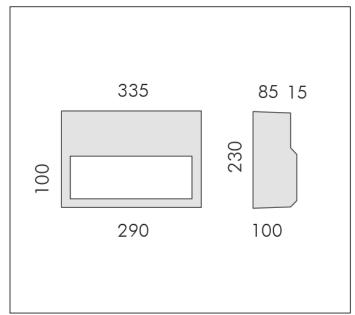
SIMES

TECHNICAL DATA SHEET ART. C.8222WSC - GHOST HORIZONTAL

Version is available on request





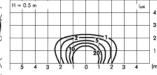
MODULES LED 3000K 230V 880lm CRI 80 Rated luminaire luminous flux: 490lm

Rated input power: 10W Luminaire efficacy: 49lm/W

Electronic ballast 220÷230V 50-60Hz















PRODUCT TYPE

Wall mounted luminaire. IP rating IP 65

MATERIAL CHARACTERISTICS

Ghost for breeze block application is easily applied in walls made of perforated bricks or cement conglomerate. The product is designed to be wall mounted and completely integrated with the architecture of which it will take over the finish. The cavity is pre-finished and ready for painting. The procedure is as follows: 1. Plan the positioning of the corrugated tube for electrification; 2. Make a niche to insert the Ghost polystyrene block, paying attention to its aligning; 3. Lay the fixative grid that connects the cement conglomerate wall to the Ghost's polystyrene lock; 4. Enclose the product in the wall, cut the grid at the Ghost's cavity and finish off; 5. Once the work is finished, the luminaire may be installed. Mechanical resistance IK 06

LIGHTING PERFORMANCE

Toughened glass diffuser. LOR

WIRING

Supplied with a pre-wired 0.3m H05RN-F cable. Isolation: CLASS I . Available colours: Cast cement. Weight: 1.3 Kg Glow Wire test: --

L.E.D circuit included.

GHOST PATENT PENDING, REGISTERED DESIGN

This luminaire contains built-in LED modules with energy class: A, A+, A++. In case of damage or malfunction please contact the manufacturer to receive additional instructions on how to replace and relative spare parts to order. The LED modules cannot be handled in the luminaire by the end user (Regulation UE 874/2012).

LED circuit boards are engineered accordingly to actual Lumen Maintenance regulation (LM80) and Technical Memorandum (TM21) where uniformity and quality of light is 50.000 hours referred to L70 B20 Ta 25°C.

Lifecycle refers to LED circuit boards only, all others components of the luminaire are excluded.

