

Application

Recessed wall luminaire with asymmetric forward throw distribution for superior illumination of ground surfaces from an extremely low mounting height. The optimal mounting height between 1' and 1.5' above finished grade. Separate installation housing allows for seamless coordination into construction and easy maintenance.

Materials

Clear safety glass with printed optical texture
Marine grade, copper free (≤0.3% copper content) A360.0 aluminum alloy
BEGA Tricoat ®, a 3-layer finishing technology for increased corrosion protection
Stainless steel screw clamps
Mechanically captive stainless steel fasteners
Composite installation housing
Pure anodized aluminum reflector

NRTL listed to North American Standards, suitable for wet locations
Protection class IP 65

Weight: 1.2 lbs.

Electrical

Operating voltage 120-277VAC
Minimum start temperature -40° C
LED module wattage 5.1 W
System wattage 6.8W
Controllability 0-10V dimmable
Color rendering index Ra > 80
Luminaire lumens 301 lm
LED service life (L70) 60000hrs

LED color temperature

4000K (K4)
3500K (K35)
3000K (K3)
2700K (K27)

BEGA can supply you with suitable LED replacement modules for up to 20 years after the purchase of LED luminaires - see website for details

Finish

All BEGA standard finishes are matte, textured powder coat with minimum 3 mil thickness. BEGA Unidure® finish provides superior fade protection in Black, Bronze, and Silver. BEGA standard White is a super durable polyester powder. Optionally available RAL, custom, and premium colors provided in polyester powder and/or liquid paint.

Available colors

Black (BLK) Bronze (BRZ)
Silver (SLV) White (WHT)
Natural Bronze (NTB) RAL:
CUS:

Type:

BEGA Product:

Project:

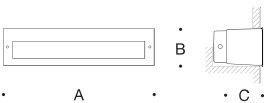
Modified:

Available options

CUS Custom finish
FSC Fusing
MGU Marine grade undercoat
NTB Natural bronze (premium finish)
RAL RAL finish

Included (available for pre-shipment)

BB24063 Installation housing



Recessed wall luminaire · Extended throw				
	LED	A	B	C
B24063	5.1 W	6 ⁵ / ₈	2 ³ / ₄	5

