

# MINO 60 mid lumen

surface

046-41L3018G



Project / Type

Notes

Count / Date



### General

Ceiling , Surface

black , RAL 9005 <sup>1</sup>

IP20

925 lm

1060 lm/m

### LED

3000 K

CRI ≥ 90

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

R<sub>g</sub>: 99 , R<sub>r</sub>: 91 , R<sub>t(1-15)</sub>: 89

MR 0.61

MDER 0.55

### Optical

Microprismatic

microprismatic

UGR ≤ 19 , ≥65° <3000 cd/m<sup>2</sup>

PstLM ≤ 1.0 <sup>2</sup>

SVM ≤ 0.4 <sup>2</sup>

### Electrical

non DIM

220-240 V

system 10.3 W

system 90 lm/W<sup>3</sup>

PC1

12 W/m

### Physical

length 880 mm

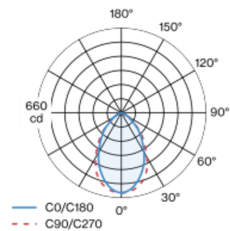
width 60 mm

height 80 mm

2.59 kg

Luminaire housing made of extruded aluminium profile; light tight final end caps made of aluminium; no visible screws; angular design; surface black powder coated; suitable for wall or ceiling mounting; lighting profile (end cover pre-assembled) available in advance for installation; 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; UGR ≤ 19; VDU compatible workplace luminaire according to DIN EN 12464-1; luminance above 65° ≤ 3000 cd/m<sup>2</sup>; degree of protection IP20; PC1; 220-240 V; internal wiring in light halogen free; incl. converter, non dimmable; light source replaceable by an authorized professional; control gear replaceable by an authorized professional;

### Light distribution



### Product drawing



<sup>1</sup> RAL code <sup>2</sup> Value of containing product at full load (undimmed)  
<sup>3</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

