

Easy Space Square

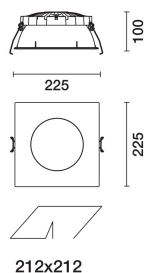
Design iGuzzini

iGuzzini

Last information update: December 2024

Product configuration: RI86.83

RI86.83: Square 225 - UGR < 19 - INVERTER - Warm White - Emergency - Transparent/Black



Product code

RI86.83: Square 225 - UGR < 19 - INVERTER - Warm White - Emergency - Transparent/Black

Technical description

Square recess luminaire with fixed optics, in version with outer frame - version set up for emergency functioning. High efficiency LED source. Controlled luminance emission $L < 3000 \text{ cd/sm}$ - $UGR < 19$ - ideal for environments with video screen use. Emission unit integrated into the polycarbonate external structure - made up of PMMA prismatic reflector in combination with flow recovery unit and transparent PMMA flat screen combined with the PET film with satin finish. The painted die-cast aluminium diffuser encompasses the steel wire coupling springs. Power supply unit - complete with inverter and battery unit - supplied with the luminaire

Installation

recessed with steel wire springs for false ceilings from 1 to 25 mm thick

Colour

Black Transparent (83)

Weight (Kg)

1.73

Mounting

ceiling surface

Wiring

functioning electronic components included - inverter and battery unit for emergency functioning to connect to the luminaire (see instructions sheet).

Complies with EN60598-1 and pertinent regulations



IP20

IP54

On the visible part of the product once installed



Technical data

lm system:	2154	CRI (minimum):	80
W system:	21.1	Colour temperature [K]:	3000
lm source:	2420	MacAdam Step:	2
W source:	14	Life Time LED 1:	> 50,000h - L90 - B10 (Ta 25°C)
Luminous efficiency (lm/W, real value):	102.1	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.) [%]:	89	Number of optical assemblies:	1

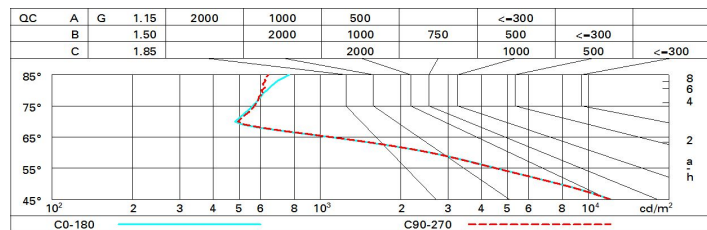
Polar

	CIE				
	nL 0.89				
	77.98-100-100-89				
	UGR 17.6-17.6				
	DIN A.61				
	UTE				
	0.89B+0.00T				
	F*1=F*2=978				
	F*1.4F*2+F*3=997				
	CIBSE				
	LG3 L<3000 cd/m² at 65°				
	UGR<19 L<3000 cd/mq @65°				
	Lux				
	h	d1	d2	Em	Emax
	1	1.5	1.5	1066	1507
	2	3	3	267	377
	3	4.5	4.5	118	167
	4	6	6	67	94

Utilisation factors

R	77	75	73	71	55	53	33	00	DRR
K0.8	71	64	60	56	63	59	59	54	61
1.0	76	70	66	63	69	65	65	60	68
1.5	83	78	75	72	77	74	73	70	78
2.0	87	83	81	78	82	80	79	75	84
2.5	89	86	84	82	85	83	82	79	88
3.0	90	88	86	85	87	85	84	81	91
4.0	92	90	89	87	89	87	86	83	93
5.0	93	91	90	89	90	89	87	84	95

Luminance curve limit



UGR diagram

Corrected UGR values (at 2420 lm bare lamp luminous flux)											
Reflect.: ceiling/cav walls work pl. Room dim x y		viewed crosswise					viewed endwise				
		0.70	0.70	0.50	0.50	0.30	0.70	0.70	0.50	0.50	0.30
		0.50	0.30	0.50	0.30	0.30	0.50	0.30	0.50	0.30	0.30
		0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20
2H	2H	17.9	18.7	18.2	19.0	19.2	17.9	18.7	18.2	19.0	19.2
	3H	17.8	18.5	18.1	18.8	19.1	17.9	18.7	18.3	18.9	19.2
	4H	17.7	18.4	18.0	18.7	19.0	17.9	18.6	18.2	18.9	19.2
	6H	17.6	18.3	18.0	18.6	18.9	17.8	18.4	18.2	18.7	19.1
	8H	17.6	18.2	18.0	18.5	18.9	17.8	18.4	18.1	18.7	19.0
	12H	17.6	18.1	17.9	18.5	18.8	17.7	18.3	18.1	18.6	19.0
4H	2H	17.9	18.6	18.2	18.9	19.2	17.7	18.4	18.0	18.7	19.0
	3H	17.7	18.3	18.1	18.7	19.0	17.7	18.3	18.1	18.7	19.0
	4H	17.7	18.2	18.1	18.5	18.9	17.7	18.2	18.1	18.6	18.9
	6H	17.6	18.0	18.0	18.4	18.9	17.6	18.0	18.0	18.4	18.9
	8H	17.6	18.0	18.0	18.4	18.8	17.6	18.0	18.0	18.4	18.8
	12H	17.5	17.9	18.0	18.3	18.8	17.5	17.9	18.0	18.3	18.8
8H	4H	17.5	17.9	18.0	18.4	18.8	17.6	18.0	18.0	18.4	18.8
	6H	17.5	17.8	18.0	18.3	18.7	17.5	17.8	18.0	18.3	18.8
	8H	17.4	17.7	17.9	18.2	18.7	17.5	17.7	17.9	18.2	18.7
	12H	17.4	17.7	17.9	18.2	18.7	17.4	17.7	17.9	18.1	18.7
12H	4H	17.5	17.9	18.0	18.3	18.8	17.5	17.9	18.0	18.3	18.8
	6H	17.4	17.7	17.9	18.2	18.7	17.5	17.7	17.9	18.2	18.7
	8H	17.4	17.7	17.9	18.1	18.7	17.4	17.7	17.9	18.2	18.7
Variations with the observer position at spacing:											
S =	1.0H	1.2 / -3.2					1.2 / -3.3				
	1.5H	2.9 / -7.7					3.0 / -7.8				
	2.0H	4.8 / -11.2					4.8 / -11.4				