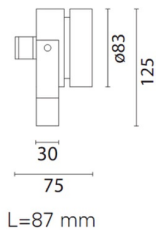


Last information update: May 2024

Product configuration: BH85

BH85: Floodlight - Floodlight 31 LEDs - 350mA DC

**Product code**BH85: Floodlight - Floodlight 31 LEDs - 350mA DC **Attention! Code no longer in production****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 6x0,5NS20N power cable. The luminaire technical characteristics conform to EN60598-2-18 standards and particular requirements. IP68 - IK08. The luminaire is complete with 3 LEDs (3x3,5W). Optical assembly opening is not required for its installation. Insulation class III. The luminaire must be powered by a 350mA DC external driver.

Colour

Steel (13)

Mounting

ground surface

Notes

Permanent immersion

Complies with EN60598-1 and pertinent regulations



IK08

IP68

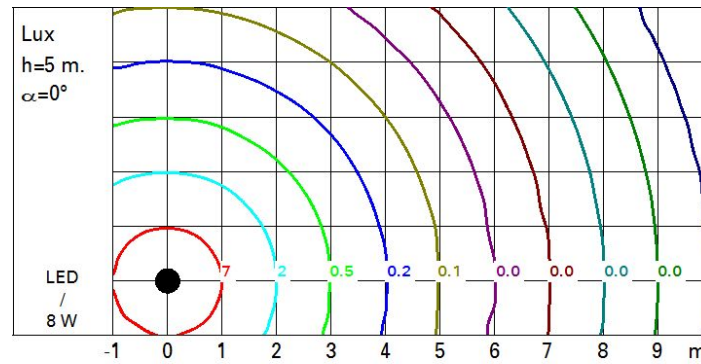
**Technical data**

lm system:	98	Beam angle [°]:	22°
W system:	8	Colour temperature [K]:	RGB
lm source:	140	Lamp code:	LED
W source:	4.3	Number of lamps for optical assembly:	1
Luminous efficiency (lm/W, real value):	12.2	ZVEI Code:	LED
lm in emergency mode:	-	Number of optical assemblies:	1
Total light flux at or above an angle of 90° [Lm]:	0	Intervallum temperatura ambiente:	from -20°C to +35°C.
Light Output Ratio (L.O.R.) [%]:	70	LED current [mA]:	71

Polar

Imax=372 cd		Lux			
90°	180°	h	d	Em	E _{max}
		2	0.8	71	93
		4	1.6	18	23
		6	2.3	8	10
		8	3.1	4	6
$\alpha = 22^\circ$					

Isolux



UGR diagram

Corrected UGR values (at 140 lm bare lamp luminous flux)											
Reflect.:		viewed crosswise					viewed endwise				
ceiling		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	0.5	8.4	6.9	8.7	9.0	0.5	8.4	6.9	8.7	9.0
	3H	0.6	8.1	7.0	8.4	8.7	0.5	8.0	6.9	8.3	8.6
	4H	0.6	7.9	7.0	8.2	8.6	0.5	7.8	6.9	8.1	8.4
	6H	0.6	7.7	7.0	8.0	8.4	0.4	7.5	6.8	7.9	8.2
	8H	0.6	7.7	7.0	8.0	8.4	0.4	7.5	6.8	7.8	8.2
	12H	0.5	7.6	6.9	8.0	8.4	0.3	7.4	6.8	7.8	8.2
4H	2H	0.5	7.8	6.9	8.1	8.4	0.6	7.9	7.0	8.2	8.6
	3H	0.6	7.7	7.0	8.1	8.5	0.7	7.7	7.1	8.1	8.5
	4H	0.6	7.7	7.1	8.1	8.5	0.6	7.7	7.1	8.1	8.5
	6H	0.4	7.9	6.9	8.4	8.8	0.4	7.9	6.9	8.3	8.8
	8H	0.3	8.0	6.8	8.5	8.9	0.3	8.0	6.8	8.4	8.9
	12H	0.3	8.0	6.8	8.5	9.0	0.2	7.9	6.7	8.4	8.9
8H	4H	0.3	8.0	6.8	8.4	8.9	0.3	8.0	6.8	8.5	8.9
	6H	0.3	7.9	6.8	8.4	8.9	0.3	7.9	6.8	8.4	8.9
	8H	0.3	7.7	6.8	8.2	8.8	0.3	7.7	6.8	8.2	8.8
	12H	0.5	7.4	7.0	7.9	8.4	0.4	7.4	7.0	7.9	8.4
12H	4H	0.2	7.9	6.7	8.4	8.9	0.3	8.0	6.8	8.5	9.0
	6H	0.3	7.7	6.8	8.2	8.7	0.3	7.7	6.8	8.2	8.8
	8H	0.4	7.4	7.0	7.9	8.4	0.5	7.4	7.0	7.9	8.4
Variations with the observer position at spacing:											
S =		1.0H	2.7 / -2.7		2.7 / -2.7						
		1.5H	5.0 / -4.0		5.0 / -4.0						
		2.0H	6.9 / -4.8		6.9 / -4.8						