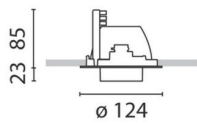
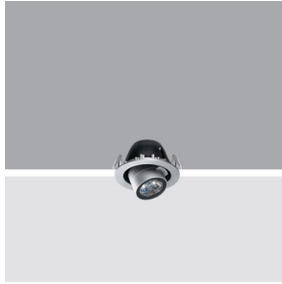


Last information update: May 2024

Product configuration: MS46

MS46: small body LED warm white - spot optic

**Product code**MS46: small body LED warm white - spot optic **Attention! Code no longer in production****Technical description**

Recessed luminaire made of die-cast aluminium and thermoplastic material, with 3x2.2W high-performing Warm White (3100K) LED with monochromatic emission. LED optic with plastic lenses with narrow beam ($S=10^\circ$). 335° rotation around vertical axis and 65° rotation around horizontal axis with continuous frictioning (only on horizontal axis). Anti-glare screen available as accessory. The technical characteristics of the luminaires comply with EN60598-1 norms and following amendments.

Installation

Recessed installation in false ceilings with thickness from 1 mm to 20 mm by means of special steel torsional springs and hinged brackets.

Colour

White (01) | Grey (15)

Mounting

ceiling recessed

Wiring

Electronic components for LED to be ordered separately.

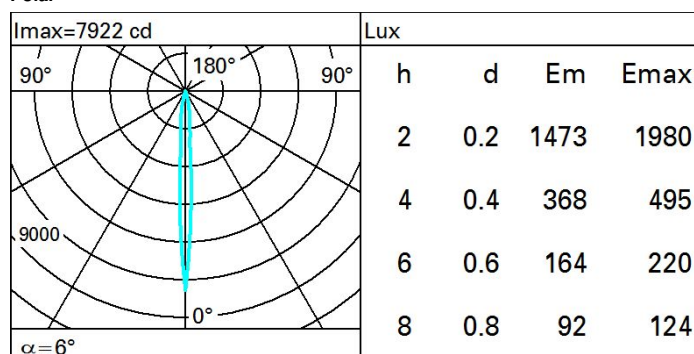
Notes

For compliance with the NFC 20-455 standard use an optional filter code MW58 for each optical assembly

Complies with EN60598-1 and pertinent regulations

**Technical data**

Im system:	316	CRI (minimum):	80
W system:	5.5	Colour temperature [K]:	3000
Im source:	410	MacAdam Step:	3
W source:	5.5	Life Time LED 1:	> 50,000h - L80 - B10 (Ta 25°C)
Luminous efficiency (Im/W, real value):	57.4	Lamp code:	LED
Im in emergency mode:	-	Number of lamps for optical assembly:	1
Total light flux at or above an angle of 90° [Lm]:	0	ZVEI Code:	LED
Light Output Ratio (L.O.R.) [%]:	77	Number of optical assemblies:	1
Beam angle $[\alpha]$:	6°	LED current [mA]:	600

Polar

Utilisation factors

R	77	75	73	71	55	53	33	00	DRR
K0.8	69	65	62	60	64	62	61	59	76
1.0	72	68	66	64	68	65	65	62	81
1.5	76	73	71	69	72	70	70	67	87
2.0	78	76	75	73	75	74	73	71	92
2.5	80	78	77	76	77	76	75	73	95
3.0	81	80	79	78	78	78	76	75	97
4.0	82	81	80	80	79	79	78	76	99
5.0	82	82	81	81	80	80	79	77	100

Luminance curve limit

