

PRODUCT DATASHEET

OUTDOOR LIGHTING | OUTDOOR- UNDERWATER

Outdoor lighting | Recessed mounted underwater light |40w|Round shape Code# OTUW17006-40



Areas of Application

- Swimming pool
- Fountains
- Aquariums
- Waterscape sculpture
- Waterfalls
- Rivers

Product Features

- IP68 waterproof
- High luminous efficacy, high CRI
- Uniform light output and good consistency
- Anti-oxidation, anti-corrosion
- CCT optional and dimmable
- Easy and quick installation
- Built-in radiator, good heat dissipation

Complete Product Data

Code#	OTUW17006-40	
Wattage	40w	
Installation Type	Recessed	
Dimension	ф250mm*102mm	
Cutout	ф232mm*126mm	
IP Rating	IP68	
IK Rate	IK08	
Luminous Flux	2800lm	
Beam Angle	25°, 30°, 45°, 60°	
Working Temperature	-25℃ ~55℃	
Certificates	/	
Warranty	3 Years	
Packing Size	/	

Driver Data

Driver Brand	Tridonic, Osram, Philips, Lifud, Euchips, Eaglerise, etc.
Input Voltage	DC24V
Output Voltage	/
Output Current	/
Power Factor	>0.5 as standard; >0.9 optional
Efficiently	87% @230v
IP Rating	IP20
Dimmable	Non-Dimmable/Triac/0-10v/Dali Optional
Free Flicker	Yes
Certificates	CE, CB, CCC, ENEC
Warranty	3/5 Years

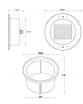
Material&Housing Data

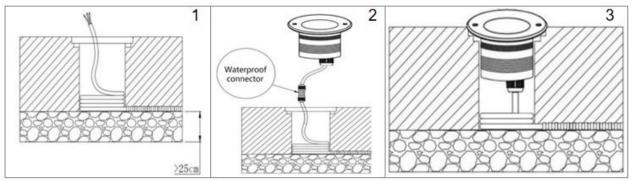
Housing Color	Silver
Reflector Color	/
Housing Material	316 stainless steel+tempered glass

Photometric Data

Cree/ Osram /Bridgelux/ Epistar etc.
SMD
2700К, 3000К, 4000К, 6000К
>80
>50000Hrs
100-120lm/w

Dimensions&Installation





PLEASE FIND A QUALIFIED ELECTRICIAN FOR INSTALLATION. Please read the instructions before you install and use the underwater light.

- 1. Make sure the power is turned off in which you are installing the products.
- 2. Install the pre-buried bucket underground, the top surface should be at the same level as the ground, and the cable needs to pass through the pre-buried bucket. (Fig 1)
- 3. Connect the cables to the lights. Keep it long enough for future maintenance. (Fig 2)
- 4. Put the light fixture into the pre-buried bucket. (Fig 3)
- 5. Restore power at the source and the installation is complete.