

048-316043710



## Notes

Count / Date



### Wall | Surface

traffic white | RAL 9016

Inner colour jet black

IP20

indirect 585 lm | direct 586 lm

total 1171 lm

2700 K

CRI  $\geq 90$ 

180 / 500

initial MacAdam

Initial MacAulay  $\leq 2$  SDGM  
R = 0.7 | R = 0.4 | R = 0.3

R<sub>g</sub>: 97 | R<sub>f</sub>: 91 | R<sub>{1-15}</sub>: 87

MR 0.52 | MDER 0.47

opal (lambertsch)
$$\text{PstLM} \leq 1.0 \quad | \quad \text{SVM} \leq 0.4$$

## DALI-2 | 1 DALI Addr.

PC1 | 220-240 V

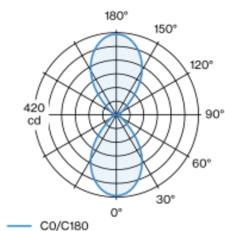
system 20.6 W

system 57 lm/W<sup>2</sup>

length 68 mm | width 84 mm | height 166 mm

0.75 kg

## Product drawing

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

## Installation instructions



# SASSO 60 round direct / indirect

wall  
048-316043710



Project / Type

Notes

Count / Date

## Maintenance Factors

Operating Time [h]	10 000	20 000	30 000	40 000	50 000
LLMF	0.964	0.923	0.884	0.847	0.811
LSF	1	1	1	1	1

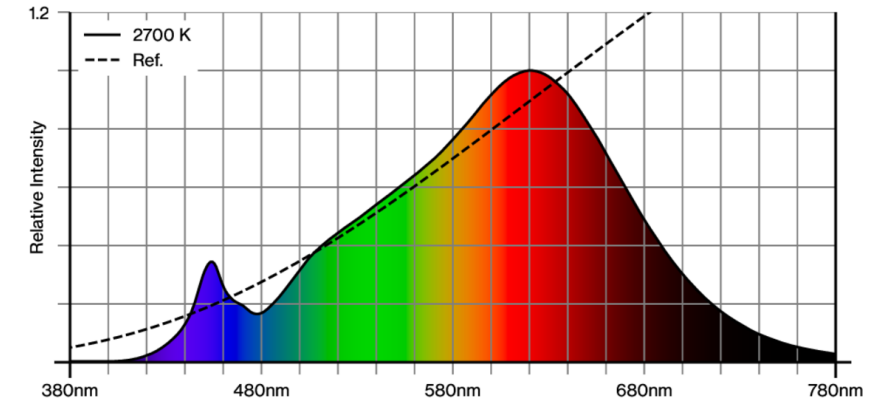
MF	LMF × RSMF × LLMF × LSF	RSMF <sup>a</sup>	Room Surface Maintenance Factor
MF	Maintenance Factor	LLMF	Lamp Lumens Maintenance Factor
LMF <sup>a</sup>	Luminaire Maintenance Factor	LSF	Lamp Survival Factor

<sup>a</sup> 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.

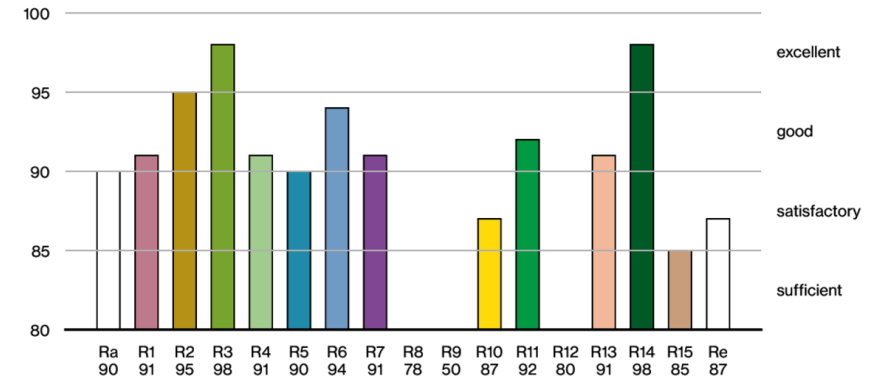
## Circuit Breaker Types

Automatic Circuit Breaker Type	Number of Fixtures
B10	31
B13	40
B16	50
B20	62
B25	78
C10	52
C13	67
C16	85
C20	104
C25	130

## Colour rendering



## CRI/R<sub>a</sub> ≥ 91 R<sub>e</sub> ≥ 87 (2700 K)



# SASSO 60 round direct / indirect

wall  
048-316043710

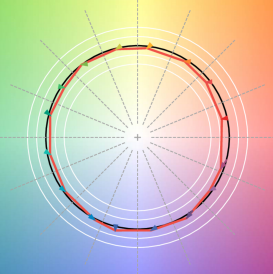


Project / Type

Notes

Count / Date

## 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.