iGuzzini

Last information update: May 2024

Product configuration: MR15

MR15: Large body spotlight - warm white - electronic ballast - wide flood optic



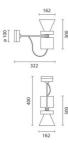
Product code

MR15: Large body spotlight - warm white - electronic ballast - wide flood optic Attention! Code no longer in production

Technical description

Spotlight made of die-cast aluminium and thermoplastic material. The luminaire can be rotated by 340° about the vertical axis and tilted by +/- 100° in relation to the horizontal plane. Hi-precision beam aiming is guaranteed by screw-operated mechanical locks, graduated scales and friction controls. The spotlight is equipped with a die-cast aluminium ballast unit ceiling mounting. Luminaire for high output LED lamp with monochrome emission in a warm white colour tone (3000K). Electronic ballast. Equipped with an accessory holding ring designed to contain a flat accessory. Another external component can also be applied, selected from directional flaps and an asymmetric screen. All external accessories rotate 360° about the spotlight longitudinal axis.

Installation Ceiling-mounted.



Colour White (01) | Grey (15)

Mounting wall arm|wall surface|ceiling surface

Wiring

Electronic components housed in the luminaire.



Technical data					
Im system:	3922	CRI (minimum):	80		
W system:	42	Colour temperature [K]:	3000		
Im source:	5100	MacAdam Step:	3		
W source:	38	Life Time LED 1:	50,000h - L80 - B10 (Ta 25°C)		
Luminous efficiency (Im/W,	93.4	Lamp code:	LED		
real value):		Number of lamps for optical	1		
Im in emergency mode:	-	assembly:			
	0	ZVEI Code:	LED		
an angle of 90° [Lm]:		Number of optical	1		
Light Output Ratio (L.O.R.) [%]:	77	assemblies:			
Beam angle [°]:	44°				

Polar

Imax=7802 cd	CIE	Lux			
90° 180° (nL 0.77 0° 99-100-100-100-77	h	d	Em	Emax
	UGR <10-<10 DIN A.61	2	1.6	1587	1950
	UTE 0.77A+0.00T F"1=988	4	3.2	397	488
7500	F"1+F"2=999 F"1+F"2+F"3=1000 CIBSE	6	4.8	176	217
α=44°	LG3 L<1500 cd/m ² at 65 ^o UGR<10 L<1500 cd/mq	@ _{65°} 8	6.5	99	122

Utilisation factors

R	77	75	73	71	55	53	33	00	DRR
K0.8	69	65	63	61	65	63	62	60	78
1.0	72	69	67	65	68	66	66	63	82
1.5	76	73	71	70	72	71	70	68	88
2.0	78	76	75	74	75	74	73	71	93
2.5	80	78	77	76	77	76	75	73	95
3.0	81	80	79	78	78	78	77	75	97
4.0	82	81	80	80	80	79	78	76	99
5.0	82	82	81	81	80	80	79	77	100

Luminance curve limit

A G	1.15	2000	1000	500		<-300		
в	1.50		2000	1000	750	500	<=300	
C	1.85			2000		1000	500	<=300
					_ / _	/_/		
								- 8
								_ 4
								2
			_					a a
							\sim	h
								~
	в	B 1.50	B 1.50	B 1.50 2000	B 1.50 2000 1000	B 1.50 2000 1000 750	B 1.50 2000 1000 750 500	B 1.50 2000 1000 750 500 <-300

UGR diagram

Rifle	ot :											
ceil/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		0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	
	n dim			viewed					viewed			
x	У		c	rosswis	e				endwise			
2H	2H	10.4	11.0	10.7	11.2	11.5	10.4	11.0	10.7	11.2	11.5	
	ЗH	10.3	10.8	10.6	11.1	11.4	10.3	10.8	10.6	11.1	11.	
	4H	10.2	10.7	10.5	11.0	11.3	10.2	10.7	10.5	11.0	11.3	
	6H	10.1	10.6	10.5	10.9	11.2	10.1	10.6	10.5	10.9	11.2	
	BH	10.1	10.5	10.5	10.9	11.2	10.1	10.5	10.5	10.9	11.2	
	12H	10.1	10.5	10.4	10.8	11.2	10.1	10.5	<mark>10.4</mark>	10.8	11.2	
4H	2H	10.2	10.7	10.5	11.0	11.3	10.2	10.7	10.5	11.0	11.3	
	ЗH	10.1	10.5	10.5	10.8	11.2	10.1	10.5	10.5	10.8	11.3	
	4H	10.0	10.4	10.4	10.7	11.1	10.0	10.4	10.4	10.7	11.	
	6H	9.9	10.3	10.4	10.6	11.1	9.9	10.2	10.3	10.6	11.	
	BH	9.9	10.2	10.3	10.6	11.0	9.9	10.2	10.3	10.6	11.	
	12H	9.8	10.1	10.3	10.5	11.0	8.9	10.1	10.3	10.5	11.	
вн	4H	9.9	10.2	10.3	10.6	11.0	9.9	10.2	10.3	10.6	11.	
	6H	9.8	10.0	10.3	10.5	11.0	9.8	10.0	10.3	10.5	11.	
	BH	9.7	10.0	10.2	10.4	10.9	9.7	10.0	10.2	10.4	10.9	
	12H	9.7	9.9	10.2	10.4	10.9	9.7	9.9	10.2	10.4	10.9	
12H	4H	9.8	10.1	10.3	10.5	11.0	9.8	10.1	10.3	10.5	11.0	
	6H	9.7	10.0	10.2	10.4	10.9	9.7	10.0	10.2	10.4	10.9	
	H8	9.7	9.9	10.2	10.4	10.9	9.7	9.9	10.2	10.4	10.9	
Varia	tions wi	th the ot	oserver p	osition	at spacin	g:						
S =	1.0H		9	5.4 / -8.9								
	1.5H	8.1 / -11.2						8.1 / -11.2				