

# FRAME 60 mid lumen

trim system

007-93L5017 006-16152G 035-0153G



Project / Type

Notes

Count / Date



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  $\leq 3$  SDCM; CRI  $\geq 90$ ; 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; UGR  $\leq 19$ ; VDU compatible workplace luminaire according to DIN EN 12464-1; luminance above  $65^\circ \leq 3000$  cd/m<sup>2</sup>; 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



## General

Ceiling | Recessed

grey | RAL 9006 <sup>1</sup>

IP20

1540 lm

1050 lm/m

## LED

3000 K

CRI  $\geq 90$

L90 / 50000 h

initial MacAdam  $\leq 3$  SDCM

R<sub>g</sub>: 99 | R<sub>f</sub>: 91 | R<sub>f(1-15)</sub>: 89

MR 0.61 | MDER 0.55

## Optical

Microprismatic | microprismatic

UGR  $\leq 19$  |  $\geq 65^\circ < 3000$  cd/m<sup>2</sup>

## Electrical

non DIM

PC1 | 220-240 V

system 16.6 W

system 93 lm/W <sup>2</sup>

11 W/m

## Physical

trim

length 1472 mm | width 77 mm | height 78 mm

3.7 kg

## Cutout

length 1488 mm | width 66 mm

min. ceiling thickness 8 mm | max. ceiling thickness 25 mm

recessed depth 108 mm

<sup>1</sup> RAL code  
<sup>2</sup> incl. consideration of optical losses, internal control unit losses & operating device efficiency

## Installation instructions



## Lighting calculator

