6	2	4	3	0.7	0.1	0.1	0.1			
			0.2	0.6	1	2	1	0.6	0.2					
			0.2	0.4	0.7	0.8	0.7	0.5	0.2	0.1				
m	-1.0	-0.5	0.0	0.5	1.0	1.5								