

Aluminium column SAL-4,5 dz

diameter 120 mm at ground level



Technical data

Aluminium Column	SAL-4,5 dz
Product code	42232
Column height H [m]	4,5
Wall thickness [mm]	4
Net weight [kg]	17,4
Volume [m ³]	0,035
Post top column	luminaires with $\varnothing 60$ spigot entry with weight and windage not exceeding data in resistance calculations
Compatible extension arms	according to resistance calculations
Rooted section h [m]	0,8

Resistance calculations

SAL-4,5 dz code 42232		acceptable windage of single luminaire [m ²] for Cx=0,7			
		Vref. = 22 m/s	Vref. = 24 m/s	Vref. = 26 m/s	Vref. = 28 m/s
extension arm type	acceptable weight of single luminaire	I zone, II location category	I and III zone, II location category to 450 m AMSL	II zone, II location category	III zone, II location category to 755 m AMSL
WA-01	10	0,83	0,69	0,51	0,45
WA-1	10	0,86	0,72	0,53	0,47
WA-2	10	0,66	0,54	0,38	0,33
WA-3	10	0,58	0,48	0,35	0,31
WA-4	10	0,55	0,44	0,29	0,24
WA-5/1	10	0,35	0,30	0,2	0,17
WA-5/2	8	0,23	0,17	x	x
WA-8/1	10	0,45	0,36	0,24	0,21
WA-8/2	8	0,23	0,18	x	x
WA-11/1	10	0,31	0,26	0,2	0,17
WA-11/2	8	0,28	0,20	x	x
WA-14/1	10	0,38	0,33	0,24	0,20
WA-14/2	8	0,28	0,21	x	x
WA-15/1 P	10	0,39	0,34	0,25	0,22
WR-1/1	15	0,53	0,44	0,32	0,28
WR-4/1	15	0,37	0,32	0,25	0,23
WN-1	15	0,59 (Cx=1)	0,5 (Cx=1)	0,37 (Cx=1)	0,34 (Cx=1)
WN-2	8	0,31 (Cx=1)	0,26 (Cx=1)	0,19 (Cx=1)	0,17 (Cx=1)

SAL-4,5 dz code 42232		acceptable windage of luminaires and extension arms [m ²] for Cx=1			
		Vref. = 22 m/s	Vref. = 24 m/s	Vref. = 26 m/s	Vref. = 28 m/s
acceptable mass of luminaires and extension arms [kg]		I zone, II location category	I and III zone, II location category to 450 m AMSL	II zone, II location category	III zone, II location category to 755 m AMSL
20		0,70	0,59	0,46	0,41

- surface: polished aluminium
- anodizing in 12 colours
- option of powder painting in RAL colours (other colours available on request)
- elastomer protection in the color of the column to a height of 350 mm (other height on request)
- ROSA standard wiring chamber
- packing: sleeve material

