

**Product:** KUBIK POLE SOFT LED 4S 900 3000 E IP65 22 840

**Index:** 19.3163.0002.22



## Description

Outer luminaire to be mounted on a solid surface (concrete, sett, or substructure) equipped with highly efficient energy saving LED sources of the newest generation. Luminaire dedicated to illuminate pedestrians routes such as park alleys, parking site passages, property entrances. Its body made from aluminum which is coated by the facade powder used for outdoor activities. PC opal diffuser. Luminaire is hermetic (IP65) – it guarantees no dust or water penetration. It is also shockproof (IK08).

## Product information

Category	<b>Outdoor luminaires</b>
Family	<b>KUBIK POLE SOFT LED</b>
Name	<b>KUBIK POLE SOFT LED 4S 900 3000 E IP65 22 840</b>
Index	<b>19.3163.0002.22</b>
EAN	<b>5902107060886</b>



## Light and electrical data

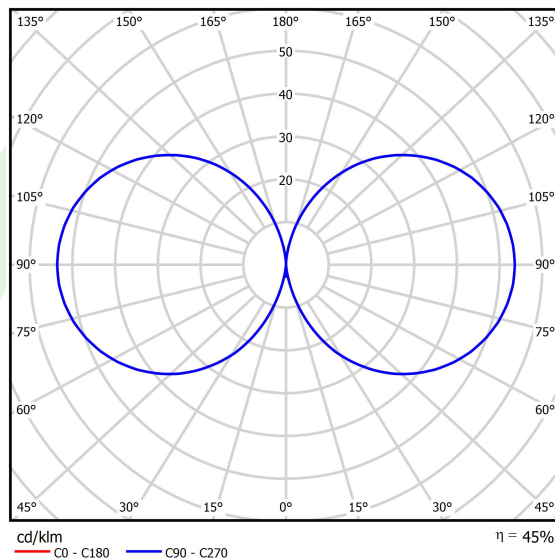
Light source	<b>LED</b>
Luminous flux LED [lm]	<b>4111</b>
LED power [W]	<b>23,3</b>
Luminaire luminous flux [lm]	<b>1855</b>
Power of luminaire [W]	<b>26,4</b>
Luminaire's light efficiency [lm/W]	<b>70,3</b>
Color of the light [K]	<b>4000</b>
CRI	<b>&gt;80</b>
SDCM (LED sources)	<b>2</b>
Beam angle [°]	<b>asymmetric light distribution</b>
Protection against electric shock	<b>I</b>
Protection degree	<b>IP65</b>
Voltage	<b>220..240 V, 50..60 Hz</b>
Lifetime of LED sources [h]	<b>86000 (1) / 100000 (2) / 100000 (3)</b>
Lx/By	<b>L90/B10 (1) / L80/B10 (2) / L70/B10 (3)</b>
Operating temperature range [°C]	<b>-25 ÷ 30</b>
Driver	<b>standard on/off (E)</b>
Power factor cos φ	<b>&gt;0,95</b>
Circuit load capacity	<b>39 (B10), 62 (B16), 65 (C10), 104 (C16)</b>

**Mechanical data**



Assembly	<b>for the ground</b>
Material	<b>aluminum</b>
Color	<b>RAL 9007 (dark grey, metallic, fine structure)</b>
Diffuser	<b>PC (opalescent polycarbonate)</b>
Impact resistant	<b>IK08</b>
Weight [kg]	<b>6,4</b>
Dimensions [mm]	<b>220 x 220 x 900</b>

**A graph of light**



**Accessories**

Index 2TJ5782-3

Name 5782-3 Foundations RAL9007



Index 2TJ5782-4

Name 5782-4 Foundations

