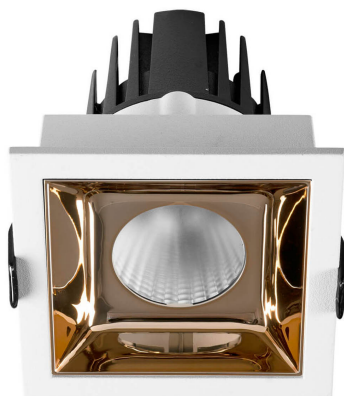




Teatro square 20W

TEATRO SQUARE 20W 3000K 45° gold frame

Cod: **MIC0159**



IP20
Protected from solid bodies larger than 12 mm



II
Protection class II



CRI >90
Colour rendering index >90



CAM compliant
CAM (Minimum Environmental Criteria) compliant product for indoor and outdoor installation



ReeR warranty
ReeR guarantees the product for a time duration of 3 years



Technical description

Product code: MIC0159 | Category: Indoor luminaires | Model: Teatro square 20W | Product description: TEATRO SQUARE 20W 3000K 45° gold frame | Source type: COB | Color temperature (CCT): 3000K | Color render index (CRI): > 90 | MacAdam (SDCM): < 3 | Lumen output (lm): 1820 | Beam angle: 45° | Photobiological risk: RG2 (moderate risk) | LED Lifetime: 50.000 h | Width (mm): 110 | Length (mm): 110 | Height (mm): 117 | Recess hole (mm): 95 x 95 | Weight (g): 480 | IP rating: IP 20 | Finishing colour: White RAL9003 | Type of finishing: Polyester powder coated | Body material: Aluminum | Diffuser material: PC (polycarbonate) | Maximal working temperature: -25° C | Minimal working temperature: +50° C | Nominal power (W): 20 | Power factor: > 0,7 | Power supply: 220/240V 50/60Hz | Ballast: Included | Insulation class: II | Dimmable: No |

Lighting data

Source type	COB, COB	Beam angle	45°
Color temperature (CCT)	3000K	Photobiological risk	RG2 (moderate risk)
Color render index (CRI)	> 90, > 90	LED Lifetime	50.000 h
MacAdam (SDCM)	< 3, < 3		
Lumen output (lm)	1820		

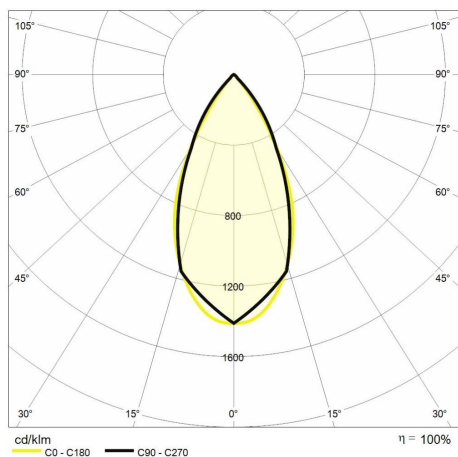
Mechanical data

Width (mm)	110	Finishing colour	Gold
Length (mm)	110	Type of finishing	Polyester powder coated, Polyester powder coated
Height (mm)	117	Body material	Aluminum, Aluminum
Recess hole (mm)	95 x 95	Diffuser material	PC (polycarbonate)
Weight (g)	480	Maximal working temperature	+50° C
IP rating	IP 20	Minimal working temperature	-25° C

Electrical data

Nominal power (W)	20	Dimmable	No
Power factor	0,7	Quantity per package	1
Power supply	220/240V 50/60Hz		
Ballast	Included, Included		
Insulation class	II		

Photometry



Technical drawing

