

Product Information Sheet

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

Supplier's name or trade mark: GLOBOSTAR® GROUP

Supplier's address: GLOBOSTAR® GROUP, THESSALONIKIS 98, 60132 KATERINI KATERINI PIERIAS, EL

Model identifier: SKU: 60109

Type of light source:

Lighting technology used:	LED	Non-directional or directional:	DLS
Light source cap-type (or other electric interface)	GU5.3-DC12/24V		
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

Parameter	Value	Parameter	Value
General product parameters:			
Energy consumption in on-mode (kWh/1000 h), rounded up to the nearest integer	3	Energy efficiency class	E
Useful luminous flux (ϕ_{use}), indicating if it refers to the flux in a sphere (360°), in a wide cone (120°) or in a narrow cone (90°)	315 in Narrow cone (90°)	Correlated colour temperature, rounded to the nearest 100 K, or the range of correlated colour temperatures, rounded to the nearest 100 K, that can be set	4 500
On-mode power (P_{on}), expressed in W	3,0	Standby power (P_{sb}), expressed in W and rounded to the second decimal	0,00
Networked standby power (P_{net}) for CLS, expressed in W and rounded to the second decimal	-	Colour rendering index, rounded to the nearest integer, or the range of CRI-values that can be set	82
Outer dimensions without	Height	Spectral power distribution in the	See image in last page
	Width		
	Depth		

separate control gear, lighting control parts and non-lighting control parts, if any (millimetre)			range 250 nm to 800 nm, at full-load	
Claim of equivalent power ^(a)	Yes	If yes, equivalent power (W)	35	
		Chromaticity coordinates (x and y)	0,377 0,377	
Parameters for directional light sources:				
Peak luminous intensity (cd)	330	Beam angle in degrees, or the range of beam angles that can be set	38	
Parameters for LED and OLED light sources:				
R9 colour rendering index value	3	Survival factor	1,00	
the lumen maintenance factor	0,92			

(a) : not applicable;

(b) : not applicable;

