iGuzzini

Last information update: June 2018



Design iGuzzini

Fixed circular recessed luminaire - Ø242 mm - warm white - wide flood optic - UGR<19

Product code N020

Technical description

Fixed round luminaire designed to use a LED lamp with C.O.B. technology. Version with rim for surface-mounting. Reflector vacuum-metallised with aluminium vapours with an anti-scratch protective layer. Structure with die-cast aluminium perimeter frame, black, zinc-plated sheet steel brackets and extruded aluminium dissipater painted black. Passive dissipation system. Product complete with LED lamp in warm white colour tone (3000K). General light emission, with controlled luminance UGR<19 1500 cd/m2 α >65° wide flood optic.

• 263 • 242

Installation

Recessed using torsion springs which allow easy installation in false ceilings with thickness ranging from 1 mm to 25 mm.

219	Dimension (mm) Ø263x219
-	Colour

White/Aluminium (39)

Weight (Kg) 2.46

Mounting

ceiling recessed

Wiring

product complete with an electronic ballast



Product configuration: N020

Product characteristics

Total lighting output [Lm]: 6155 Total power [W]: 57.6 Luminous efficacy [Lm/W]: 106.9 Life Time: 50,000h - L80 - B10 (Ta 25°C)

Optical assembly Characteristics Type 1

Light Output Ratio (L.O.R.) [%]: 77 Lamp code: LED ZVEI Code: LED Nominal power [W]: 51 Nominal luminous [Lm]: 8000 Lamp maximum intensity [cd]: / Beam angle [°]: 58° Total luminous flux at or above an angle of 90 $^{\circ}$ [Lm]: 0 Emergency luminous flux [Lm]: / Voltage [V]: - Number of optical assemblies: 1

Complies with EN60598-1 and pertinent regulations

Number of lamps for optical assembly: 1 Socket: / Ballast losses [W]: 6.6 Colour temperature [K]: 3000 CRI: 80 Wavelength [Nm]: / MacAdam Step: 2

Imax=7861 cd	CIE	Lux			
90° 180° 9	nL 0.77 100-100-100-100-77 UGR 14.2-14.2	h	d	Em	Emax
	DIN A.61 / UTE	2	2.2	1519	1965
7500	0.77A+0.00T F"1=997	4	4.4	380	491
	F"1+F"2=999 F"1+F"2+F"3=1000 CIBSE	6	6.7	169	218
α=58°	LG3 L<1500 cd/m ² at 65° UGR<16 L<1500 cd/mq @	9 ₆₅ , 8	8.9	95	123

Utilisation factors

R	77	75	73	71	55	53	33	00	DRR
K0.8	70	66	63	61	65	63	63	60	78
1.0	73	69	67	65	69	66	66	64	83
1.5	76	74	72	70	73	71	70	68	89
2.0	78	77	75	74	76	74	74	71	93
2.5	80	79	78	77	77	77	76	74	96
3.0	81	80	79	78	79	78	77	75	98
4.0	82	81	81	80	80	79	78	76	99
5.0	82	82	81	81	81	80	79	77	100

Luminance curve limit

C J	A G	1.15	2000	1000	500		<-300		
	в	1.50		2000	1000	750	500	<-300	
	c	1.85			2000		1000	500	<=300
5°									e
5°									- 4
5°		_			-		\mathbb{R}		
5°	-								
5° 102		2	3 4 5	6 8 1	0 ³	2 3	4 5 6	8 10 ⁴	cd/m ²

UGR diagram

Rifle	ct :										
ce il/c		0.70	0.70	0.50	0.50	0.30	0.70	0.70	0.50	0.50	0.30
walls		0.50	0.30	0.50	0.30	0.30	0.50	0.30	0.50	0.30	0.30
work pl.		0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20
Room dim		12510103		viewed			0.000		viewed		
x	У		c	eiweeor	е				endwise	in the second se	
2H	2H	14.8	15.4	15.1	15.6	15.8	14.8	15.4	15.1	15.6	15.8
	ЗH	14.6	15.2	15.0	15.4	15.7	14.6	15.2	15.0	15.4	15.1
	4H	14.6	15.1	14.9	15.4	15.7	14.6	1 <u>5</u> .1	14.9	15.4	15.1
	6H	14.5	15.0	14.8	15.3	15.6	14.5	14.9	14.8	15.3	15.0
	BH	14.5	14.9	14.8	15.2	15.6	14.5	14.9	14.8	15.2	15.
	12H	14.4	14.8	14.8	15.2	15.5	14.4	14.8	14.8	15.2	15.
4H	2H	14.6	15.1	14.9	15.4	15.7	14.6	15.1	14.9	15.4	15.
	ЗH	14.4	14.8	14.8	15.2	15.5	14.4	14.8	14.8	15.2	15.
	4H	14.3	14.7	14.7	15.1	15.4	14.3	14.7	14.7	15.1	15.
	6H	14.2	14.6	14.7	15.0	15.4	14.2	14.6	14.7	15.0	15.
	8H	14.2	14.5	14.6	<mark>14.9</mark>	15.3	14.2	14.5	14.6	14.9	15.3
	12H	14.1	14.4	14.6	14.8	15.3	14.1	14.4	14.6	14.8	15.
вн	4H	14.2	14.5	14.6	14.9	15.3	14.2	14.5	14.6	14.9	15.
	6H	14.1	14.3	14.6	14.8	15.3	14.1	14.3	14.6	14.8	15.
	BH	14.0	14.3	14.5	14.7	15.2	14.0	14.3	14.5	14.7	15.2
	12H	14.0	14.2	14.5	14.7	15.2	14.0	14.2	14.5	14.7	15.2
12H	4H	14.1	14.4	14.6	14.8	15.3	14.1	14.4	14.6	14.8	15.
	6H	14.0	14.3	14.5	14.7	15.2	14.0	14.3	14.5	14.7	15.2
	8H	14.0	14.2	14.5	14.7	15.2	14.0	14.2	14.5	14.7	15.2
Varia	itions wi	th the ot	oserverp	osition	at spacin	ig:	010				
S =	1.0H		6.	5 / -24	.8	6.5 / -24.8					
	1.5H		9.	4 / -25	.4		9.	4 / -25	.4		