



- Installation and wiring of luminaire must be in accordance with all applicable local codes.
- Installation, inspection, and maintenance of luminaires should be performed by a qualified electrician.
- DO NOT make or alter any open holes in the luminaire. Do not modify the luminaire.
- DO NOT install damaged product.
- Make sure electrical power is OFF before and during installation and maintenance.
- Make sure the equipment is properly grounded.
- Make sure the supply voltage is same as the rated fixture voltage.

Attention: Please see this installation manual carefully. Incorrect bending may cause damage to the light strip, please be sure to strictly follow this instruction to operate and bend the light strip.

We declare: Quality problems caused by improper operation or bending are not covered by the warranty policy.

<p>1 Do not bend as following:</p> <p>Up & down bending (Top emitting)</p> <p>Lateral part (non-luminous side, as white)</p> <p>luminous-emitting surface</p> <p>Right bending</p>	<p>2 Bending with a radius of less than 150mm is strictly prohibited</p> <p>R150mm Minimum bending radius</p> <p>Φ300mm Minimum bending diameter</p>
<p>3 Do not to twist the neon strip in these direction</p>	<p>4 Do not to turn on the neon strip with roll-folding</p> <p>Power Supply</p>
<p>5 Do not to pedal hard or heavy pressure on strip</p>	<p>6 Do not to drag hard the connection of the neon strip body</p>
<p>7 Do not pull the neon strip</p>	<p>8 Do not to connect the light strip directly with the AC 220V (high-voltage)</p> <p>AC 220V</p>



Installation Step :

1 After drilling holes in the wall (not required for wooden walls) tap in the rubber plug and then fix the aluminum clip with screws.

i (1) Ensure that the wall has sufficient supporting strength
(2) The maximum spacing of aluminum clip is 300mm

2 Install the neon strip

i (1) Before installing the light strip, do not open the rolled neon strip to prevent damage by twisting
(2) Please help to hold the neon strip avoid deformation caused by gravity