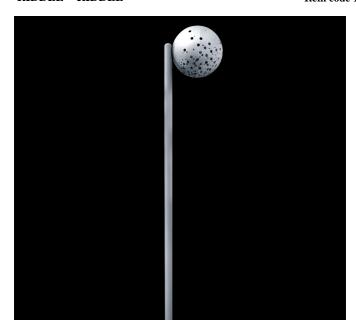
Scheme





Architectural pole luminaire from the TROLL family Riddle.

DESCRIPTION

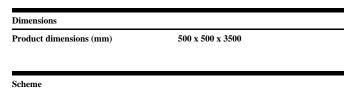
Architectural pole luminaire from the TROLL family Riddle setting an advanced and innovative thermal balance system through passive dissipation with stable colour temperature of 3000° K (warm white) optimised to be used as lighting outdoor areas such as public squares, parks, gardens or outdoor areas of sport buildings. Pole luminaire designed to be floor fixed.. Body built in die-cast aluminium finished in grey. Luminaire is tesigned to be not fixed. Body but in the cast adminish missied in grey. Luminaire Pf65. Luminaire built-in an Polycarbonate opal diffuser with an angle beam of light & shadows effect. Luminaire sets a 75 W LED source with CRI higher than 80 % and a chromatic dispersion lower than 3 SMCD. Fixture has a total consumption of 83 W. The average life for the luminaire is 50000 h (stabilised at a minimum flux of 70 % from the original). Luminaire built-in an auxiliary gear ON/OF fed at 220-240V; 50/60~Hz.

Item code	11.6601.2083.21
Product type	OUT
Category	Poles
Family	Riddle
Subfamily	Riddle
Materials	Luminaire body built in die-cast aluminium finished in grey.
Optical system	Luminaire built-in an Polycarbonate opal diffuser with an angle beam of light & shadows effect.
Installation instructions	Pole luminaire designed to be floor fixed.
Pictograms	850° C





CRI





Product		
Real power (W)	83	
Real luminous flux (Lm)	9000	
Luminous efficiency (Lm/W)	108	
Beam angle (°)	120	
Life time (h)	50000	
IP	65	
IK	10	
Electrical class insulation	Class 1	
Operating temperature	from -20°C to 40°C	
Electrical feeding	220240V, 50/60Hz	
Colour	Grey	
Energy efficiency class	A+	

Control gear		
Control gear included	Yes	
Control gear	Electronic Control Gear	
Factor de potencia	0,9	
Light source		
Light source included	Yes	
Light source	Led	
Nominal power (W)	75	
Nominal luminous flux (Lm)	10000	
Average life time (h)	50000	
Colour temperature (K)	3000	
Current (mA)	1750	
Colour consistency (SDCM)	3	