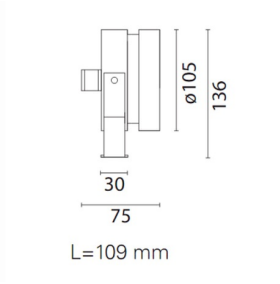
WaterApp

Design iGuzzini **iGuzzini**

Last information update: May 2018



Floodlight for immersion - Floodlight 6 RGB LEDs - 350mA DC

Product code
BH92

Technical description
RGB floodlight for permanent immersion, IP68 5m. Adjustable about the vertical axis and relative to the horizontal plane. The luminaire is made strictly of AISI 316L stainless steel to guarantee maximum lasting reliability in pools and fountains (fresh water). Clear, transparent 6mm thick tempered closing glass. All screws used are made of stainless steel and the seals are silicone. The product is supplied with a 4m long power cable. The luminaire technical characteristics conform to EN60598-2-18 standards and particular requirements. IP68 - IK08. The luminaire is complete with 6 LEDs (6x3,5W). Optical assembly opening is not required for its installation. Insulation class III. The luminaire must be powered by a 700mA DC external driver.

Dimension (mm)
136x109

Colour
Steel (13)

Mounting
ground surface

Notes
Permanent immersion

Complies with EN60598-1 and pertinent regulations

IK08 IP68

Product configuration: BH92

Product characteristics

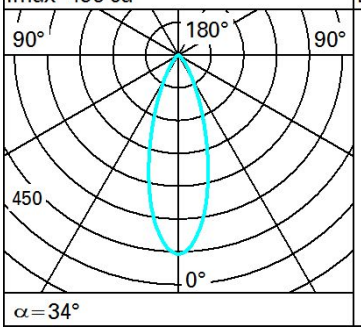
Total lighting output [Lm]: 203
Total power [W]: 12
Luminous efficacy [Lm/W]: 16.9
Ambient temperature range: from -20°C to +35°C.
Total luminous flux at or above an angle of 90° [Lm]: 0
Emergency luminous flux [Lm]: /
Voltage [V]: -
Number of optical assemblies: 1

Optical assembly Characteristics Type 1

Light Output Ratio (L.O.R.) [%]: 70
Lamp code: LED
ZVEI Code: LED
Nominal power [W]: 8.6
Nominal luminous [Lm]: 290
Lamp maximum intensity [cd]: /
Beam angle [°]: 34°
Number of lamps for optical assembly: 1
Socket: /
Ballast losses [W]: 3.4
Colour temperature [K]: /
CRI: /
Wavelength [Nm]: /
MacAdam Step: /

Polar

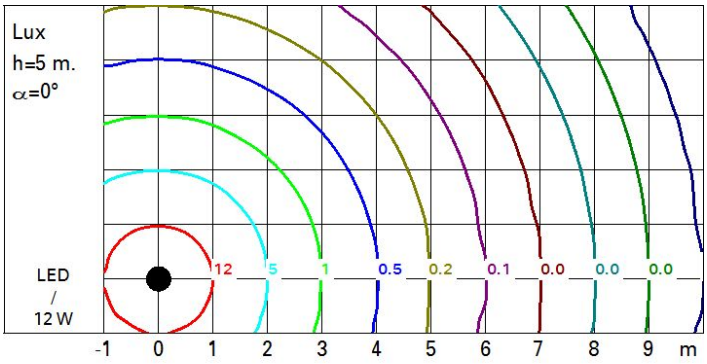
Imax=456 cd



Lux

h	d	Em	Emax
1	0.6	348	456
2	1.2	87	114
3	1.8	39	51
4	2.4	22	28

Isolux



UGR diagram

Corrected UGR values (at 290 lm bare lamp luminous flux)

Riflect.:											
ceil/cav		0.70	0.70	0.50	0.50	0.30	0.70	0.70	0.50	0.50	0.30
walls		0.50	0.30	0.50	0.30	0.30	0.50	0.30	0.50	0.30	0.30
work pl.		0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20
Room dim				viewed crosswise					viewed endwise		
x	y										
2H	2H	10.7	11.4	11.0	11.7	11.9	10.7	11.4	11.0	11.7	11.9
	3H	10.8	11.4	11.1	11.7	12.0	10.7	11.3	11.0	11.6	11.9
	4H	10.8	11.4	11.1	11.7	12.0	10.7	11.3	11.0	11.6	11.9
	6H	10.8	11.3	11.1	11.6	11.9	10.6	11.2	11.0	11.5	11.8
	8H	10.8	11.3	11.1	11.6	11.9	10.6	11.1	11.0	11.4	11.8
	12H	10.7	11.2	11.1	11.5	11.9	10.6	11.0	10.9	11.4	11.7
4H	2H	10.7	11.3	11.0	11.6	11.9	10.8	11.4	11.1	11.7	12.0
	3H	10.8	11.3	11.2	11.6	12.0	10.9	11.3	11.2	11.7	12.0
	4H	10.8	11.3	11.2	11.6	12.0	10.8	11.3	11.2	11.6	12.0
	6H	10.8	11.2	11.3	11.6	12.0	10.8	11.2	11.2	11.6	12.0
	8H	10.8	11.1	11.2	11.6	12.0	10.8	11.1	11.2	11.5	12.0
	12H	10.8	11.1	11.2	11.5	12.0	10.7	11.0	11.2	11.5	11.9
8H	4H	10.8	11.1	11.2	11.5	12.0	10.8	11.1	11.2	11.6	12.0
	6H	10.8	11.0	11.2	11.5	12.0	10.8	11.1	11.2	11.5	12.0
	8H	10.7	11.0	11.2	11.5	12.0	10.7	11.0	11.2	11.5	12.0
	12H	10.7	10.9	11.2	11.4	11.9	10.7	10.9	11.2	11.4	11.9
12H	4H	10.7	11.0	11.2	11.5	11.9	10.8	11.1	11.2	11.5	12.0
	6H	10.7	11.0	11.2	11.4	11.9	10.7	11.0	11.2	11.4	11.9
	8H	10.7	10.9	11.2	11.4	11.9	10.7	10.9	11.2	11.4	11.9

Variations with the observer position at spacing:

S =	1.0H	2.6 / -3.0	2.6 / -3.0
	1.5H	4.9 / -4.5	4.9 / -4.5
	2.0H	6.7 / -5.2	6.7 / -5.2