

# L4

MOVE IT 45

090-9L4D3WBB02

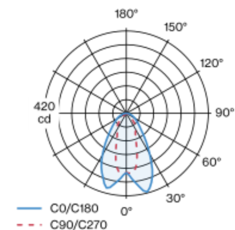


Project / Type
Notes
Count / Date

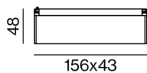


Linear light inset made of aluminium; surface anodised black; light inset can be installed and moved without tools by means of magnetic holders+locking; flush with profile system; power supplied via MOVE IT system track profile; hot plug protection; equipped with two wallwasher floor light elements 180° + two wallwasher floor light elements 0°; asymmetrical light distribution with precise radiation characteristic; high quality reflector with micro-faceted, aluminum-vaporised surface; Reflector black; passive cooling of the LEDs through improved heat sink geometry; light colour: tunable white diodes (2700-5000 K); binning initial MacAdam  $\leq 3$  SDCM; CRI  $\geq 80$ ; min. 80% of luminous flux after 50000 operating hours; energy-efficient high power LEDs with very good colour rendering; degree of protection IP20; PC3; 48 V; DALI single control; flicker-free visual comfort through analogue current control (minimum value 1%); light source not replaceable; NOT suitable for MOVE IT 45 set;

## Light distribution



## Product drawing



## General

Ceiling , Track
black , RAL 9005 <sup>1</sup>
Reflector black
IP20
491 lm
optical inset 57 lm/W <sup>2</sup>

## LED

tunable white
2700 K - 5000 K
CRI $\geq 80$
L80 / 50000 h
initial MacAdam $\leq 3$ SDCM
MR 0.55
MDER 0.5

## Optical

wallwasher floor
PstLM $\leq 1.0$ <sup>3</sup>
SVM $\leq 0.4$ <sup>3</sup>

## Electrical

DALI-2 DT8
48 V
fixture 10.1 W
fixture 49 lm/W <sup>4</sup>
optical inset 8.6 W
PC3
1 DALI Addr.

## Physical

length 156 mm
width 43 mm
height 48 mm
0.4 kg

<sup>1</sup> RAL code  
<sup>2</sup> OPTICAL INSET: incl. consideration of optical losses  
<sup>3</sup> Value of containing product at full load (undimmed)  
<sup>4</sup> FIXTURE: incl. consideration of optical losses & internal control unit losses SYSTEM: incl. consideration of optical losses, internal control unit losses & operating device efficiency.

## Installation instructions



## Lighting calculator

