

# BETO direct / indirect power

free standing double  
X074-6950118B



Project / Type

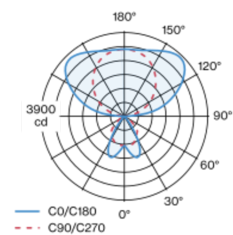
Notes

Count / Date

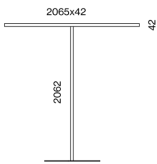


Free standing luminaire from extruded aluminium profile in angular design; two separate luminaire heads; extremely slim design (only 42 x 42 mm); square downpipe; pedestal with recess for table base; surface black powder coated; direct/indirect illumination characteristic; direct light component with high gloss reflector + faceted design and asymmetric radiation characteristic; Reflector dark chrome; indirect light component with integrated PC boards and high quality lens system for maximum, homogeneous ceiling illumination; UGR ≤ 16; light colour 4000 K; binning initial MacAdam ≤ 3 SDCM; CRI ≥ 90; min. 90% of luminous flux after 50000 operating hours; energy efficient LEDs with high CRI; degree of protection IP20; PC1; 220-240 V; including TOUCH DIM control for individual control of the brightness; incl. connection cable (3m) with safety plug; light source replaceable by an authorized professional; control gear replaceable by an authorized professional;

## Light distribution



## Product drawing



## General

Floor , Standing

black , RAL 9005 <sup>1</sup>

Reflector dark chrome

IP20

indirect 12400 lm

direct 2790 lm

total 15190 lm

## LED

4000 K

CRI ≥ 90

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

R<sub>g</sub>: 99 , R<sub>r</sub>: 92 , R<sub>(1-15)</sub>: 90

MR 0.81

MDER 0.74

## Optical

Reflector

asymmetric

UGR < 16

P<sub>st</sub>LM ≤ 1.0 <sup>2</sup>

SVM ≤ 0.4 <sup>2</sup>

## Electrical

touch DIM on pole

220-240 V

system 132 W

system 115 lm/W<sup>3</sup>

PC1

## Physical

H-shape

length 2065 mm

width 42 mm

height 2104 mm

<sup>1</sup> RAL code <sup>2</sup> Value of containing product at full load (undimmed)  
<sup>3</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

