

MINO 40 high lumen

ceiling / suspended system

042-0126037 006-4230010H 042-100601W



Project / Type _____

Notes _____

Count / Date _____



General

Ceiling , Suspended _____

RAL Traffic white , RAL 9016 ¹ _____

IP20 _____

6290 lm _____

2100 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

High Performance Opal _____

opal (lambertsch) _____

PstLM ≤ 1.0 ² _____

SVM ≤ 0.4 ² _____

Electrical

DALI-2 _____

220-240 V _____

system 54 W _____

PC1 _____

system 116 lm/W³ _____

18 W/m _____

Physical

length 3000 mm _____

width 40 mm _____

height 65 mm _____

5.5 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 RAL Traffic white powder coated; for ceiling surface mounting or suspended mounting (1500 mm cable suspension as an accessory); height adjustment without tools; luminaire profile can be pre-mounted; pre-assembled power rail for power supply in luminaire profile; voltage tap of the light inset on the power rail; 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; degree of protection IP20; PC1; 220-240 V; internal wiring in light halogen free; incl. DALI-2 converter; 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)
³ incl. optical losses and the efficiency of the operating device (converter)

Installation instructions



Lighting calculator

