

LED



Ex Code: Ex d II C T6 Gb
Standard: GB3836.1, GB3836.2
IEC60079-1:2007,MOD



Application

The BC9101 is approved for safe use in potentially explosive gas atmospheres.

Characteristics of performance

- With its reflector which has different angle design, it efficiently utilizes the light. Has a good performance of illuminance uniformity, glare free, can avoid eyestrain to the worker.
- It adopts American CREE LED as light source, can save 60% or more on energy than the metal halide lamp.
- The housing is especially designed to dissipate heat, which increases the efficiency and lifespan of the LED, so that to ensure the 100,000 hours LED lifespan.
- BC9101 uses Taiwan Meanwell electrical appliance which has top ranking in the world, power factor:0.98, has a highly stable performance.
- The adjustable locking device on the bracket can tightly fix the lamp to any desired angle, making the lamp resist to harsh vibration.
- The anti-corrosion, abrasion proof, powder coated cover which is dust proof, water proof, makes the lamp an excellent option for all kinds of high stress environment.
- Multiple mounting options including ceiling mounting, pendant mounting, wall mounting etc.
- The lamp can be parallel connected, no need to use the junction box.

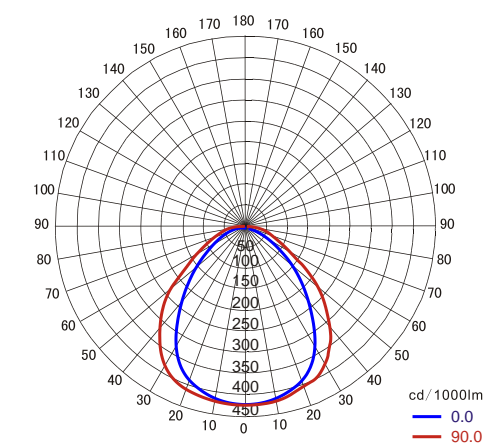
Main specification

Input Voltage	AC90 to 305V
Output Voltage	DC36-48V
Frequency	47-63Hz
Ingress Protection	IP66
Anti Corrosion Grade	WF2
Insulation Grade	I
Space Height Ratio	4.5
Thread	G3/4"
Leading-in cable diameter	φ 8mm - φ 14mm
Dimension	326 × 326 × 75mm
Net Weight	5.5Kg

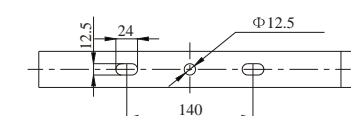
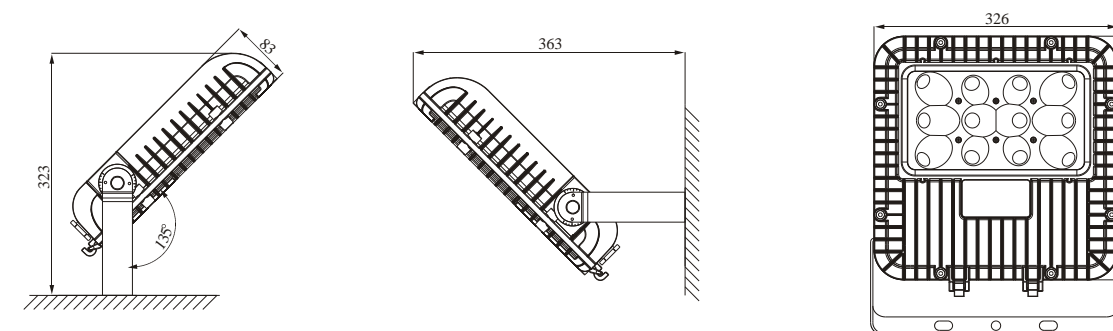
Ordering reference

Ordering Reference	Light Source	Wattage(W)	Luminous Flux (lm)	Replace			
				MH*	Induction lamp	CFL*	Mercury lamp
BC9101-L25	LED	25	3,300	70W	60W	80W	80W
BC9101-L40	LED	40	5,412	100W	100W	130W	125W
BC9101-L60	LED	60	8,138	150W	135W	180W	175W
BC9101-L80	LED	80	9,168	175W	165W	/	250W

Light distribution curve



Drawing of dimension (Dimensions in mm)



Mounting hole drawing

*MH: Metal halide lamp
*CFL: Compact fluorescent lamp