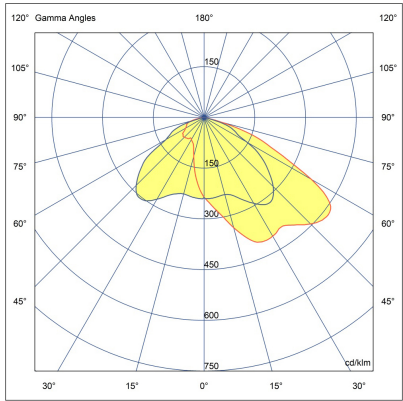
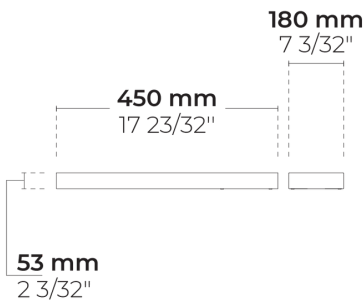


PRIFMA W AFX 1 Module



LW2042.861-US-T4-500-827



[T4]
Type IV

Configuration








Light distribution	[T4] 117x64°
Delivered lumens flux	2805 lm
Rated input power	25 W
Color temperature	2700 K CRI 80
Luminaire efficacy	112 lm/W
Lamp	16 LED
Color Deviation	3 SDCM
BUG rating	B1-U0-G1
Lifetime L90 (hour)	>102,000
Lifetime L80 (hour)	>102,000

Options

Technical information

Mounting	Wall mountable
Housing	Corrosion resistant, marine grade aluminum housing
Finishing	Chromate conversion pretreatment followed by electrostatic powder coating
Fasteners	Stainless steel (AISI 304 / EN 1.4301 grade)
Gasket	Liquid silicone
Lens / Reflector	PMMA lens with high optical efficiency
Glass / Diffusor	Tempered safety glass
Impact protection	IK08
Ingress protection	IP66
Input voltage	120-277V 50/60Hz
Insulation class	Class I
Weight	9.46 lbs
LED module	High power LEDs on metal-core PCB
Driver	Internal LED driver
Driver surge protection	6/4 kV
Power factor	> 0.96
Through wiring	Single power cord entry
Operating temperature	-40...50°C
Power cord	20" of outdoor use rated flexible power cord
Notes	3000K CCT or warmer must be selected to be DarkSky International certified.

Project name					Type		Quantity	
Date			Note					
LW2042.861-US-T4-500-827-__-__-__								

Light distribution	Rated input power	Color temperature	Control	Product colors
[T4] Type IV - 117x64°	[500] 25 W	[827] 2700 K CRI 80	[ONOFF] On/Off	[HM1] Black 
[P4] Pedestrian crosswalk distribution - 20x78°	[350] 18 W	[830] 3000 K CRI 80	[0-10V] 0-10V	[HM2] Dark gray 
[T1] Type I - 111x48°	[700] 35 W	[740] 4000 K CRI 70		[HM3] Anthracite gray 
[T2] Type II - 133x48°		[840] 4000 K CRI 80		[HM4] Light gray 
[T2] Type II - 149x54°				[HM5] White 
[T3] Type III - 143x63°				[HM6] Bronze 
[T5] Type V - 117°				[CC] Custom color (Please specify RAL code) 
Extras				
Luminaire body options				
[DPC] Double powder coating				