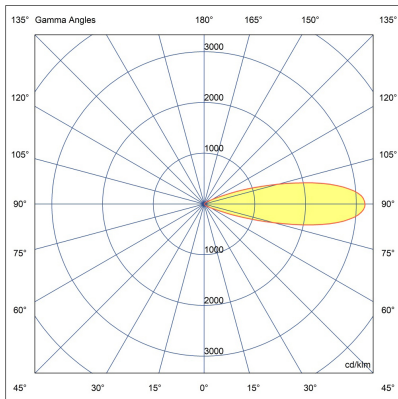
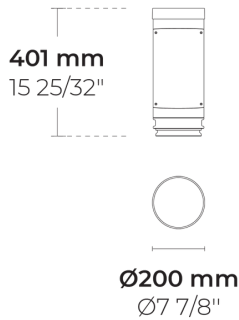


URBAN UNITS Adjustable Floodlight Module

IK08 IP65



LP4053.695-US-N-700-830-UNI-C1



[N]
Narrow

Variant

Light distribution	[N] 26°
Delivered lumens flux	3397 lm
Rated input power	35 W
Colour temperature	3000 K CRI 80
Luminaire efficacy	84 lm/W
Lamp	4 LED
MacAdam Ellipse	5 SDCM
BUG rating	B0-U5-G5
Lifetime L90B50 (hour)	>72,600
Lifetime L80B50 (hour)	>72,600

Options

Technical information

Tilt angle	+30°/-30°
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	Silicone
Lens / Reflector	High reflectance aluminium coating
Glass / Diffusor	UV stable, bio-based polycarbonate diffusor
Impact protection	IK08
Ingress protection	IP65
Input voltage	120-277V 50/60Hz
Insulation class	Class I
Weight	12 lbs
LED module	Multi-chip high power LEDs on metal-core PCB
Driver	Internal LED driver
Driver surge protection	10/6 kV
Power factor	> 0.95
Through wiring	Single cable entry
Operating temperature	-40...50°C
Cable	0.2 m of flexible cable
Notes	Tilt angle adjustment of the module must be done in the factory environment and by the technical team. Please let your sales representative know about the angle degree information.

Poles (Included)

Product specific poles with flange plate



Variant code	Height	Diameter / Dimensions	Spigot diameter
PAFC.C01.T001-H3	3m	Ø200mm	
PAFC.C01.T001-H4	4m	Ø200mm	
PAFC.C01.T001-H5	5m	Ø200mm	

Project name		Type		Quantity	
Date		Note			
LP4053.695-US-N-700-830-__-UNI-C1-__-__					

Light distribution	Rated input power	Colour temperature	Control	Product colours
[N] Narrow - 26°	[700] 35 W	[830] 3000 K CRI 80	[ONOFF] On/Off	[HM1] Black
[S] Spot - 7°		[827] 2700 K CRI 80 [740] 4000 K CRI 70 [840] 4000 K CRI 80	[0-10V] 0-10V	[HM2] Dark grey [HM3] Anthracite grey [HM4] Light grey [HM5] White [HM6] Bronze [CC] Custom colour (Please specify RAL code)
Extras				
Luminaire body options				
[DPC] Double powder coating				