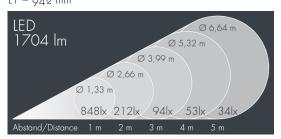
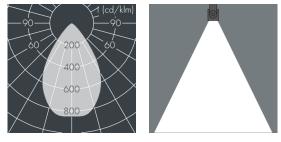


Ecoline modular system luminaire, left

87971450599 × 2,5 W, 1704 lm, 4000 K neutral white, wide beam 67° L1 = 942 mm





Customized solutions and modifications are possible: Special RAL, DB or NCS colours as polyester powder coat, luminaires in 2700 K and other colour temperatures and versions for high ambient temperature.

Specification text

housing made of extruded aluminum and corrosion-resistant die-cast aluminum AlSi12, polyester powder coated by high-quality and UV-stabilized coating process, Colour: black RAL 7021, all exterior parts are stainless steel, UV stabilised, impact-resistant polycarbonate cover with partial frosting for uniform light diffraction, silicon gasket, closure with 2 stainless steel screws, with stainless steel coupling on right side, tilt range: 220°, cable gland: M20, connecting terminal: 3 pole, highly efficient optics made of transparent thermoplastic for precise lighting tasks, CRI > 80, max 2 SDCM, service life L90/B10 > 50.000 h, Beam angle (FWHM): 67°, luminous flux: 1704 lm, wattage: 23 W, delivered lumens 76 lm/W, protection type IP65, protection class I, impact resistance IK10, windage area 0,05 m², dimensions (L×H×W): 942 × 57 × 54 mm, weight 2.9 kg

The modular luminaire design makes the replacement of components possible. The product meets the demands of the applicable EU guidelines and product safety regulations and bears the CE and ENEC marks.







IP65 IK10

Specification

Wattage 23 W Delivered lumens 76 lm/W Light source LED 4000 K Color Rendering Index CRI > 80 max 2 SDCM Colour tolerance Lifetime ta 25° C L90/B10 > 50.000 h Control gear on / off Input voltage AC 110 - 240 V Input voltage DC 195 - 255 V 2 kV L/N | 4 kV L/PE Voltage protection Luminaires per B16A / C16A 50 / 85

Beam angle (FWHM) 67° black RAL 7021 Housing colour Ø 6 – 10 mm Power supply cable IP65 Protection type Protection class Impact resistance IK10 Windage area $0.05 m^{2}$ Dimensions 942 × 57 × 54 mm 2,90 kg Weight Max. ambient temperature ta 40°