

UNICO Q4 basic

trim

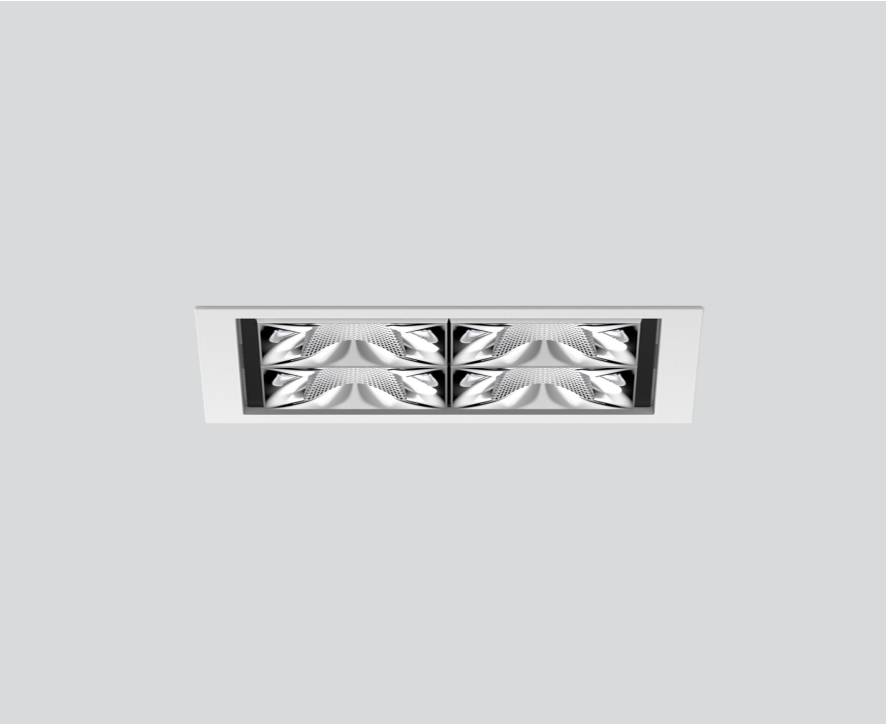
090-7Q451C0021 090-7Q4020W



Project / Type

Notes

Count / Date



Square recessed multi-downlight made of die-cast aluminium; installation without tools in mounting set due to patented ball catch system; square installation housing; with trim traffic white; suitable for ceiling thickness of 2-25 mm; equipped with four flood round light elements; symmetrical light distribution with precise radiation characteristic, beam angle 49°; high quality reflector with micro-faceted, aluminum-vaporised surface; chrome reflector; UGR ≤ 16; VDU compatible workplace luminaire according to DIN EN 12464-1; luminance above 65° ≤ 3000 cd/m²; passive cooling of the LEDs through improved heat sink geometry; light colour 3000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 90; min. 90% of luminous flux after 50000 operating hours; energy-efficient high power LEDs with very good colour rendering; degree of protection IP20; PC2; incl. converter, non dimmable; through wiring connection box, 3-pole or 5-pole, available as an accessory; accessories are listed separately; light source not replaceable; control gear replaceable by an authorized professional; clank-free;

Light distribution



Product drawing



General

Ceiling | Recessed

chrome reflector | RAL 9016 ¹

Mounting set traffic white

IP20

1360 lm

LED

3000 K

CRI ≥ 90

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

R_g: 100 | R_f: 92 | R_{f(1-15)}: 91

MR 0.64 | MDER 0.58

Optical

flood round | beam angle 49°

UGR ≤ 16 | ≥65° <3000 cd/m²

PstLM ≤ 1.0 ² | SVM ≤ 0.4 ²

Electrical

non DIM

PC2 | 220-240 V

system 13.1 W

system 104 lm/W ³

Physical

trim

length 101 mm | width 101 mm | height 51 mm

0.53 kg

Cutout

length 90 mm | width 90 mm

min. ceiling thickness 2 mm | max. ceiling thickness 25 mm

recessed depth 110 mm

¹ RAL code ² Value of containing product at full load (undimmed)
³ incl. consideration of optical losses, internal control unit losses & operating device efficiency

Installation instructions



Lighting calculator

