



CDM-SA/T

CDM-SA/T 150W/942 1CT/12

With a high luminous efficacy producing more lumens per watt than standard Architainment lamps, the CDM-SA/T is the greener alternative to light up the night. In addition, the optimal lamp filling and short arc of the lamp create a high beam intensity and excellent color rendering.

Warnings and Safety

- A lamp breaking is extremely unlikely to have any impact on your health. If a lamp breaks, ventilate the room for 30 minutes and remove the parts, preferably with gloves. Put them in a sealed plastic bag and take it to your local waste facilities for recycling. Do not use a vacuum cleaner.

Product data

General Information	
Cap-Base	G12 [G12]
Operating Position	UNIVERSAL [Any or Universal (U)]
Main Application	Dynamic Architectural
Life to 50% Failures (Nom)	9000 h
Light Technical	
Color Code	942 [CCT of 4200K]
Luminous Flux (Min)	12000 lm
Luminous Flux (Nom)	13330 lm
Color Designation	Cool White (CW)
Chromaticity Coordinate X (Nom)	380
Chromaticity Coordinate Y (Nom)	360
Correlated Color Temperature (Nom)	4200 K
Luminous Efficacy (rated) (Nom)	86 lm/W
Color Rendering Index (Nom)	95

Operating and Electrical	
Power (Nom)	150 W
Lamp Current (Nom)	1.8 A
Ignition Supply Voltage (Min)	198 V
Controls and Dimming	
Dimmable	No
Approval and Application	
Mercury (Hg) Content (Max)	11.9 mg
Luminaire Design Requirements	
Bulb Temperature (Max)	650 °C
Pinch Temperature (Max)	350 °C

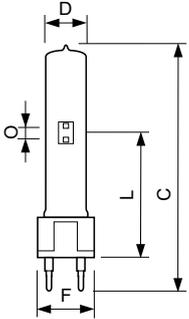
Product Data	
Full product code	871150020094515
Order product name	CDM-SA/T 150W/942 1CT/12

CDM-SA/T

EAN/UPC - Product	8711500200945
Order code	928086605103
Numerator - Quantity Per Pack	1
Numerator - Packs per outer box	12

Material Nr. (12NC)	928086605103
Net Weight (Piece)	0.030 kg

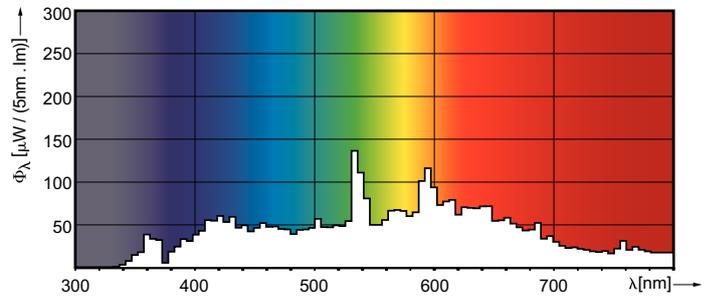
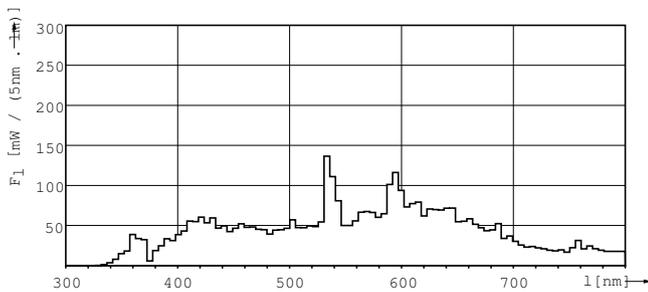
Dimensional drawing



Product	D	O	L (min)	L (max)	L	C (max)	F (max)	F	F (min)
CDM-SA/T	20 mm	6	55 mm	57 mm	56	110 mm	31 mm	30	29 mm
150W/942		mm			mm			mm	
1CT/12									

CDM-SA/T 150W/942

Photometric data



XDPB_XDCDMSAT_942-Spectral power distribution B/W

