

# Product Information Sheet

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

**Supplier's name or trade mark:** REALITY Leuchten GmbH

**Supplier's address:** Reality Leuchten GmbH, Gut Nierhof 17, 59757 Arnsberg NRW, DE

**Model identifier:** R99130530-0B

## Type of light source:

Lighting technology used:	LED	Non-directional or directional:	NDLS
Light source cap-type (or other electric interface)	SMD		
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
<b>General product parameters:</b>			
Energy consumption in on-mode (kWh/1000 h), rounded up to the nearest integer	4	Energy efficiency class	F
Useful luminous flux ( $\phi_{use}$ ), indicating if it refers to the flux in a sphere (360°), in a wide cone (120°) or in a narrow cone (90°)	400 in Sphere (360°)	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	3 000
On-mode power ( $P_{on}$ ), expressed in W	4,0	Standby power ( $P_{sb}$ ), expressed in W and rounded to the second decimal	-
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	80
Outer dimensions without separate control gear, lighting control	Height	82	Spectral power distribution in the range 250 nm to 800 nm, at full-load
	Width	82	
	Depth	82	
			See image in last page

parts and non-lighting control parts, if any (millimetre)			
Claim of equivalent power <sup>(a)</sup>	-	If yes, equivalent power (W)	-
		Chromaticity coordinates (x and y)	0,437 0,404
<b>Parameters for LED and OLED light sources:</b>			
R9 colour rendering index value	1	Survival factor	0,90
the lumen maintenance factor	0,96		

(a) : not applicable;

(b) : not applicable;

