

# Design wall light ZUSE 280x180 - stainless steel powder-coated - RAL of your choice | ? Colour of your choice

Product number 640R



## Product description

### Design wall light ZUSE 280x180 - powder-coated stainless steel - RAL colour of your choice

High-quality wall light for outdoor and indoor use made of stainless steel, powder-coated in RAL colour of your choice.

- The wall light is made of cast aluminium, stainless steel and pressed glass, opal.
- Completely powder-coated in RAL colour of your choice.
- Base E 27, suitable for lamps of energy classes A++ to E max. 57 W.
- Protective conductor connection.
- Protection class IP 44 - splash-proof.
- With cast aluminium mounting plate for fixing.
- 2 fixing holes 7mm, spacing 220mm, connection terminal 2 x 2.5mm<sup>2</sup>.
- CE mark of conformity.
- Manufactured by Gebrüder Albert GmbH & Co KG Leuchtenfabrik - Quality Made in Germany (Fröndenberg).

#### Installation:

The national and international electronic safety regulations must be observed for the installation and operation of this luminaire. Use the four grub screws to remove the wall plate from the luminaire fitting. Feed the mains cable connection through the cable grommet and fix the wall plate to the mounting surface. Push the enclosed silicone hoses over the connecting wires. Establish the protective conductor connection and electrical connection at the terminal. Insert the light source and tighten the light fitting and glass to the wall plate using the grub screws.

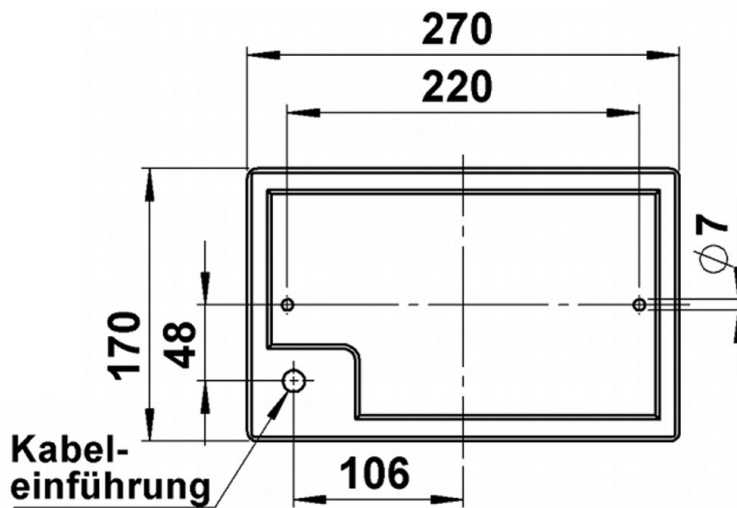
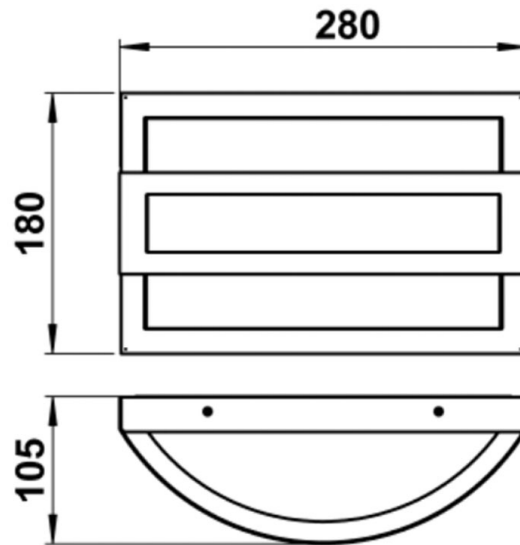
## Product properties

<b>Surface/colour</b>	RAL 9005 deep black, DB 703 iron mica, RAL 7016 anthracite grey, RAL of your choice (according to colour table), RAL 9007 grey aluminium, RAL 9016 traffic white
<b>Protection type</b>	IP44
<b>Illuminants</b>	ohne
<b>Material</b>	Aluminium AlMg3 W19, Stainless steel V2A 1.4301
<b>Protection class</b>	I

## Dimensions

Width in mm	280
Height in mm	180
Depth in mm	105,0
Delivery condition	Supplied fully assembled

## Drawing



## More images

