

Application

Linear recessed ceiling luminaire with symmetric wide beam light distribution. The patented (US 2016/0327243) BEGA Vortex Optics® rotates a parabolic reflector around the vertical axis to for a complex vortex shape. The vortex balances maximum efficiency with optimal glare control while eliminating shadows and artifacts in a uniquely rectangular shape.

Materials

Clear safety glass
Marine grade, copper free (≤ 0.3% copper content) A360.0 aluminum alloy
Stainless steel screw clamps
High temperature silicone gasket
Mechanically captive stainless steel fasteners
BEGA Vortex Optics®
Pure anodized aluminum reflector

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

Weight: 14.1 lbs.

Electrical

Operating voltage 120-277V AC
Minimum start temperature -20° C
LED module wattage 48.0 W
System wattage 55.0 W
Controllability 0-10V dimming down to 0.1%
Color rendering index Ra > 80
Luminaire lumens 6862 lm
LED service life (L70) 60000 hrs

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:

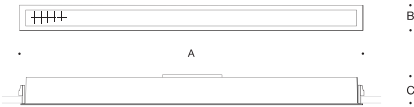
Modified:

Available options

CUS Custom finish
DALI-2 Enabled for DALI control system
FSC Fusing
MGU Marine grade undercoat
NTB Natural bronze (premium finish)
RAL RAL Classic, matte finish

Included (available for pre-shipment)

CP24302 Ceiling pan



Linear downlight · Wide beam

	LED	β	A	B	C
B24305	48.0 W	52°	60 ³ / ₈	3	3 ¹ / ₂

