

MINO 60 mid lumen

ceiling / suspended system

007-93L5017 006-16152G 046-400501G



Project / Type

Notes

Count / Date



General

Ceiling , Suspended

grey , RAL 9006 ¹

IP20

1540 lm

1050 lm/m

LED

3000 K

CRI ≥ 90

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

R_g: 99 , R_r: 91 , R_{t(1-15)}: 89

MR 0.61

MDER 0.55

Optical

Microprismatic

microprismatic

UGR ≤ 19 , ≥65° <3000 cd/m²

Electrical

non DIM

220-240 V

system 16.6 W

system 93 lm/W²

PC1

11 W/m

Physical

trim

length 1472 mm

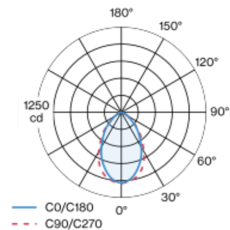
width 60 mm

height 80 mm

3.8 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 toolless suspension height adjustment on the luminaire; 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; 220-240 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



¹ RAL code
² incl. consideration of optical losses, internal control unit losses & operating device efficiency

Installation instructions



Lighting calculator

