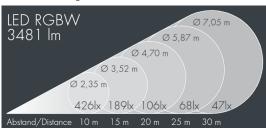
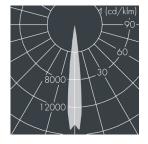


## Monoflood 4

8 204 249 019  $_{110}$  W, 3481 lm, RGBW (3000 K) warm white, DMX, narrow beam  $_{13}^{\circ}$ 







Customized solutions and modifications are possible: Special RAL, DB or NCS colours as polyester powder coat, luminaires in 2700 K and other colour temperatures and versions for high ambient temperature.

## Specification text

housing made of corrosion-resistant die-cast aluminum AlSi12, polyester powder coated by high-quality and UV-stabilized coating process, Colour: black RAL 7021, all exterior parts are stainless steel, tempered safety glass, anti-reflective coating from 1 side, dark screenprint, silicon gasket, closure with 4 stainless steel screws, for installation on poles  $\varnothing$  60 - 100 mm, tiltable base made of powder coated aluminum, 2 drilled holes  $\varnothing$  9 mm, spacing 95 mm, 1 centre hole  $\varnothing$  13.5 mm, tilt range: 90°, 360° adjustable, cable gland: M20, connecting terminal: 6 pole, precise PMMA optics, integral driver (AC/DC), service life L80/B20 > 50.000 h, Beam angle (FWHM): 13°, luminous flux: 3481 lm, wattage: 110 W, delivered lumens 32 lm/W, protection type IP67, protection class I, impact resistance IK10, windage area 0,048 m², dimensions (L×H×W): 250 × 176 × 250 mm, weight 7.2 kg

The modular luminaire design makes the replacement of components possible. The product meets the demands of the applicable EU guidelines and product safety regulations and bears the CE and ENEC marks.





IP67 IK10

## Specification

Wattage	110 W	Beam angle (FWHM)	13°
Delivered lumens	32 lm/W	Housing colour	black RAL 7021
Light source	LED RGBW (3000 K)	Power supply cable	Ø 6 - 13 mm
Lifetime ta 25° C	L80/B20 > 50.000 h	Protection type	IP67
Control gear	DMX	Protection class	1
Input voltage AC	134 - 250 V	Impact resistance	IK10
Input voltage DC	135 - 250 V	Windage area	0,048m²
Voltage protection	3 kV L/N   4 kV L/PE	Dimensions	250 × 176 × 250 mm
Luminaires per B16A / C16A	8/13	Weight	7,20 kg
		Max. ambient temperature ta	35°