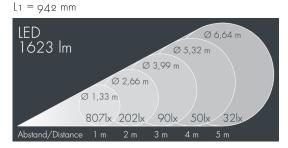
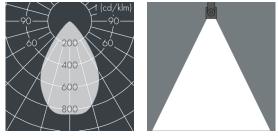


## Ecoline modular system luminaire, left

 $8\,797\,156\,259$  9 × 2,5 W, 1623 lm, 3000 K warm white, 1-10V, wide beam 67°





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: silver grey, 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: 5 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: 1623 lm, wattage: 23 W, delivered lumens 72 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

Luminaires per B16A / C16A

Wattage 23 W Delivered lumens 72 lm/W Light source LED 3000 K Color Rendering Index CRI > 80 max 2 SDCM Colour tolerance Lifetime ta 25° C L90/B10 > 50.000 h Control gear 1-10V Input voltage AC 110 - 240 V Input voltage DC 195-2 kV L/N | 4 kV L/PE Voltage protection

50 / 85

Beam angle (FWHM) 67° Housing colour silver grey Power supply cable Ø 6 – 10 mm Protection type IP65 Protection class Impact resistance IK10 Windage area  $0.05 m^{2}$ Dimensions 942 × 57 × 54 mm 2,90 kg Weight

40°

Max. ambient temperature ta