

FRAME 60 high lumen

trim system

007-93M3017 006-16092G 035-0093G



Project / Type _____

Notes _____

Count / Date _____



General

Ceiling , Recessed _____

grey , RAL 9006 ¹ _____

IP20 _____

1560 lm _____

1780 lm/m _____

LED

3000 K _____

CRI ≥ 90 _____

L90 / 50000 h _____

initial MacAdam ≤ 3 SDCM _____

R_g: 99 , R_r: 91 , R_{t(1-15)}: 89 _____

MR 0.61 _____

MDER 0.55 _____

Optical

Microprismatic _____

microprismatic _____

PstLM ≤ 1.0 ² _____

SVM ≤ 0.4 ² _____

Electrical

non DIM _____

220-240 V _____

system 17.5 W _____

system 89 lm/W³ _____

PC1 _____

20 W/m _____

Physical

trim _____

length 872 mm _____

width 77 mm _____

height 78 mm _____

2.29 kg _____

Cutout

length 888 mm _____

width 66 mm _____

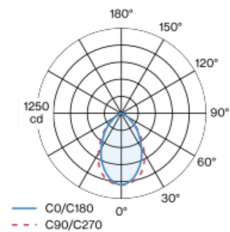
min. ceiling thickness 8 mm _____

max. ceiling thickness 25 mm _____

recessed depth 108 mm _____

Luminaire housing made of extruded aluminium profile; recessed light with wrap around edge; for continuous lighting systems; suitable for ceiling thickness of 8-25 mm; surface grey powder coated; luminaire profile for mounting available in advance; remaining lamp components mounted without tools; LED light inset consisting of highly reflective lacquered aluminium for improved thermal management; light colour 3000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 90; min. 90% of luminous flux after 50000 operating hours; energy efficient LEDs with high CRI; micro prismatic PMMA diffuser incl. diffuser film for homogeneous illumination and reduced luminance; degree of protection IP20; PC1; 220-240 V; internal wiring in light halogen free; incl. converter, non dimmable; accessories are listed separately; light source replaceable by an authorized professional; control gear replaceable by an authorized professional;

Light distribution



Product drawing



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



Lighting calculator

