iGuzzini

Last information update: May 2024

#### Product configuration: MQ05

MQ05: Large body spotlight - warm white - electronic ballast - wide flood optic

#### Product code

MQ05: Large body spotlight - warm white - electronic ballast - wide flood optic Attention! Code no longer in production

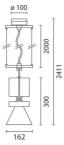
# Technical description

Pendant luminaire equipped with a multiphase adapter made of die-cast aluminium and thermoplastic material. The pendant system consists of steel cables L=2000 that provide a simple mechanical anchoring system. Having been rotated and tilted, the luminaire can be locked mechanically in position to ensure efficient light aiming (even during maintenance operations). 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

Colour

Mounted on an electrified track with a multiphase adapter.



White (01) | Grey / Black (74)

Mounting

ceiling pendant

Wiring Electronic components housed in the luminaire.



Technical data			
Im system:	3384	CRI (minimum):	90
W system:	37.5	Colour temperature [K]:	3000
Im source:	4400	MacAdam Step:	2
W source:	33	Life Time LED 1:	> 50,000h - L80 - B10 (Ta 25°C)
Luminous efficiency (Im/W,	90.2	Lamp code:	LED
real value):		Number of lamps for optical	1
Im in emergency mode:	-	assembly:	
Total light flux at or above	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=6731 cd	CIE	Lux			
90° 180° s	nL 0.77 0° 99-100-100-100-77	h	d	Em	Emax
	UGR <10-<10 DIN A.61	2	1.6	1370	1683
	UTE 0.77A+0.00T F"1=988	4	3.2	342	421
7500	F"1+F"2=999 F"1+F"2+F"3=1000	6	4.8	152	187
α=44°	LG3 L<1500 cd/m <sup>2</sup> at 65° UGR<10   L<1500 cd/mq (	a <sub>65°</sub> 8	6.5	86	105

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

QC	Α	G	1.15	2000	1000	500		<-300		
	в		1.50		2000	1000	750	500	<=300	
	С		1.85			2000		1000	500	<=300
						-	_ / _			
85° [										- 8
										- 4
75°					~					-
65°										
05										2
55°										a
55						10			$\sim$	h
45° 10			2	3 4 5	6 8	10 <sup>3</sup>	2 3	4 5 6	8 10 <sup>4</sup>	cd/m <sup>2</sup>

## UGR diagram

Rifle	ct :										
ce il/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	222023	000000	viewed	1		0.0000000	0.000	viewed	1000000	10120
x	У		c	rosswis	e				endwise		
2H	2H	9.9	10.5	10.2	10.7	10.9	9.9	10.5	10.2	10.7	10.9
	ЗH	9.8	10.3	10.1	10.6	10.8	8.8	10.3	10.1	10.6	10.8
	4H	9.7	10.2	10.0	10.5	10.8	9.7	10.2	10.0	10.5	10.8
	6H	9.6	10.1	10.0	10.4	10.7	9.6	10.1	10.0	10.4	10.
	BH	9.6	10.0	10.0	10.4	10.7	9.6	10.0	9.9	10.3	10.
	12H	9.6	10.0	9.9	10.3	10.7	9.6	10.0	9.9	10.3	10.1
4H	2H	9.7	10.2	10.0	10.5	10.8	9.7	10.2	10.0	10.5	10.0
	ЗH	9.6	10.0	9.9	10.3	10.7	9.6	10.0	10.0	10.3	10.1
	4H	9.5	9.9	9.9	10.2	10.6	9.5	9.9	9.9	10.2	10.0
	6H	9.4	9.7	9.8	10.1	10.6	9.4	9.7	9.8	10.1	10.5
	BH	9.4	9.7	9.8	10.1	10.5	9.4	9.7	9.8	10.1	10.
	12H	9.3	9.6	8.8	10.0	10.5	9.3	9.6	9.8	10.0	10.
вн	4H	9.4	9.7	9.8	10.1	10.5	9.4	9.7	9.8	10.1	10.
	6H	9.3	9.5	9.8	10.0	10.4	9.3	9.5	9.8	10.0	10.
	BH	9.2	9.4	9.7	9.9	10.4	9.2	9.4	9.7	9.9	10.
	12H	9.2	9.4	9.7	9.8	10.4	9.2	9.4	9.7	9.8	10.
12H	4H	9.3	9.6	9.8	10.0	10.5	9.3	9.6	9.8	10.0	10.
	бH	9.2	9.4	9.7	9.9	10.4	9.2	9.4	9.7	9.9	10.
	8H	9.2	9.4	9.7	9.8	10.4	9.2	9.4	9.7	9.8	10.4
Varia	tions wi	th the ol	oserver p	osition	at spacin	g:					
S =	1.0H		5	.4 / -8	9	5.4 / -8.9					
	1.5H	8.1 / -11.2						8	1 / -11	.2	