

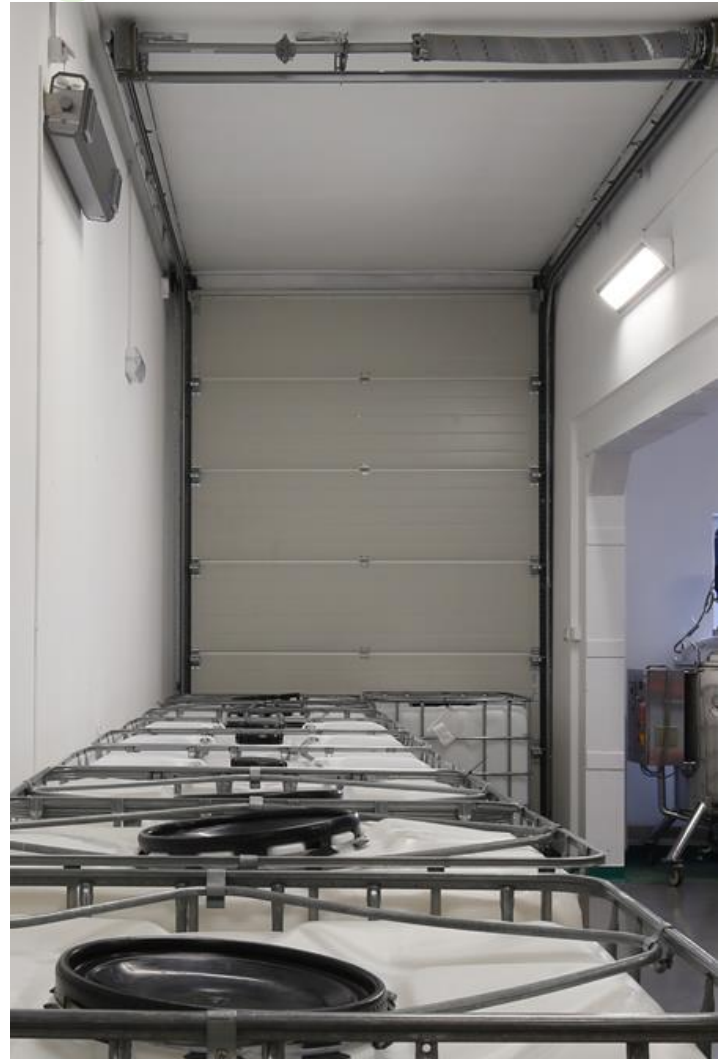


## RUBIN CLEAN CORNER LED

Clean luminaires - surface



Hermetic luminaire dedicated for clean rooms, and other health service structures. Luminaire to be surface mounted or in the walls and ceilings corners. LED sources of the high illumination efficacy. The luminaire body made from steel sheet powder coated in white. Its optical system is equipped with milk polycarbonate, or mat hardened glass diffuser. Luminaire recommended to all spaces with the hazards of its destruction. Accessories: steel mesh powder coated in white. Luminaire also available without the steel mesh.



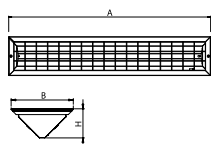
Cosmetics laboratory Dr Irena Eris, Piaseczno



## Main parameters:

Name	Luminous flux LED [lm]	Power of luminaire [W]	Color [K]	Dimensions A x B x H [mm]
RUBIN CLEAN CORNER LED 2600	2538 / 2672	13,9	3000 / 4000	1230 x 263 x 115
RUBIN CLEAN CORNER LED 4400	4442 / 4675	24,4	3000 / 4000	1230 x 263 x 115
RUBIN CLEAN CORNER LED 5200	5076,2 / 5343,4	27,8	3000 / 4000	1230 x 263 x 115
RUBIN CLEAN CORNER LED 8800	8883,4 / 9350,9	48,8	3000 / 4000	1230 x 263 x 115

## Technical drawing:



**Light and electrical features:**

<b>Light source</b>	LED
<b>Voltage</b>	220..240 V, 50..60 Hz
<b>Lifetime of LED sources [h]</b>	100000
<b>Lx/By</b>	L80/B10
<b>CRI</b>	>80
<b>SDCM (LED sources)</b>	3
<b>Photobiological risk class (IEC/EN 62471)</b>	RG0
<b>Operating temperature range [°C]</b>	5 ÷ 30
<b>Driver</b>	standard on/off (E) DIM DALI (EDD) *
<b>Power factor cos φ</b>	0,95

\* Variant to specify when ordering

**Mechanical features:**

<b>Assembly</b>	surface mounted on ceiling
<b>Material</b>	steel sheet
<b>Color</b>	RAL 9016 (white)
<b>Diffuser</b>	PC (opalescent polycarbonate) SHM (hardened mat glass)



Note: The power shown refers to the whole system (tolerance +/- 10%).  
The given luminous flux refers to LED light sources (tolerance +/- 10% depends on the value of the colour temperature).  
Technical data may be changed. Photos of the luminaires may differ from reality.  
Date of last update: 13-04-2026