

OPAL HIGH PERFORMANCE

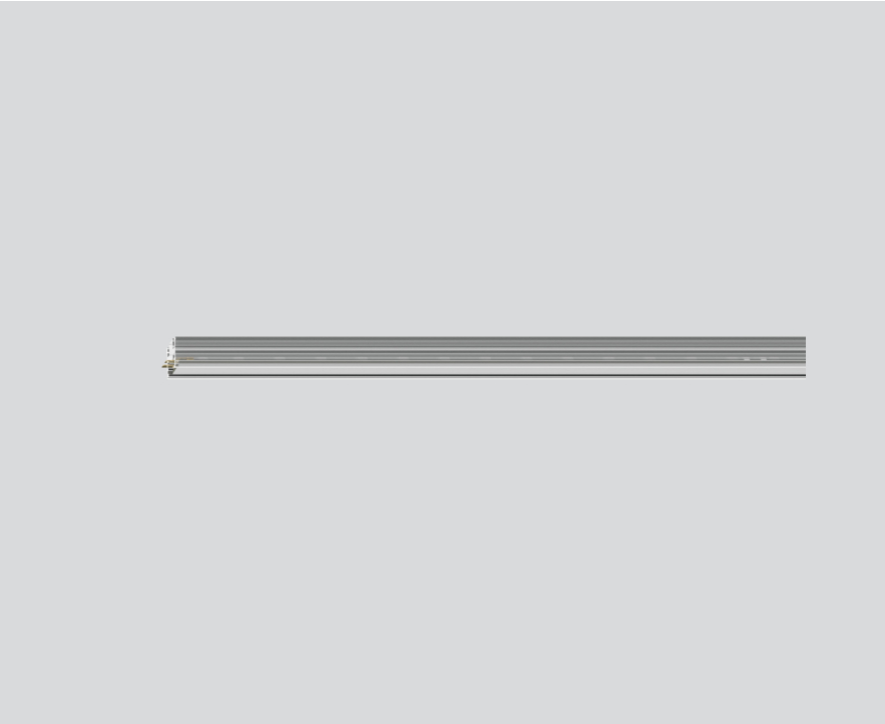
MOVE IT 10
030-6120538H



Project / Type _____

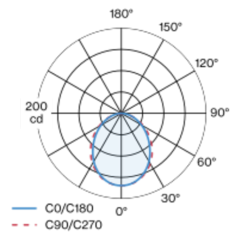
Notes _____

Count / Date _____

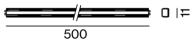


Linear light inset made of PMMA; light inset can be installed and moved without tools by means of clip mount; flush with profile system; power supplied via MOVE IT system track profile; hot plug protection; completely homogeneously illuminated, satin PMMA cover; passive cooling of the LEDs through improved heat sink geometry; light colour 3000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 90 ; min. 85% of luminous flux after 50000 operating hours; energy efficient LEDs with high CRI; degree of protection IP20; PC3 48V; DALI-2 control; flicker-free visual comfort through analogue current control (minimum value 1%); light source not replaceable;

Light distribution



Product drawing



General

Ceiling / Wall , Track _____

IP20 _____

421 lm _____

LED

3000 K _____

CRI ≥ 90 _____

L85 / 50000 h _____

initial MacAdam ≤ 3 SDCM _____

R_g: 100 , R_f: 89 , R_{f(1-5)}: 89 _____

MR 0.56 _____

MDER 0.51 _____

Optical

opal (lambertsch) _____

PstLM ≤ 1.0 ¹ _____

SVM ≤ 0.4 ¹ _____

Electrical

DALI-2 _____

system 5.9 W _____

PC3 48V _____

system 71 lm/W² _____

1 DALI Addr. _____

Physical

length 500 mm _____

width 12 mm _____

height 10 mm _____

¹ Value of containing product at full load (undimmed)
² incl. optical losses and the efficiency of the operating device (converter)

Installation instructions



OPAL HIGH PERFORMANCE

MOVE IT 10
030-6120538H



Project / Type

Notes

Count / Date

Maintenance Factors

Operating Time [h]	10 000	20 000	30 000	40 000	50 000
LLMF	0.97	0.94	0.92	0.9	0.87
LSF	1	1	1	1	1

MF

MF

LMF^a

LMF × RSMF × LLMF × LSF

Maintenance Factor

Luminaire Maintenance Factor

RSMF^a

LLMF

LSF

Room Surface Maintenance Factor

Lamp Lumens Maintenance Factor

Lamp Survival Faktor

^a According to "CIE 97, Maintenance of indoor electric lighting systems", 2005, ISBN 3-900-734-34-8. The values must be determined by the planner.

