

# MINO 40 reflector

suspended

042-121603WR



Project / Type

Notes

Count / Date



### General

Ceiling , Suspended

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

Reflector chrome

IP20

8810 lm

2940 lm/m

### LED

3000 K

CRI ≥ 90

L90 / 50000 h

initial MacAdam ≤ 3 SDCM

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

MR 0.61

MDER 0.55

### Optical

Reflector

Symmetric

UGR < 19 , ≥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 67 W

system 131 lm/W<sup>3</sup>

PC1

22 W/m

### Physical

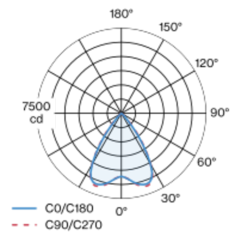
length 3008 mm

width 40 mm

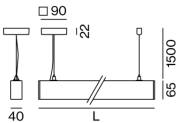
height 65 mm

Luminaire housing made of extruded aluminium profile; light tight final end caps made of aluminium; no visible screws; angular design; surface traffic white powder coated; same RAL colour as spotlight modules; suspended luminaire with 1500mm cable suspension; height adjustment without tools; incl. feed (white); luminaire profile can be pre-mounted; remaining lamp components mounted without tools; LED light inset incl. high gloss reflector with faceted design; Reflector chrome; 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; UGR ≤ 19; VDU compatible workplace luminaire according to DIN EN 12464-1; luminance above 65° ≤ 1500 cd/m<sup>2</sup>; degree of protection IP20; PC1; 220-240 V; internal wiring in light halogen free; incl. DALI-2 converter; 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

