WaterApp

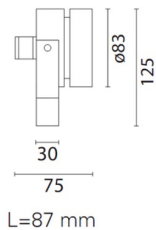**Design iGuzzini**   **iGuzzini**

Last information update: May 2024

Product configuration: BH86
BH86: Floodlight 31 LEDs - 350mA DC

Product code
BH86: 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
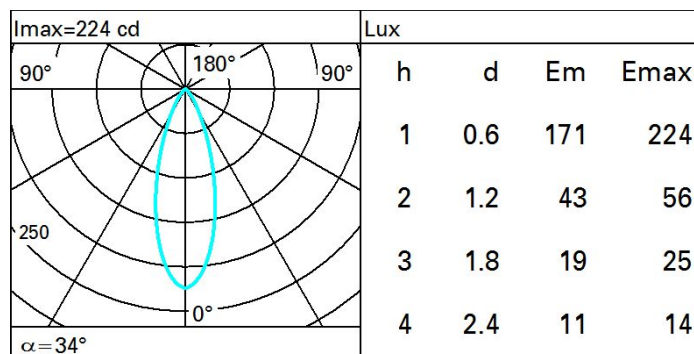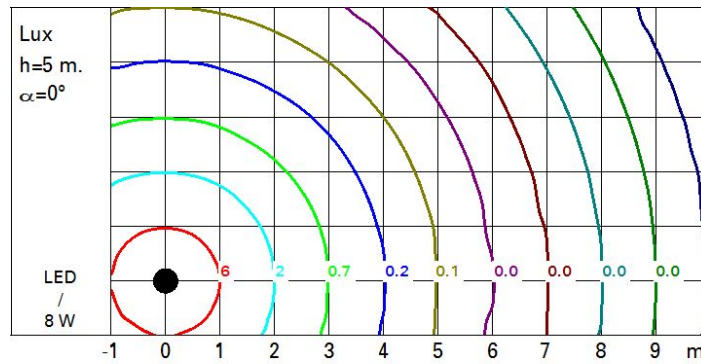Permanent immersion

Complies with EN60598-1 and pertinent regulations

Technical data

lm system:	98	Beam angle [°]:	34°
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	Intervallo temperatura ambiente:	from -20°C to +35°C.
Light Output Ratio (L.O.R.) [%]:	70	LED current [mA]:	71

Polar

Imax=224 cd

h	d	Em	Emax
1	0.6	171	224
2	1.2	43	56
3	1.8	19	25
4	2.4	11	14

α=34°

Isolux

Lux
h=5 m.
α=0°

LED / 8 W

| | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | m |

(contour values: 6, 2, 0.7, 0.2, 0.1, 0.0, 0.0, 0.0, 0.0)

UGR diagram

Corrected UGR values (at 140 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					viewed		
x	y			crosswise					endwise		
2H	2H	8.7	9.4	9.0	9.6	9.8	8.7	9.4	9.0	9.6	9.8
	3H	8.7	9.3	9.0	9.5	9.8	8.6	9.2	8.9	9.5	9.8
	4H	8.6	9.2	9.0	9.5	9.8	8.6	9.1	8.9	9.4	9.7
	6H	8.6	9.1	8.9	9.4	9.7	8.5	9.0	8.9	9.3	9.7
	8H	8.5	9.0	8.9	9.4	9.7	8.5	9.0	8.8	9.3	9.6
	12H	8.5	9.0	8.9	9.3	9.7	8.4	8.9	8.8	9.2	9.6
4H	2H	8.6	9.1	8.9	9.4	9.7	8.6	9.2	9.0	9.5	9.8
	3H	8.6	9.0	8.9	9.4	9.7	8.6	9.1	9.0	9.4	9.7
	4H	8.5	8.9	8.9	9.3	9.7	8.5	8.9	8.9	9.3	9.7
	6H	8.5	8.9	8.9	9.3	9.7	8.5	8.8	8.9	9.2	9.7
	8H	8.5	8.8	8.9	9.2	9.6	8.4	8.8	8.9	9.2	9.6
	12H	8.4	8.7	8.9	9.2	9.6	8.4	8.7	8.8	9.1	9.6
8H	4H	8.4	8.8	8.9	9.2	9.6	8.5	8.8	8.9	9.2	9.6
	6H	8.4	8.7	8.9	9.1	9.6	8.4	8.7	8.9	9.1	9.6
	8H	8.4	8.6	8.9	9.1	9.6	8.4	8.6	8.9	9.1	9.6
	12H	8.3	8.5	8.8	9.0	9.6	8.3	8.5	8.8	9.0	9.5
12H	4H	8.4	8.7	8.8	9.1	9.6	8.4	8.7	8.9	9.2	9.6
	6H	8.4	8.6	8.8	9.1	9.6	8.4	8.6	8.9	9.1	9.6
	8H	8.3	8.5	8.8	9.0	9.5	8.3	8.5	8.8	9.0	9.6

Variations with the observer position at spacing:

S =	1.0H	3.2 / -4.4	3.2 / -4.4
	1.5H	5.7 / -6.3	5.7 / -6.3
	2.0H	7.6 / -7.1	7.6 / -7.1