

# MINO 60 direct / indirect high lumen ceiling /

suspended system  
046-502661XH



Project / Type

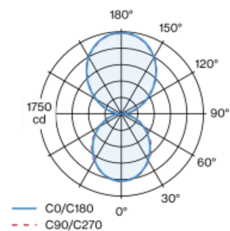
Notes

Count / Date



Luminaire housing made of extruded aluminium profile; angular design; for continuous lighting systems; light tight final end caps made of aluminium (available as an accessory); no visible screws; surface special colours powder coated; for suspended mounting (1500 mm cable suspension as an accessory); with integrated toolless suspension height adjustment on the luminaire; spring clip attachment to the luminaire; freely positionable; LED light inset consisting of highly reflective lacquered aluminium for improved thermal management; light colour 4000 K; binning initial MacAdam  $\leq 3$  SDCM; CRI  $\geq 80$ ; min. 90% of luminous flux after 50000 operating hours; energy efficient LEDs with high CRI; HPO (High Performance Opal) cover for uniform illumination; direct/indirect illumination characteristic; indirect light component with integrated PC boards for maximum, homogeneous ceiling illumination; 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 , Suspended

special colours

IP20

indirect 4470 lm

direct 3780 lm

total 8250 lm

4700 lm/m

## LED

4000 K

CRI  $\geq 80$

L90 / 50000 h

initial MacAdam  $\leq 3$  SDCM

MR 0.72

MDER 0.65

## Optical

High Performance Opal

opal (lambersch)

## Electrical

non DIM

220-240 V

system 53 W

system 156 lm/W<sup>1</sup>

PC1

30 W/m

## Physical

length 1756 mm

width 60 mm

height 80 mm

4.6 kg

<sup>1</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

