

**Product:** KUBIK IN LED K 3X1,7W 4000K E IP65 34

**Index:** 19.3152.0003.34



## Description

An outdoor fitting made for illuminating building facades and creating lighting effects. Mounting in the wall using assembly box included in the set. The body is made of aluminum painted with special facade paint which is resistant to bad weather conditions. Energy-efficient fitting made of component parts produced by renowned companies. It is possible to use various LED colours at the request of a customer. Ergonomic shapes of the fitting enable the application of the Kubik IN LED type fitting almost in every building. The assembly is very easy. The fitting is featured by a high level of protection against the penetration of solids and water: IP65, which renders the fitting an interesting decorative solution highlighting the architecture of an illuminated building.

## Product information

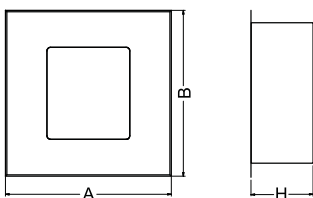
Category	Outdoor luminaires
Family	KUBIK IN LED
Name	KUBIK IN LED K 3X1,7W 4000K E IP65 34
Index	19.3152.0003.34



## Light and electrical data

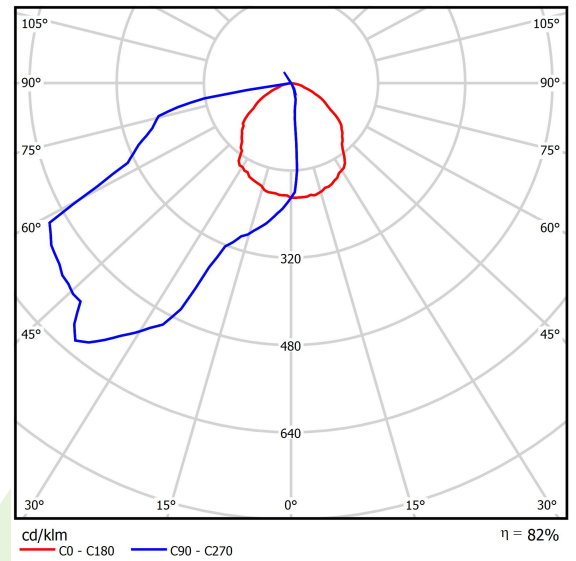
Light source	LED
Luminous flux LED [lm]	456
LED power [W]	5
Luminaire luminous flux [lm]	373
Power of luminaire [W]	7
Luminaire's light efficiency [lm/W]	53,3
Color of the light [K]	4000
CRI	>80
SDCM (LED sources)	5
Beam angle [°]	asymmetric light distribution - Imax=-40°
Protection against electric shock	I
Protection degree	IP65
Voltage	220..240 V, 50..60 Hz
Lifetime of LED sources [h]	50000
Lx/By	L70/B50
Operating temperature range [°C]	-25 ÷ 30
Driver	standard on/off (E)
Power factor cos φ	>0,5
Circuit load capacity	40 (B10), 78 (B16), 132 (C10), 158 (C16)

## Mechanical data



Assembly	mounted in wall
Material	aluminum
Color	RAL 9016 (white)
Diffuser	transparent polycarbonate
Impact resistant	IK09
Weight [kg]	1,9
Dimensions [mm]	180 x 180 x 100

## A graph of light



Luminous flux tolerance +/- 10%. Power tolerance +/- 10%.  
Technical data may be changed. Photos of the luminaires may differ from reality.  
Date of last update: 10-08-2022