iGuzzini

Last information update: May 2024

Product configuration: E842

E842: Pole-mounted system street optic.



Product code

E842: Pole-mounted system street optic. Attention! Code no longer in production

Technical description

Outdoor luminaire with a street optic (ST1.2), designed to use LED lamps. The optical assembly and the pole attachment system are made of EN1706AC 46100LF aluminium alloy and subjected to a multi-step, pre-treatment process, in which the main phases are degreasing, fluorozirconation (a protective surface film) and sealing (with a nano-structured silane layer). The painting stage consists of a primer and a liquid acrylic paint, cured at 150 °C, with a high level of weather and UV ray resistance. Diffusor made of shockproof, UV-stabilised injection moulded polycarbonate. Complete with circuit having Neutral White monochrome LEDs and polymer optic multilayer lenses. Changeable driver and LEDs. DALI driver with automatic internal temperature control system. All external screws are made of stainless steel.

Installation

The luminaire can be installed with a pole-top mounting on poles with ø 60mm and 76mm end part using X102 and X126 accessories. Secured to the pole by two bolts.



ø 650

Colour Grey (15)

Mounting pole-top

Wiring

The product is supplied wired and with an outlet cable.

Notes

Overvoltage protection: 9KV Common mode, 6KV differenzial mode

Complies with EN60598-1 and pertinent regulations



Technical data

Beam angle [°]:

CRI:

IK10









Weight (Kg)

3.88

Im system:	2980.0	MacAdam Step:	5
W system:	31.3	Life Time LED 1:	100,000h - L90 - B10 (Ta 25C)
Im source:	2980	Life Time LED 2:	100,000h - L80 - B10 (Ta 25C)
W source:	27	Life Time LED 3:	100,000h - L90 - B10 (Ta 40C)
Luminous efficiency (lm/W,	95.21	Life Time LED 4:	100,000h - L80 - B10 (Ta 40C)
real value):		Lamp code:	LED
Im in emergency mode:	-	Number of lamps for optical assembly:	1
	23.54		
an angle of 90° [Lm]:		ZVEI Code:	LED
Light Output Ratio (L.O.R.) [%]:	100	Number of optical assemblies:	1