

SONIC switch direct / indirect

free standing excentric pole
059-792261XP



Project / Type

Notes

Count / Date



General

Floor , Standing

special colours

IP20

indirect 5230 lm

direct 5290 lm

total 10520 lm

LED

4000 K

CRI ≥ 80

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

MR 0.72

MDER 0.66

Optical

Microprismatic

microprismatic

UGR ≤ 19

PstLM ≤ 1.0 ¹

SVM ≤ 0.4 ¹

Electrical

non DIM switch

220-240 V

system 69 W

system 152 lm/W²

PC1

Physical

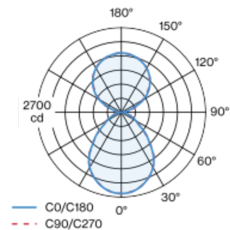
excentric pole 2050 mm

diameter 500 mm

height 2102 mm

Free standing luminaire with conical luminaire head in die-cast aluminium; round pedestal with recess for table stand; round aluminium upright tube aligned off-centre; surface special colours powder coated; direct/indirect illumination characteristic; indirect light component with special PCBs for increased luminous flux and maximum ceiling illumination; indirect component covered with clear acrylic glass; direct lighting portion: micro prismatic PMMA cover; perfectly unifrom illumination through use of a diffuse polycarbonate-based film; better light dispersion to transparency ratio; UGR ≤ 19; 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; degree of protection IP20; PC1; 220-240 V; incl. converter, non dimmable; incl. connection cable (3m) with safety plug; sound absorbing accessories available: acoustic elements made of high quality, self-supporting, at least 50 % recycled PET felt (high acoustic performance by doubling the material) or as an acoustically effective lampshade (large selection of colours) with sound absorbing properties; light source replaceable by an authorized professional; control gear replaceable by an authorized professional;

Light distribution



Product drawing



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

Installation instructions

