

# PRODUCT DATASHEET

OM190-3030-24X1-60°











# **Features & Application**

- ♦ High lighting efficiency
- ♦ Optimized for uniform effects
- ♦ High-Bay & Flood Lighting
- **♦** Glare Free
- ♦ Extremely luminous flux
- ♦ Soft wide beam with good illuminance uniformity
- ♦ Easy fixing system to the PCB
- ♦ Complying with UL94 Specifications
- ♦ UV protected

# **Table of Contents**

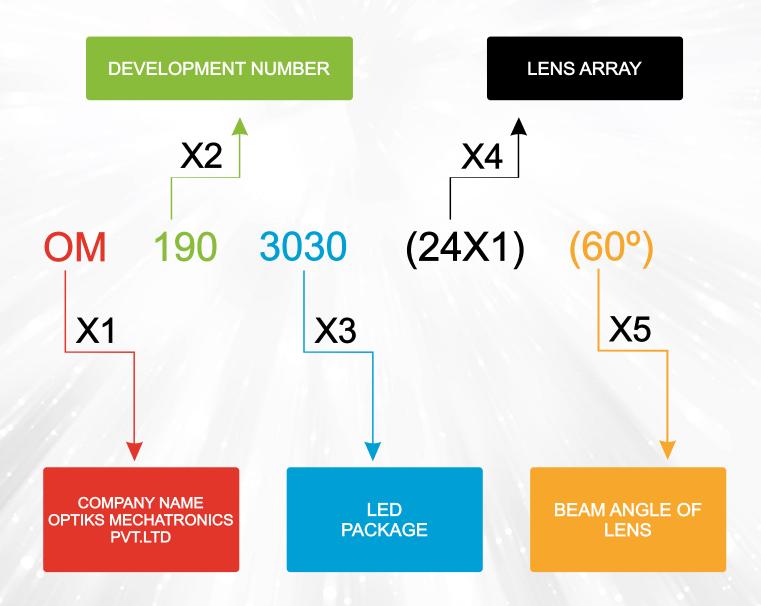
| ♦ General information & Product Nomenclature | P.2 |
|--|-----|
| ♦ Material specification                     | P.3 |
| ♦ Optical specification                      | P.3 |
| ♦ Mechanical specification                   | P.4 |



### **GENERAL INFORMATION**

- ◆ Type V Lens for High-Bay & Flood Light Application.
- ♦ Operating Temperature range -40°C ~+110°C (upper limit +130°C)
- ◆ Storage Temperature range -40°C~+110°C (upper limit +130°C)
- ♦ Average transmittance in visible spectrum 400nm~700nm>90%

# **PRODUCT NOMENCLATURE**













# **MATERIAL SPECIFICATION**

◆ Lens Material : Optical Grade PC (Bayer 2407)

♦ Luminous transmittance: 89 to 90% (ISO 13468-2/ASTM D1003)

♦ Refractive index: 1.584 (ISO 489/ASTM D542)

♦ Flammability: HB/V-0 (UI94)

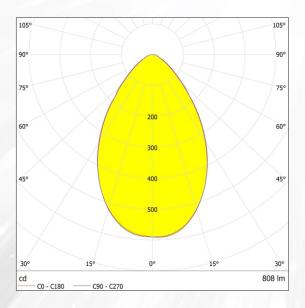
♦ Colour : Clear

## **OPTICAL SPECIFICATION**

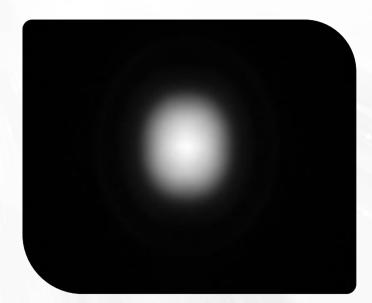
Note: (1) All the results of analysis are based on 0 degrees of elevation.

(2) Tolerance: ±10%.

## **Beam Angle**



#### **Beam Pattern**





# **MECHANICAL SPECIFICATION**

#### **FASTENING**

Glue **✓** Screw

Tape

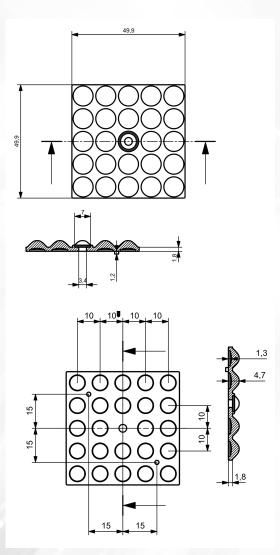
**✓** Fixing-ring

Note:

## **✓** Frame

3. Protruding of the gate from the side

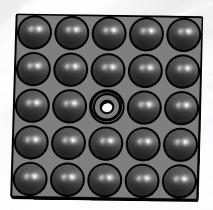
#### **LENS DIMENSION**



#### **LED+LENS ASSEMBLY INSTRUCTION**

1. Unit measurement: mm 2. General tolerance: ±0.2mm

surface: less than 0.3mm



#### **USAGE AND MAINTENANCE**

- 1. If necessary, clean lenses with mild soap, water and soft cloth.
- 2. Never use any commercial cleaning solvents on lenses, like alcohol.
- 3. Please handle or install lenses with wearing gloves, skin oils may damage lens or its optical characteristic.