

MINO 60 direct / indirect high lumen ceiling /

suspended system
046-5024517H



Project / Type

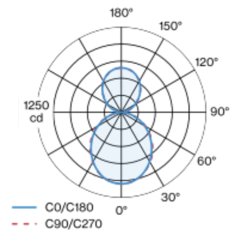
Notes

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 white 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 3000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 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 220-240V; photobiological safety according to IEC 62471 risk group RG 0 - no Risk; 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

white , RAL9010 ¹

3800 lm/m

IP20

indirect 1690 lm

direct 2760 lm

total 4450 lm

LED

3000 K

CRI ≥ 80

L90 / 50000 h

photobio. safety RG 0 - no Risk

initial MacAdam ≤ 3 SDCM

MR 0.56

MDER 0.51

Optical

High Performance Opal

opal (lambertsch)

PstLM ≤ 1.0 ²

SVM ≤ 0.4 ²

Electrical

non DIM

system 34 W

PC1 220-240V

system 131 lm/W³

29 W/m

Physical

length 1172 mm

width 60 mm

height 80 mm

3.2 kg

¹ RAL code ² Value of containing product at full load (undimmed)
³ incl. optical losses and the efficiency of the operating device (converter)

Installation instructions



Lighting calculator

