



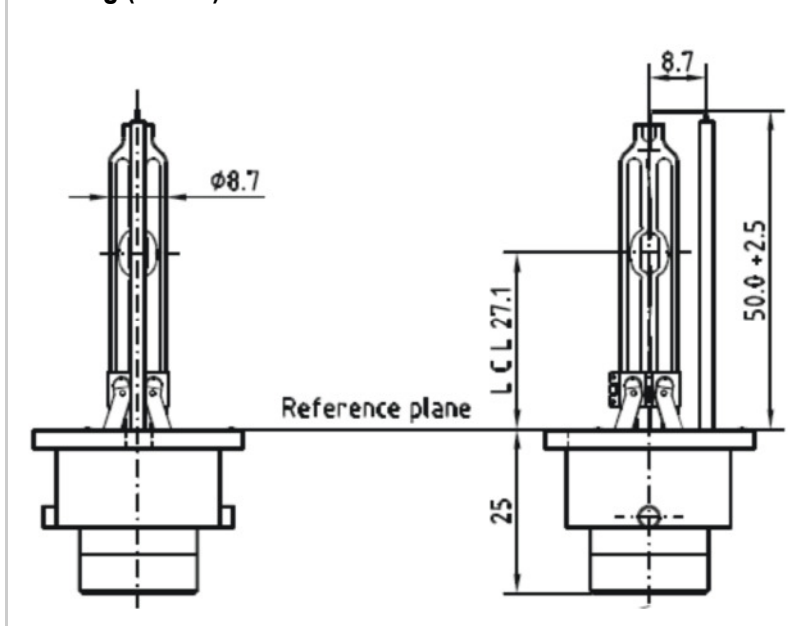
## Aircraft Lighting / Handlamps

|   |  |
|---|--|
|  | <b>Type 84051<br/>(DL50/740)<br/>85V 50W Px32d</b>                 |
|   | <b>Ordering - No.</b><br>8405131020                                |
| <b>Product Description</b>  | Special HID for non-automotive applications                        |
| <b>Features</b>   | High luminance<br>Made in Germany                                  |
| <b>Application</b>  | Aircraft landing lights<br>Hand-, Worklamps<br>Underwater lighting |

### Technical Details

|                                 |   |
|---------------------------------|---|
| Rated Voltage (V)               | 85  |
| Wattage (W)                     | 50 +/- 0,3  |
| Luminous Flux (lm)              | 5600 +/-450   |
| Color temperature (K)           | 4000  |
| Maintenance at 3000h            | 50%   |
| Rated life at 85V:<br>- B50 (h) | 3000  |
| Maximum operating temperatures: | 800 °C max. bulb<br>350 °C max. pinch   |
| Operating Position              | Horizontal +/-10°   |
| Base                            | Px32d   |
| Packaging Configuration         | 24 pcs  |
| Manufacturer                    | Philips   |
| Marking                         | Philips   |
| Mercury level                   | < 1 mg  |
| Remarks:                        | <ul style="list-style-type: none"> <li>• The lamp can only be used in conjunction with a electronic ballast and starter</li> <li>• The lamp emits very little UV due to the use of a UV blocking outer tube</li> <li>• The lamp is able to withstand a 'fast run-up'</li> <li>• The lamp can be relit directly after switch off 'hot restrike'</li> <li>• The lamp should be used in closed luminaires only</li> <li>• Avoid direct contact with the glass bulb with bare hands</li> <li>• The lamp contains mercury</li> </ul> |

### Drawing (in mm)



|             |                         |
|-------------|-------------------------|
| valid from  | 17.03.2017—V2—PN17/0131 |
| replace for | 01.07.2013—V1—PN13/0229 |
| file        | 84051.100.pdf           |