

BETO sensor direct / indirect power

free standing U-shape
074-695407XB



Project / Type

Notes

Count / Date

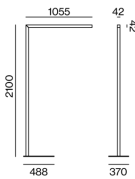


Free standing luminaire from extruded aluminium profile in angular design; extremely slim design (only 42 x 42 mm); square downpipe; pedestal with recess for table base (U-shape); surface special colours powder coated; direct/indirect illumination characteristic; direct light component with high gloss reflector + faceted design and asymmetric radiation characteristic; Reflector dark chrome; indirect light component with integrated PC boards and high quality lens system for maximum, homogeneous ceiling illumination; UGR ≤ 10; 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; degree of protection IP20; PC1; 220-240 V; luminaire with integrated infrared presence and brightness sensor (ESSENTIAL sensor); automatic light control for individually adjustable brightness; variable automatic shutdown; including TOUCH DIM control for individual control of the brightness; presence sensor detection range ø4,5m on the floor; incl. connection cable (3m) with safety plug; light source replaceable by an authorized professional; control gear replaceable by an authorized professional;

Light distribution



Product drawing



General

Floor | Standing

special colours

Reflector dark chrome

IP20

indirect 5740 lm | direct 1290 lm

total 7030 lm

LED

3000 K

CRI ≥ 90

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

R_g: 99 | R_f: 91 | R₍₁₋₁₅₎: 89

MR 0.61 | MDER 0.55

Optical

Reflector | asymmetric

UGR ≤ 10

PstLM ≤ 1.0 ¹ | SVM ≤ 0.4 ¹

Electrical

stand alone ESSENTIAL sensor

brightness & presence

PC1 | 220-240 V

system 66 W

system 107 lm/W ²

Physical

U-shape

length 1055 mm | width 42 mm | height 2100 mm

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

Installation instructions

