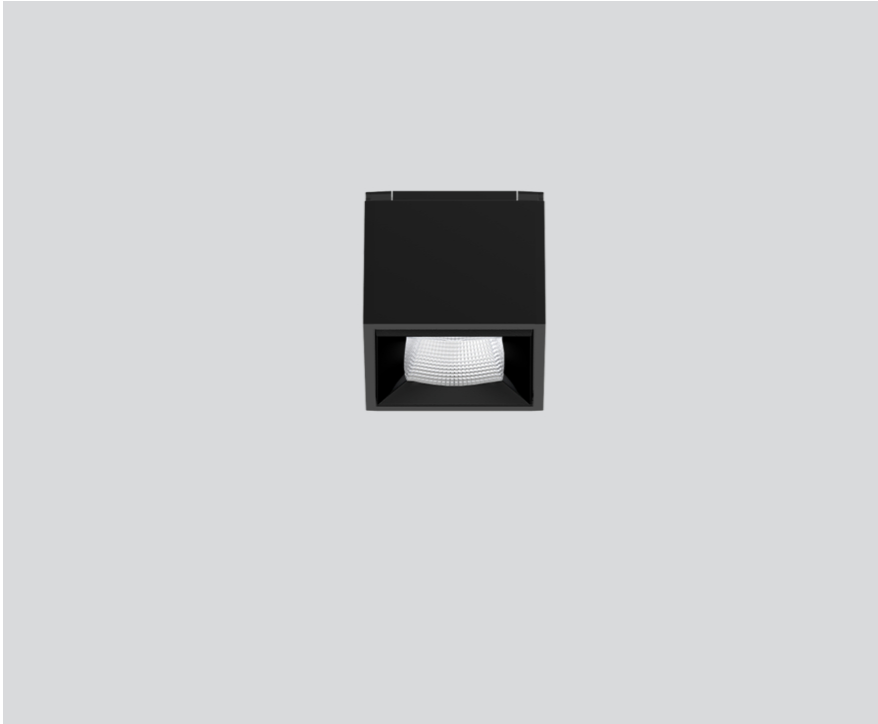




Project / Type

Notes

Count / Date

**General**

Ceiling , Track

black , RAL9005 ¹

black

IP20

359 lm

LED

4000 K

CRI ≥ 90

L80 / 50000 h

initial MacAdam ≤ 3 SDCM

R_g: 102 , R_f: 93 , R_{f(1-15)}: 92

MR 0.81

MDER 0.74

Optical

flood square

beam angle 56°

UGR < 19 , ≥65° <1500 cd/m²**Electrical**

DALI-2

3.4 W

PC3 48V

106 lm/W

1 DALI Addr.

Physical

length 43 mm

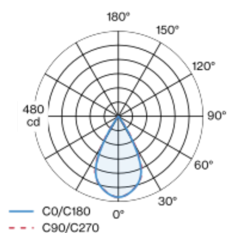
width 43 mm

height 48 mm

0.1 kg

¹ RAL code

Linear light inset made of aluminium; surface anodised black; light inset can be installed and moved without tools by means of magnetic holders+locking; flush with profile system; power supplied via MOVE IT system track profile; hot plug protection; equipped with a flood square light element; symmetrical light distribution with precise radiation characteristic, beam angle 56°; high quality reflector with micro-faceted, aluminum-vaporised surface; UGR ≤ 19; VDU compatible workplace luminaire according to DIN EN 12464-1; luminance above 65° ≤ 1500 cd/m²; passive cooling of the LEDs through improved heat sink geometry; light colour 4000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 90; min. 80% of luminous flux after 50000 operating hours; energy-efficient high power LEDs with very good colour rendering; degree of protection IP20; PC3 48V; DALI single control; flicker-free visual comfort through analogue current control (minimum value 1%); light source not replaceable;

Light distribution**Product drawing****Installation instructions****Lighting calculator**



Project / Type

Notes

Count / Date

Maintenance Factors

Operating Time [h]	10 000	20 000	30 000	40 000	50 000
LLMF	0.94	0.91	0.89	0.87	0.84
LSF	1	1	1	1	1

MF

MF

LMF^a

LMF × RSMF × LLMF × LSF

Maintenance Factor

Luminaire Maintenance Factor

RSMF^a

LLMF

LSF

Room Surface Maintenance Factor

Lamp Lumens Maintenance Factor

Lamp Survival Faktor

^a According to "CIE 97, Maintenance of indoor electric lighting systems", 2005, ISBN 3-900-734-34-8. The values must be determined by the planner.