SafeLume



SafeLume series LED explosion proof lighting is designed to be installed in areas where flammable gases, vapors, or dusts are present in sufficient quantities to create a risk of explosion or fire.

> **CLASS I DIV. 1 CLASS II DIV. 1** CLASS I DIV. 2

CLASS III UL 1598 UL 1598A

Key Features

1. Lightweight & Compact

Low profile and lightweight design is perfect for fixed use in tight spaces with hazardous vapors

2. High Efficiency

Delivers up to 160 lm/W - the top in efficiency for explosion-proof rated lights, allowing you to power more lights from a single circuit.

3. Multiple Beam Angles

35°, 60°, 90°, 110°, T2, T3, T4, different lens provide more choices for various scenarios.

4. Retro Fit Friendly

Installation complexity reduced through standardized mounting system, streamlining project planning and deployment.

5. Build To Last



7 Mounting Options















Pendant

Trunnion Bracket

Wall 90°

Wall 25°

Stanchion 90°

Stanchion25°

Ceiling

EXPLOSION PROOF AREA LIGHTING

Classifications

NEC/CEC Standard

- UL 844 Hazardous Locations
 - Class I Division 1, Group B, C, D
 - Class I Division 2, Group A, B, C, D
 - Class II Division 1, Group E, F, G
 - Class II Division 2, Group F, G
 - Class III
- UL 1598 Wet Locations
- UL 1598A Marine Outside Type (Salt Water)
- · UL Paint Spray Booth
- CSA C22.2 No.137-M1981
- CSA C22.2 NO. 250.0

Luminous Efficacy	160 Lm/W
Beam Angle	35°/60°/90°/110°/T2/T3/T4
Color Temperature	Amber 2700K 3000K 4000K 5000K
CRI	Ra>70

Environmental & Technical

Ambient Temperature	-40°C~+65°C
Ambient Humidity	10%~90% RH
Lens Material	Glass
Mounting Options	Pendant / Ceiling / Wall mount / Stanchion / U-Bracket
Cable Entries	3/4" NPT, 1-1/4" NPT, 1-1/2" NPT
Net Weight	27.5 LBS

Technical Data

Electric & Optical

Rated Power	Input Voltage
100W/150W/200W	AC100-277, 347-480V
Lumen Output	16,000 ~ 32,000 lm

Options And Accessories

- Transparent / frosted glass options
- 1-10V dimming capabilities
- L70 > 150,000 operation hours@ 60°C
- 5-year limited system warranty







