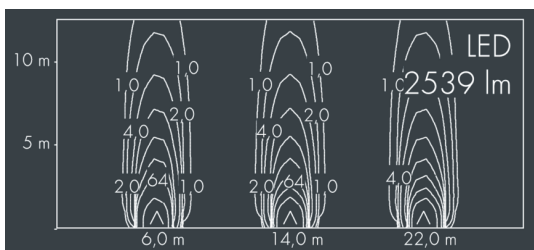




## Monoline 2

8 781 146 419

6 × 4,7 W, 2539 lm, 3000 K warm white,  
narrow beam 12°



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: black RAL 7021, all exterior parts are stainless steel, tempered safety glass, anti-reflective coating from 1 side, with partial frosting for uniform light diffraction and dark silk-print, silicon gasket, closure with 4 stainless steel screws, wall bracket: 2 drilled holes Ø 7 mm, spacing 35 mm, tilt range: 180°, cable gland: 2 x M20, cable entry: 2, connecting terminal: 3 pole, highly efficient optics made of transparent thermoplastic for precise lighting tasks, integral driver (AC/DC), CRI > 80, max 3 SDCM, service life L80/B20 > 50.000 h, Beam angle (FWHM): 12°, luminous flux: 2539 lm, wattage: 28 W, delivered lumens 91 lm/W, protection type IP65, protection class I, impact resistance IK08, windage area 0,032 m², dimensions (L×H×W): 472 × 50 × 62 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.

IP65 IK08

## Specification

Wattage	28 W	Beam angle (FWHM)	12°
Delivered lumens	91 lm/W	Housing colour	black RAL 7021
Light source	LED 3000 K	Power supply cable	Ø 6 – 13 mm
Color Rendering Index	CRI > 80	Protection type	IP65
Colour tolerance	max 3 SDCM	Protection class	I
Lifetime ta 25° C	L80/B20 > 50.000 h	Impact resistance	IK08
Control gear	on / off	Windage area	0,032m²
Input voltage AC	220 – 240 V	Dimensions	472 × 50 × 62 mm
Input voltage DC	200 – 240 V	Weight	2,10 kg
Voltage protection	2 kV L/N   2 kV L/PE	Max. ambient temperature ta	35°
Luminaires per B16A / C16A	50 / 85		