

OPAL HIGH PERFORMANCE

MOVE IT 25
050-0212518H



Project / Type

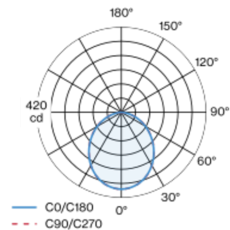
Notes

Count / Date



Linear light inset made of PMMA; 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; completely homogeneously illuminated, satin PMMA cover; passive cooling of the LEDs through improved heat sink geometry; with CSP (Chip-Scale-Packaging) technology for maximum efficiency; light colour 3000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 90 ; min. 85% of luminous flux after 50000 operating hours; energy efficient LEDs with high CRI; degree of protection IP20; PC3; 48 V; non-dimmable; light source not replaceable;

Light distribution



Product drawing



General

Ceiling / Wall | Track

IP20

968 lm

optical inset 130 lm/W ¹

LED

3000 K

CRI ≥ 90

L85 / 50000 h

initial MacAdam ≤ 3 SDCM

R_g: 99 | R_f: 91 | R₍₁₋₁₅₎: 89

MR 0.61 | MDER 0.55

Optical

High Performance Opal | opal (lambertsch)

PstLM ≤ 1.0 ² | SVM ≤ 0.4 ²

Electrical

non DIM

PC3 | 48 V

fixture 10.6 W

optical inset 7.4 W

Physical

length 605 mm | width 25 mm | height 47 mm

0.25 kg

¹ incl. consideration of optical losses
² Value of containing product at full load (undimmed)

Installation instructions



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Maintenance Factors

Operating Time [h]	10 000	20 000	30 000	40 000	50 000
LLMF	0.98	0.95	0.93	0.9	0.88
LSF	1	1	1	1	1

MF

MF

LMF^a

LMF × RSMF × LLMF × LSF

Maintenance Factor

Luminaire Maintenance Factor

RSMF^a

LLMF

LSF

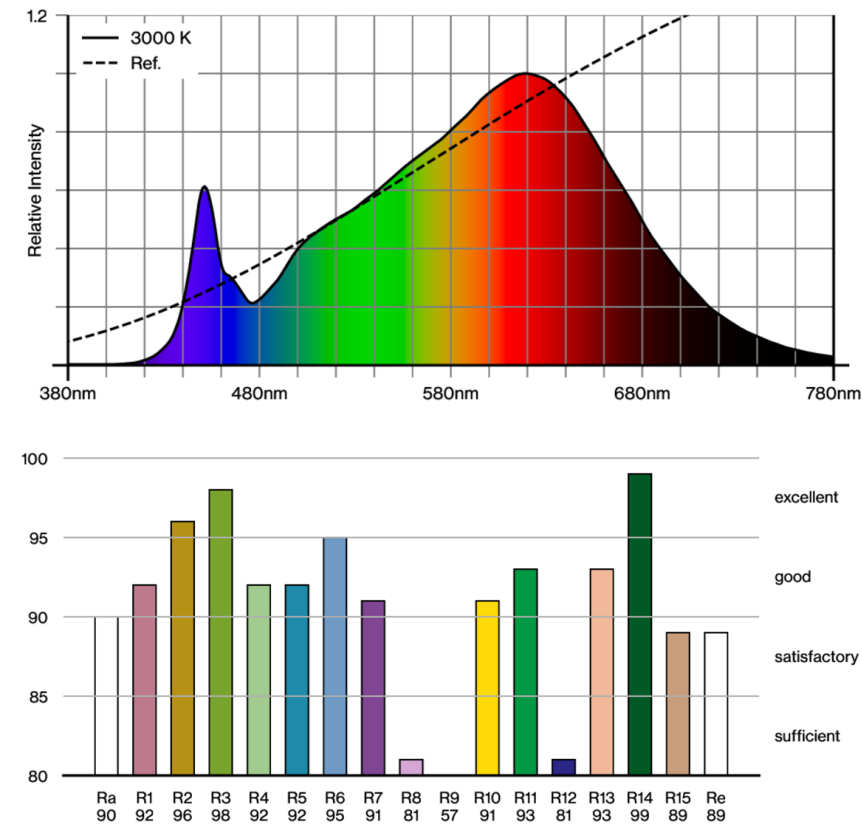
Room Surface Maintenance Factor

Lamp Lumens Maintenance Factor

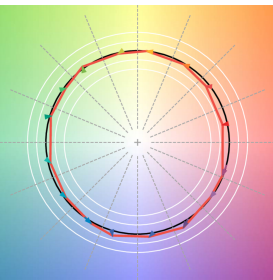
Lamp Survival Factor

^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.

Colour rendering



TM30 colour vector graphic



The black line represents the black body reference. The red line indicates the results of the test light source. The deviation from the test light source to the reference is shown and is marked by arrows. The shorter the arrows, the higher the color rendering.

