

BETO linear direct / indirect power

suspended system
074-6036638B



Project / Type

Notes

Count / Date



Luminaire housing made of extruded aluminium profile; extremely slim design (only 42 x 42 mm) linear; converter integrated into luminaire housing; no visible screws; angular design; for lighting systems; surface black powder coated; for suspended mounting (1500 mm cable suspension as an accessory); with integrated toolless suspension height adjustment on the luminaire; spring clip attachment to the luminaire; extruded profile for improved thermal management; light colour 4000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 80 ; min. 90% of luminous flux after 50000 operating hours; energy efficient LEDs with high CRI; high gloss reflector with faceted design; Reflector dark chrome; UGR ≤ 13 ; VDU compatible workplace luminaire according to DIN EN 12464-1; luminance above $65^\circ \leq 1500$ cd/m²; direct/indirect illumination characteristic; indirect light component with integrated PC boards and high quality lens system for maximum, homogeneous ceiling illumination, separately controllable; degree of protection IP20; PC1; 220-240 V; internal wiring in light halogen free; incl. DALI-2 converter; accessories are listed separately; light source replaceable by an authorized professional; control gear replaceable by an authorized professional;



General

Ceiling | Suspended

black | RAL 9005 ¹

Reflector dark chrome

IP20

indirect 4220 lm | direct 2580 lm

total 6800 lm

LED

4000 K

CRI ≥ 80

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

MR 0.72 | MDER 0.65

Optical

Reflector | symmetric

UGR ≤ 13 | $\geq 65^\circ < 1500$ cd/m²

Electrical

DALI-2 | 2 DALI Addr.

PC1 | 220-240 V

system 51 W

system 133 lm/W ²

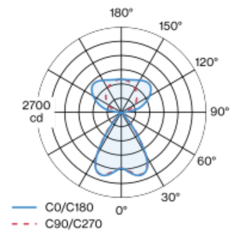
Physical

length 1700 mm | width 42 mm | height 42 mm

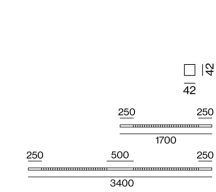
2.6 kg

¹ RAL code
² incl. consideration of optical losses, internal control unit losses & operating device efficiency

Light distribution



Product drawing



Installation instructions



Lighting calculator

