

MINO 60 mid lumen

ceiling / suspended system

007-93L8017 006-16232G 046-400801G



Project / Type

Notes

Count / Date



General

Ceiling , Suspended

grey , RAL9006 ¹

1050 lm/m

IP20

2470 lm

LED

3000 K

CRI ≥ 90

L90 / 50000 h

photobio. safety RG 0 - no Risk

initial MacAdam ≤ 3 SDCM

R_g: 99 , R_f: 91 , R₍₁₋₁₅₎: 89

MR 0.61

MDER 0.55

Optical

Microprismatic

UGR < 19 , ≥65° <3000 cd/m²

PstLM ≤ 1.0 ²

Electrical

non DIM

26.6 W

PC1 220-240V

93 lm/W

11 W/m

Physical

trim

length 2344 mm

width 60 mm

height 80 mm

6 kg

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 grey powder coated; for ceiling surface mounting or suspended mounting (1500 mm cable suspension as an accessory); with integrated tool-less suspension height adjustment; spring clip attachment to the luminaire; freely positionable; luminaire profile for mounting available in advance; 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/m²; 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



¹ RAL code ² Value of containing product at full load (undimmed)

Installation instructions



Lighting calculator

