## **Product Information Sheet**

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

Supplier's name or trade mark: ULTRALUX						
Supplier's address: -						
Model identifier: NG5030WW						
Type of light so	urce:					
Lighting techno	logy used:	LED	Non-directional or directional:	NDLS		
Light source cap-type		-				
(or other electri	ic interface)					
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:	Yes		
Product parameters						
Parameter		Value	Parameter	Value		
General product parameters:						
Energy consumption in on- mode (kWh/1000 h), rounded up to the nearest integer		7	Energy efficiency class	F		
Useful luminous flux (φuse), indicating if it refers to the flux in a sphere (360°), in a wide cone (120°) or in a narrow cone (90°)		630 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 <sub>on</sub> ), ex- pressed in W		6,8	Standby power (P <sub>sb</sub> ), expressed in W and rounded to the sec- ond decimal	0,00		
Networked standby power (P <sub>net</sub> ) for CLS, expressed in W and rounded to the second decimal		-	Colour rendering in- dex, rounded to the nearest integer, or the range of CRI-val- ues that can be set	80		
Outer dimensions without separate control gear, lighting control	Height Width Depth	- - -	Spectral power distribution in the range 250 nm to 800 nm, at full-load	See image in last page		

parts and non- lighting con- trol parts, if any (millime- tre)						
Claim of equivalent power <sup>(a)</sup>	-	If yes, equivalent power (W)	-			
		Chromaticity coordinates (x and y)	-			
Parameters for LED and OLED light sources:						
R9 colour rendering index value	-	Survival factor	0,90			
the lumen maintenance factor	0,93					

(a)'-': not applicable; (b)'-': not applicable;