SHARP WALL

Sharp Wall is a perfect wall luminaire in a sharp design for installation on walls of large properties and complies with requirements for glare, evenness and colour rendering for car parks. Perfect on industrial walls, parking at rented apartments or why not over the warehouse gate. Adjustable lumen output and selectable colour temperature via DIPswitch, direct in the luminaire. Impact resistant (IK10) with durable powder coating to withstand our Nordic climate. Adjustable with its tiltable luminaire head makes it possible to direct the light 0-30°. Accessories include corner brackets and mounting plates for thin sheet metal and light concrete walls. Easily installed thanks to separate rear element and push-in, loop-in, loop-out terminal block for direct connection to 230V. Suitable for surface-mounted cable.



WITH A SHARP DESIGN FOR LIGHT AROUND LARGE PROPERTIES

- Complies with requirements for glare, evenness and colour rendering for car parks
- Adjustable lumen output and selectable colour temperature via DIP-switch
- IK10 impact resistant with durable powder coating to withstand our Nordic climate
- Easily installed thanks to the separate back piece and tilting luminaire head 0-30°
- Corner bracket and mounting plate available as accessories

GTIN	Color	Colour Temperature	Luminaire Lumen	Power Luminaire
7392971145228	Grey (RAL7042)	3000K/4000K	1100lm-2950lm	10,5W-31W
7392971145235	Anthracite (RAL7016)	3000K/4000K	1100lm-2950lm	10,5W-31W















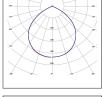


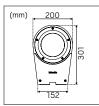


















SHARP WALL CORNER BRACKET

Installation accessory for installation of Sharp Wall for those who want their luminaire in a 90° corner.

GTIN	Color	
7392971145266	Grey	
7392971145273	Anthracite	



SHARP WALL MOUNTING PLATE

Accessories for installation of Sharp Wall to suit many different walls. Strengthen the substrate and distribute the weight with installation on thin sheet metal facades or light concrete walls, for example.



GTIN	Color
7392971145280	Grey
7392971145297	Anthracite



