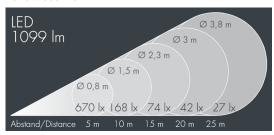


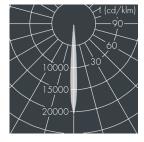


Metaspot 1

8 241 256 019

15 W, 1099 lm, 3000 K warm white, narrow beam 8°







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 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, tempered safety glass, anti-reflective coating from 1 side, dark screenprint, silicon gasket, tool-free twist closure, for installation on poles Ø 60 - 100 mm, tiltable base made of powder coated aluminum, 2 drilled holes Ø 9 mm, spacing 95 mm, 1 centre hole Ø 40 mm, tilt range: 90°, 360° adjustable, cable gland: M16, connecting terminal: 3 pole, light source completely shielded, high gloss aluminium reflector, integral driver (AC/DC), CRI > 80, 3, service life L80/B10 > 50.000 h, Beam angle (FWHM): 8°, luminous flux: 1099 lm, wattage: 15 W, delivered lumens 74 lm/W, protection type IP65, protection class I, impact resistance IK08, windage area 0,026 m², dimensions: Ø 124 mm, width 180 mm, weight 2.1 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 mark.

8°

silver grey



IP65 IK08

Specification

Luminaires per B16A / C16A

Wattage 15 W Delivered lumens 74 lm/W Light source LED 3000 K Color Rendering Index CRI > 80 Colour tolerance Lifetime ta 25° C L80/B10 > 50.000 h Control gear on / off Input voltage AC 220 – 240 V Input voltage DC 220 - 240 V 2 kV L/N | 4 kV L/PE Voltage protection

50 / 85

Power supply cable

80
Protection type
Protection class
I

310 > 50.000 h
Impact resistance
Windage area
O,026m²

- 240 V
Dimensions
Weight
2,10 kg

L/N | 4 kV L/PE
Max. ambient temperature ta

Ø 6 - 11 mm

Beam angle (FWHM)

Housing colour