Product Information Sheet

COMMISSION DELEGATED REGULATION (EU) 2019/2015 with regard to energy labelling of light sources

Supplier's name or trade mark: Outwell

Supplier's address: Quality Department, Kornvej 9, 7323 Give, DK

Model identifier: Leonis Lux

Type of light source:

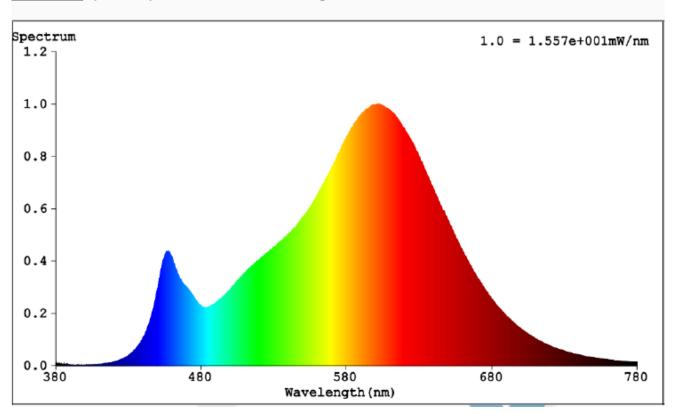
Lighting technology used:	LED	Non-directional or directional:	NDLS		
Light source cap-type	Removable				
(or other electric interface)					
Mains or non-mains:	NMLS	Connected light source (CLS):	No		
Colour-tuneable light source:	No	Envelope:	-		
High luminance light source:	No				
Anti-glare shield:	No	Dimmable:	No		
Product parameters					

Product parameters							
Parameter		Value	Parameter	Value			
General product parameters:							
•.	nption in on- 00 h), rounded st integer	6	Energy efficiency class	E			
dicating if it refe a sphere (360°)	s flux (φuse), in- ers to the flux in , in a wide cone rrow cone (90º)	730 in Sphere (360°)	Correlated colour temperature, rounded to the near- est 100 K, or the range of correlat- ed colour temper- atures, rounded to the nearest 100 K, that can be set	2 853			
On-mode pow pressed in W	ver (P _{on}), ex-	6,0	Standby power (P _{sb}), expressed in W and rounded to the sec- ond decimal	0,00			
(P _{net}) for CLS, e	andby power expressed in W the second dec-	-	Colour rendering in- dex, rounded to the nearest integer, or the range of CRI-val- ues that can be set	80			
Outer dimen-	Height	50	Spectral power dis-	See image			
sions without separate con- trol gear, light- ing control	Width Depth	50 103	tribution in the range 250 nm to 800 nm, at full-load	in last page			

parts and non- lighting con- trol parts, if any (millime- tre)						
Claim of equivalent power ^(a)	-	If yes, equivalent power (W)	-			
		Chromaticity coordi-	0,447			
		nates (x and y)	0,412			
Parameters for LED and OLED light sources:						
R9 colour rendering index value	0	Survival factor	1,00			
the lumen maintenance factor	0,96					

(a)'-' : not applicable;

(b)_{'-'} : not applicable;



Data 2: Spectral power distribution for light source: