

BEGA**33 345**

Wall luminaire



Project · Reference number

Date

Product data sheet

Application

Wall luminaire with light emission on two sides.
Fully glare-free light for illuminating wall surfaces
and roadways adjacent to the walls. For interior
and exterior lighting design.

Product description

Luminaire made of aluminium alloy
and stainless steel
Crystal glass coated
Silicone gasket
2 mounting holes \varnothing 5,5 mm
Distance apart 220 mm
2 cable entries for through-wiring of mains
supply cable \varnothing 7-10,5 mm
Connection terminal 2.5²
Earth conductor connection
Lampholder E 27
Safety class I
Protection class IP 65
Dust-tight and protection against water jets
Impact strength IK07
Protection against mechanical
impacts < 2 joule
 – Safety mark
 – Conformity mark
 Weight: 4.2 kg

Lamp

Luminaire with screw base E 27
Lamp output max. 60 W
This product contains light source of energy
efficiency class E

Supplied lamp

BEGA LED lamp **13584**

LED Retrofit 7 W · 805 lm · 3000 K

Luminaire efficiency: 42%

Additional BEGA LED lamps are available for
this luminaire:

13586 LED 7 W · 805 lm · 3000 K
dimmmable

13588 LED 8 W · 1055 lm · 3000 K

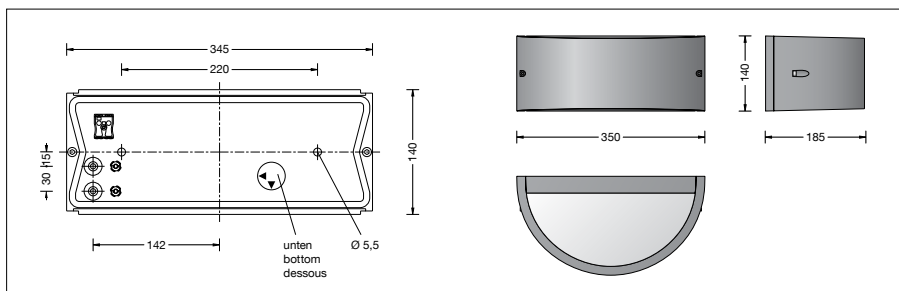
Radio-controlled version (Zigbee 3.0):

13555 LED 9 W · 805 lm · 2700 K
dimmmable

13556 LED 9 W · 805 lm · 2700-6500 K
dimmmable · tunable white

13557 LED 9.5 W · 805 lm · 2700-6500 K
dimmmable · tunable white · RGBW

Detailed technical and lighting data for the
lamps can be found in the data sheets on our
website.



Lighting technology

Luminaire data for the DIALux lighting design
program for outdoor lighting, street lighting
and indoor lighting, as well as luminaire data in
EULUMDAT and IES format are available on the
BEGA website at www.bega.com.

Ratio of luminous flux

Luminous flux upper half-space 50 %
Luminous flux lower half-space 50 %

BUG rating according to IES TM-15-07:
0-3-0

CEN Flux Code according to EN 13032-2:
50-81-97-50-42-50-81-97-50

Article No. 33345

Colour graphite or silver
graphite – article number
silver – article number + **A**

Light distribution

