

Application

Designed for accent lighting of columns, walls, and façades. The symmetric very wide beam distributions are ideal for general illumination of pathways and corridors while highlighting architectural features and producing patterns of light on the installation surface. Able to be installed with light output upward or downward.

Materials

Clear safety glass with matte finish
Marine grade, copper free (≤ 0.3% copper content) A360.0 aluminum alloy
Silicone applied robotically to casting, plasma treated for increased adhesion
Galvanized steel mounting strap
Pure anodized aluminum reflector surface

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

Weight: 2.21 lbs.

Electrical

Operating voltage	120-277VAC
Minimum start temperature	-30° C
LED module wattage	3.9W
System wattage	6.0W
Controllability	0-10V dimmable
Color rendering index	Ra > 90
Luminaire lumens	516lm
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:

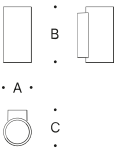
Modified:

Available options

CUS	Custom finish
DALI-2	Digital addressable lighting interface
FSC	Fusing
MGU	Marine grade undercoat
NTB	Natural bronze (premium finish)
RAL	RAL Classic, matte finish

Included (available for pre-shipment)

B19542 Narrow opening wiring box



Wall luminaire · Very wide beam upward or downward

	LED	β	A	B	C
B24727	3.9W	70°	3 1/8	6 1/4	4 1/8

