



OceanTools

L4 Subsea Light

Advanced subsea LED lamp

Compact subsea flood lamps offering up to 10,000 lumen output with fully software configurable serial and analogue control.



The OceanTools **L4** subsea light utilises high density LED technology with 80-CRI colour accuracy and 6500K colour temperature as standard. It generates a wide angle flood beam and achieves an impressive output of up to 10,000 lumens from a surprisingly compact 4000m depth rated package.

The **L4** features software configurable gamma mapping for finer light intensity control, programmable default intensity and maximum current, thermal cut-off and throttling protection. Its flexible control options include a customisable analogue input range and RS232 or RS485 serial control with software selectable bias and termination resistors, supporting an open command set.

Key Product Features

- Flicker free intensity control using RS232, RS485 or analogue
- Fully software configurable light intensity and control settings
- Field serviceable with screw terminals and solderless assembly
- Provision for adjustable mounting bracket or clamp





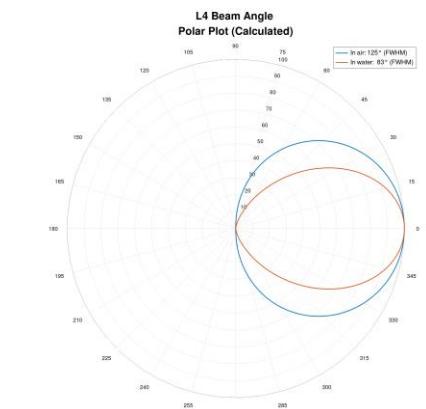
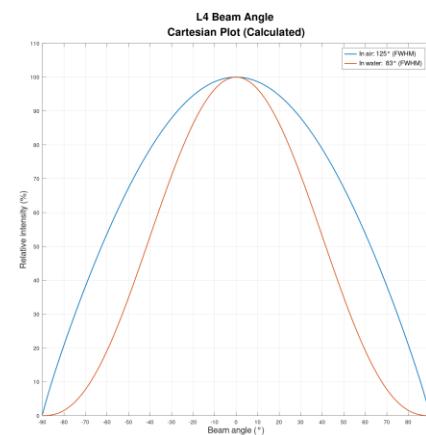
OceanTools

L4 Subsea Light

Advanced subsea LED lamp

Specifications

		L4 Lamp
Electrical	Input voltage	24VDC (14–32VDC)
	Maximum current	3A @ 24VDC
	Dimming control	RS232, RS485 and/or Analogue
Optical	Light output	Up to 10,000 lumens
	Lumen maintenance	> 140,000 hours
	Luminous efficacy	> 140 lumens/Watt
	Beam angle in air	125° (FWHM)
	Beam angle in water	83° (FWHM)
	Colour temperature	6500 Kelvin
	Colour accuracy	80 CRI
Environmental & Mechanical	Depth rating	4000 metres
	Operating temperature	-10°C to +40°C
	Housing material	Anodised Aluminium
	Window material	Sapphire
	Maximum diameter	58mm
	Length excl connector	98mm
	Weight in air	520g (with standard connector)
	Weight in water	330g (with standard connector)
	Standard connector	Subconn MCBH5MSS (others on request)



All specifications are subject to change without notice. E&OE.

Version 1 (29.01.2026)

