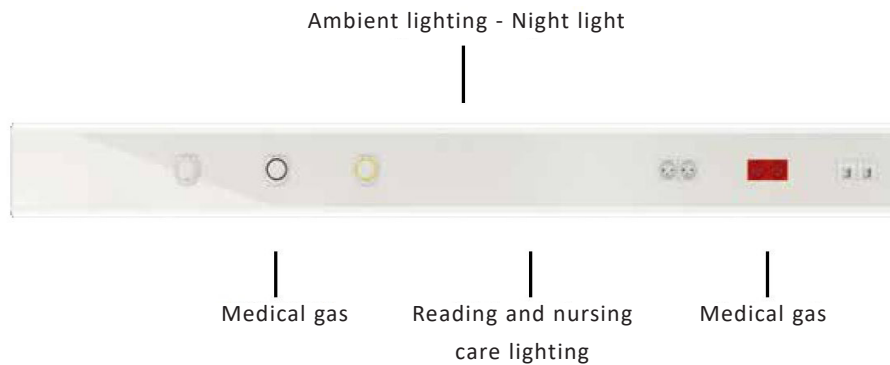


BIOLED BED HEAD UNIT



This aesthetic Bed head unit is adapted to any medical room. RAL finish (epoxy paint) on aluminium profil possible.



ELECTRICAL EQUIPMENT

- Bacteria resistant electrical sockets.
- In conformity with all international standard.
- Electrical terminals for wiring connections (WAGO type)
- Earth contact by cable on all removable covers.
- Electrical and medical gases equipment modular system.
- Special insulated plastic housing for electrical equipment and steel for medical gases attached to the aluminium trunking.
- Total compatibility with major European components.

LED LIGHTING

- Low luminance by integration of LED battens under a unbreakable opal polycarbonate (specially used for LED technology).
 - Ambient general light of 6500 lumen (1520 mm) – 4000°k – CRI > 85 or Full LED batten with integrated night light (optional).
 - Direct reading/care light of 2300 lumen (545 mm) – 3000°K on inclined plane (1 or 2 battens accordingly).
- Possible sliding positioning of the lighting system to match the axis of the bed
- Electronic components and LED converters.
 - Heat dissipation of LED battens thanks to direct position to the aluminum profile : 50 000 hours' guarantee.
 - Integrated night light: Inside the general up light batten or direct light for night care controls.

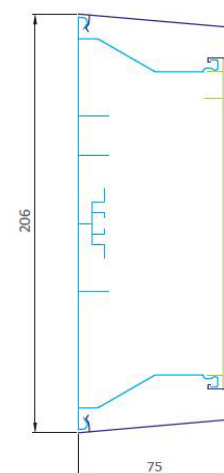
MEDICAL GAS OUTLETS

Robust and modular system for all brand of gas outlet mounted on stainless steel brackets. Special finish with a cast aluminium cover (white or grey epoxy paint).

Possible use of the medical gas manufacturer cover.

Efficient ventilation by no visible openings under the covers for a better asepsis.

ALUMINIUM PROFILE

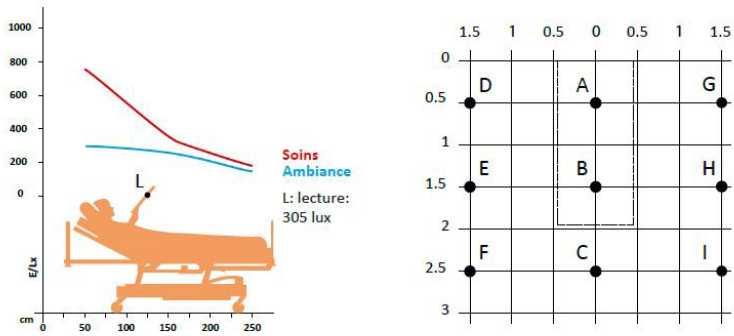


Section 206 mm x 75 mm

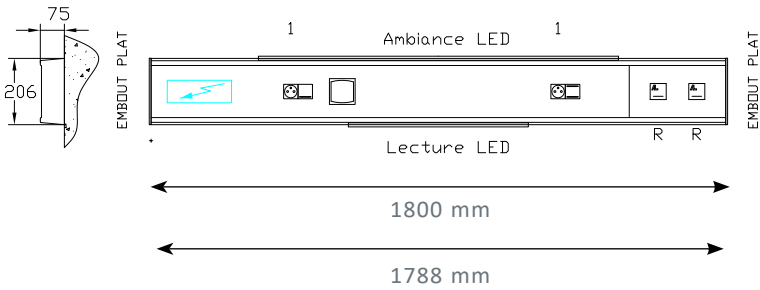
BIOLED BED HEAD UNIT

BIOLED									
	A	B	C	D	E	F	G	H	I
General Light	280	245	160	170	160	140	170	160	140
Reading Light	495	90	30	55	35	25	55	35	25
Cares Light	760	330	185	225	200	145	225	200	145

Modules LED: 8010 lm



STANDARD PLAN



OPTIONAL CONTROL

- Manipulateur / Appel malade