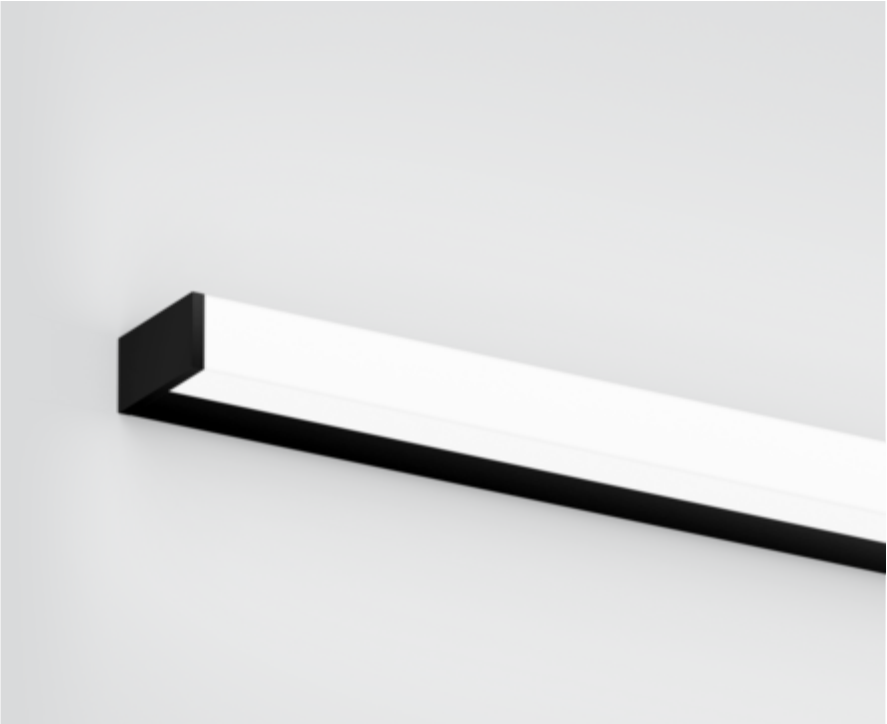




Project / Type

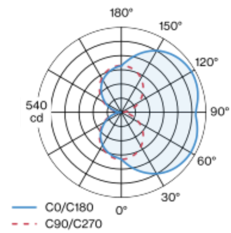
Notes

Count / Date

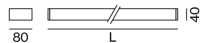


Luminaire housing made of extruded aluminium profile; angular design; no visible screws; surface black powder coated; end cap black powder coated; suitable for wall mounting; luminaire profile can be pre-mounted; with three sided light beam; HPO (High Performance Opal) cover for uniform illumination; light colour 4000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 90 ; min. 80% of luminous flux after 50000 operating hours; energy efficient LEDs with high CRI; degree of protection IP44; PC1; 220-240 V; incl. converter, non dimmable; light source not replaceable; control gear replaceable by an authorized professional;

Light distribution



Product drawing



General

Wall | Surface

black | RAL 9005 ¹

End cap black

IP44

2950 lm

LED

4000 K

CRI ≥ 90

L80 / 50000 h

initial MacAdam ≤ 3 SDCM

R_g: 98 | R_f: 90 | R_{t(1-15)}: 88

MR 0.76 | MDER 0.69

Optical

High Performance Opal | opal (lambertsch)

PstLM ≤ 1.0 ² | SVM ≤ 0.4 ²

Electrical

non DIM

PC1 | 220-240 V

system 26.3 W

system 112 lm/W ³

Physical

length 1200 mm | width 80 mm | height 40 mm

1.8 kg

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



STRETTA

wall

057-0134618H



Project / Type

Notes

Count / Date

Maintenance Factors

Operating Time [h]	10 000	20 000	30 000	40 000	50 000
LLMF	0.96	0.92	0.87	0.83	0.8
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 Factor

^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.

Circuit Breaker Types

Automatic Circuit Breaker Type	Number of Fixtures
B10	23
B13	29
B16	37
B20	46
B25	57
C10	38
C13	49
C16	62
C20	76
C25	96

