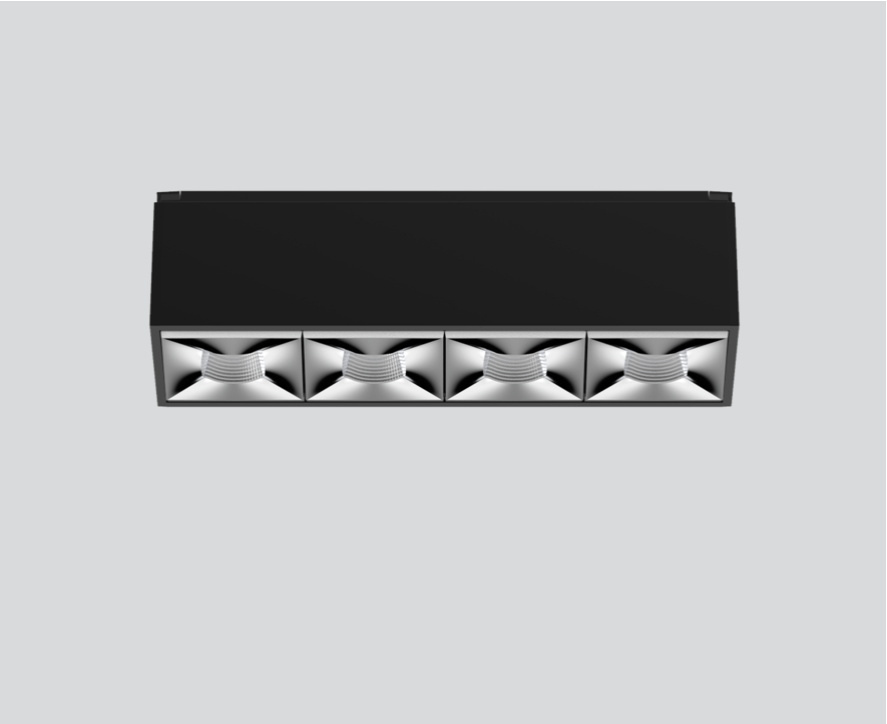




Project / Type

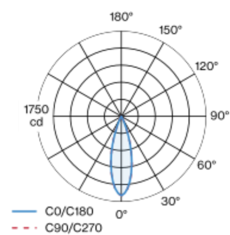
Notes

Count / Date

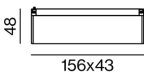


Linear light inset made of aluminium; surface anodised black; light inset can be installed and moved without tools by means of magnetic holders+locking; flush with profile system; power supplied via MOVE IT system track profile; hot plug protection; equipped with four medium square light elements; symmetrical light distribution with precise radiation characteristic, beam angle 30°; high quality reflector with micro-faceted, aluminum-vaporised surface; Reflector chrome; UGR ≤ 10; passive cooling of the LEDs through improved heat sink geometry; light colour: tunable white diodes (2700-5000 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



General

Ceiling , Track

black , RAL9005 <sup>1</sup>

Reflector chrome

IP20

445 lm

LED

tunable white

2700 K - 5000 K

CRI ≥ 90

L80 / 50000 h

initial MacAdam ≤ 3 SDCM

MR 0.55

MDER 0.5

Optical

medium square

beam angle 30°

UGR < 10

Electrical

DALI-2

10.1 W

PC3 48V

44 lm/W

1 DALI Addr.

Physical

length 156 mm

width 43 mm

height 48 mm

0.4 kg

<sup>1</sup> RAL code

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	0.98	0.93	0.89	0.85	0.81
LSF	1	1	1	1	1

MF

MF

LMF<sup>a</sup>

LMF × RSMF × LLMF × LSF

Maintenance Factor

Luminaire Maintenance Factor

RSMF<sup>a</sup>

LLMF

LSF

Room Surface Maintenance Factor

Lamp Lumens Maintenance Factor

Lamp Survival Faktor

<sup>a</sup> 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.