

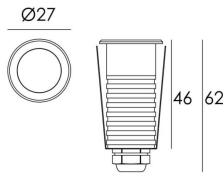


### ING-SMINI

Recessed Inground Floor from the family ING-SMINI with a power of 2W and a beam angle of 10 degrees. With a real lumen output of 136 lm, and an efficiency of 68lm/W, made in Die Cast Aluminium Body, Front Ring Stainless Steel, Tempered Glass Cover and finished in Stainless Steel. IP67 and IK07 degree of protection. ON-OFF driver.

|                     |                                |
|---------------------|--------------------------------|
| <b>Item code</b>    | <b>86.OI18.1311.00</b>         |
| <b>Product type</b> | <b>Outdoor</b>                 |
| <b>Category</b>     | <b>Recessed Inground Floor</b> |
| <b>Family</b>       | <b>ING-SMINI</b>               |
| <b>Pictograms</b>   |                                |

### Scheme



|                                    |                                  |
|------------------------------------|----------------------------------|
| <b>Product</b>                     |                                  |
| <b>Real power (W)</b>              | <b>2</b>                         |
| <b>Real luminous flux (Lm)</b>     | <b>136</b>                       |
| <b>Luminous efficiency (Lm/W)</b>  | <b>68</b>                        |
| <b>Beam angle (°)</b>              | <b>10</b>                        |
| <b>Life time (h)</b>               | <b>50000h L80B10</b>             |
| <b>IP</b>                          | <b>67</b>                        |
| <b>Electrical class insulation</b> | <b>Class I</b>                   |
| <b>Colour</b>                      | <b>Stainless steel finishing</b> |
| <b>Control gear included</b>       | <b>No</b>                        |
| <b>Light source</b>                | <b>LED</b>                       |
| <b>Colour temperature (K)</b>      | <b>3000</b>                      |
| <b>Colour consistency (SDCM)</b>   | <b>SDCM&lt;3</b>                 |
| <b>CRI</b>                         | <b>80</b>                        |
| <b>IK</b>                          | <b>07</b>                        |