



**Art.-Nr: KMB413SC-SW**  
**Emergency light Self-contained**  
**Universal, 3 h, IP54, Polycarbonate, Black, Universal**  
**mounting**

Compact safety luminaire for universal mounting. The narrow rectangular plastic housing is discreetly reduced to the essentials. Illumination of the escape and emergency routes is assisted by the optics integrated in the surround.

Housing colour: RAL 9005 black

Automatic monitoring of safety luminaire with SelfControl. Universal mounting includes fitting on the wall and ceiling as well as the option of fitting in the ceiling in conjunction with the mounting frame available.



More information

[www.rp-group.com/en/item/KMB413SC-SW](http://www.rp-group.com/en/item/KMB413SC-SW)



## TECHNICAL DATA

Luminaire type	Emergency light
Mounting	Universal
Pictograph	No
Illuminant	LED
Housing material	Polycarbonate
Housing color	Black
Protection type (IP)	IP54
Impact resistance (IK)	≥ 3
Certification	WEEE, CE, 5 years warranty
Insulation class	2
Supply	Self-contained
Monitoring	SelfControl (SC)
Bridging time	3 h
Battery	LiFePO4 3,2 V/3,3 Ah
Operating mode	Non-maintained / maintained
Input voltage AC	230 V
Input frequency	50 / 60 Hz
Input voltage DC	- V
Power max.	5,3 W



Power maintained	3,9 W
Power non-maintained	1,5 W
Ambient temperature maintained mode	-10 °C to 40 °C
Ambient temperature non-maintained mode	-5 °C to 40 °C
Depth	250 mm
Width	34 mm
Height	50 mm
Weight	0.58
Weight incl. packaging	0.65
Connection cross-section	2.5 mm <sup>2</sup>
Switching input	Yes
Emergency light blocking	No
Battery connection	Connector
Dimming function	No
Luminous flux mains	190 lm
Luminous flux emergency	190 lm
Customs tariff number	94056120
GTIN	4262483025352

## TECHNICAL DRAWING



## ACCESSORY LIST

- KME-EB - Mounting frame
- BALL1 - Wire mesh guard
- KMBE - Concrete-mounted box
- BALLPLX-KMB - Wire mesh surround
- KMBFH - Customisable positioning for optimal emergency exit lighting – 249 x 40 mm
- LFPN3233.01 - Battery

As of: 10.07.2026 - Subject to technical changes and errors.