

# MITA square 200

trim

074-8314037B



Project / Type

Notes

Count / Date



### General

Ceiling , Recessed

white , RAL 9016 <sup>1</sup>

Reflector dark chrome

IP20

1200 lm

### LED

3000 K

CRI ≥ 90

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

R<sub>g</sub>: 99 , R<sub>r</sub>: 91 , R<sub>(1-15)</sub>: 89

MR 0.61

MDER 0.55

### Optical

Reflector

symmetric

UGR < 16 , ≥65° <1500 cd/m<sup>2</sup>

PstLM ≤ 1.0 <sup>2</sup>

SVM ≤ 0.4 <sup>2</sup>

### Electrical

DALI-2

220-240 V

system 13.8 W

system 87 lm/W<sup>3</sup>

PC2

1 DALI Addr.

### Physical

trim

length 206 mm

width 206 mm

height 43 mm

### Cutout

length 197 mm

width 197 mm

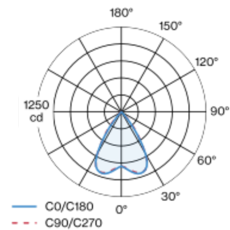
min. ceiling thickness 2 mm

max. ceiling thickness 25 mm

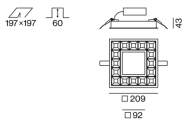
recessed depth 60 mm

Square luminaire housing in die-cast aluminium; extremely slim design; recessed light with wrap around edge; suitable for ceiling thickness of 2-25 mm; surface white powder coated; blind cover to cover the cut-out available as an accessory; accessories are listed separately; 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; high gloss reflector with faceted design; Reflector dark chrome; UGR ≤ 16; VDU compatible workplace luminaire according to DIN EN 12464-1; luminance above 65° ≤ 1500 cd/m<sup>2</sup>; degree of protection IP20; PC2; 220-240 V; internal wiring in light halogen free; incl. DALI-2 converter; converter wired secondary side; light source replaceable by an authorized professional; control gear replaceable by an authorized professional;

### Light distribution



### Product drawing



<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



### Lighting calculator

