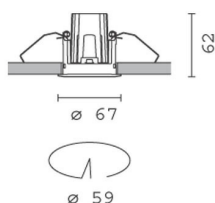
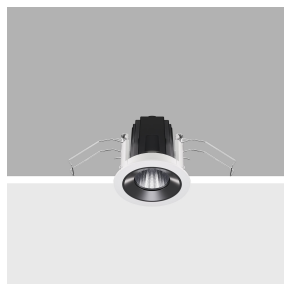


Last information update: May 2025

**Product configuration: P317**

P317: Fixed round recessed luminaire - LED - medium

**Product code**

P317: Fixed round recessed luminaire - LED - medium

**Technical description**

Round recessed luminaire with contact frame. Fixed version. The LED is set back to minimize glare. The main body is made of die-cast aluminium with a radiant surface that guarantees optimum heat dissipation. Metallised, thermoplastic, high definition reflector - medium optic (25°). Structure with die-cast aluminium external contact frame with a single white finish. The internal ring is made of thermoplastic available in a range of painted and metallised finishes. Safety glass included Quick and easy tool free assembly. High color rendering index 3,000K LED. Power unit available with a separate code no.

**Installation**

Recessed in a false ceiling by means of an anti-fall steel wire spring - minimum thickness of false ceiling: 1 mm - preparation hole Ø 59 mm.

**Colour**

White (01) | Black / Black (43) | Black / White (47) | White/Gold (41)\* | White / Chrome (E4)\* | White / burnished chrome (E7)\* | White / gold satin-finish (E9)\*

\* Colours on request

**Weight (Kg)**

0.13

**Mounting**

wall recessed|ceiling recessed

**Wiring**

Direct current ballasts are available with a separate code no.: ON-OFF / 1-10V dimmable / DALI dimmable / Trailing Edge dimmable - the recessed fitting includes a cable and a quick-coupling connector to connect it to the connector on the ballast.

**Notes**

A wide range of decorative accessories and diffusers is available.

Complies with EN60598-1 and pertinent regulations



IP20

IP44

On the visible part of the product once installed

**Technical data**

lm system:	648	CRI (minimum):	90
W system:	6.8	Colour temperature [K]:	3000
lm source:	800	MacAdam Step:	2
W source:	6.8	Life Time LED 1:	> 50,000h - L90 - B10 (Ta 25°C)
Luminous efficiency (lm/W, real value):	95.3	Lamp code:	LED
lm 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.) [%]:	81	Number of optical assemblies:	1
Beam angle [°]:	22°	LED current [mA]:	200

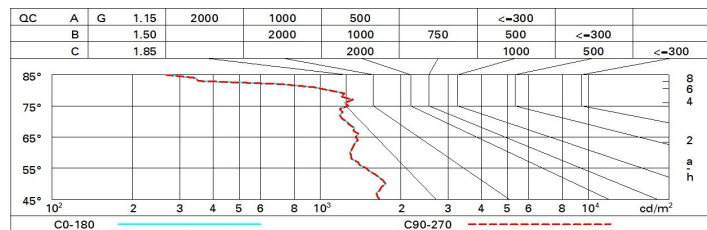
**Polar**

Imax=3357 cd		CIE		Lux			
90°	180°	nL 0.81	99-100-100-100-81	h	d	Em	E <sub>max</sub>
		UGR <10-10	DIN A.61	2	0.8	706	839
		UTE 0.81A+0.00T	F*1=993	4	1.6	177	210
		F*1+F*2=997	F*1+F*2+F*3=1000	6	2.4	78	93
		CIBSE LG3 L<1500 cd/m² at 65°	UGR<10   L<1500 cd/mq @ 65°	8	3.3	44	52
α=23°							

# Utilisation factors

R	77	75	73	71	55	53	33	00	DRR
K0.8	73	69	67	64	69	66	66	63	78
1.0	76	73	70	68	72	70	69	67	83
1.5	80	77	75	74	76	75	74	72	88
2.0	82	81	79	78	79	78	77	75	93
2.5	84	83	81	81	81	80	80	77	96
3.0	85	84	83	82	83	82	81	79	98
4.0	86	85	85	84	84	84	82	80	99
5.0	87	86	86	85	85	84	83	81	100

# Luminance curve limit



# UGR diagram

Corrected UGR values (at 800 lm bare lamp luminous flux)											
Reflect.: ceiling/cav walls work pl. Room dim x y		viewed crosswise					viewed endwise				
2H	2H	0.4	2.5	0.7	2.8	3.2	0.4	2.5	0.7	2.8	3.2
	3H	1.4	3.0	1.7	3.3	3.6	0.6	2.2	1.0	2.6	2.9
	4H	1.8	3.1	2.2	3.5	3.8	0.7	2.1	1.1	2.4	2.7
	6H	2.3	3.2	2.7	3.6	3.9	0.8	1.8	1.2	2.1	2.5
	8H	2.3	3.3	2.7	3.6	4.0	0.8	1.8	1.2	2.1	2.5
	12H	2.3	3.3	2.7	3.6	4.0	0.8	1.8	1.2	2.1	2.5
4H	2H	0.7	2.1	1.1	2.4	2.7	1.8	3.1	2.2	3.5	3.8
	3H	2.0	3.0	2.4	3.3	3.7	2.3	3.3	2.7	3.7	4.0
	4H	2.5	3.5	2.9	3.9	4.3	2.5	3.5	2.9	3.9	4.3
	6H	2.8	4.5	3.2	4.9	5.4	2.4	4.1	2.9	4.6	5.1
	8H	2.7	4.7	3.2	5.1	5.6	2.4	4.3	2.9	4.8	5.3
	12H	2.7	4.6	3.2	5.1	5.6	2.3	4.3	2.8	4.8	5.3
8H	4H	2.4	4.3	2.9	4.8	5.3	2.7	4.7	3.2	5.1	5.6
	6H	3.0	4.8	3.5	5.3	5.8	3.0	4.8	3.5	5.3	5.8
	8H	3.1	4.7	3.6	5.2	5.7	3.1	4.7	3.6	5.2	5.7
	12H	3.3	4.3	3.8	4.8	5.3	3.3	4.3	3.9	4.8	5.4
12H	4H	2.3	4.3	2.8	4.8	5.3	2.7	4.6	3.2	5.1	5.6
	6H	3.1	4.6	3.6	5.1	5.7	3.0	4.6	3.5	5.1	5.6
	8H	3.3	4.3	3.9	4.8	5.4	3.3	4.3	3.8	4.8	5.3
Variations with the observer position at spacing:											
S =		1.0H				1.7 / -0.6				1.7 / -0.6	
		1.5H				3.4 / -0.9				3.4 / -0.9	
		2.0H				4.8 / -1.0				4.8 / -1.0	