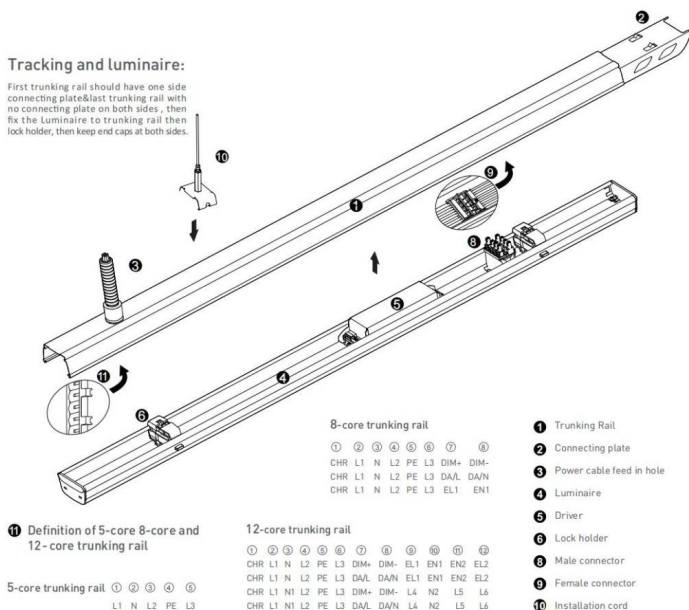




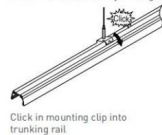
Tracking and luminaire:

First trunking rail should have one side connecting plate&last trunking rail with no connecting plate on both sides, then fix the Luminaire to trunking rail then lock holder, then keep end caps at both sides.

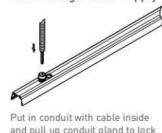


Step 1 Mounting Suspension

Adjust length of suspension cord:
a. press down Hexagon bolt;
b. Pull in/out cord to adjust length



Step 2 Connecting Power Supply

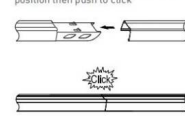


Put in conduit with cable inside and pull up conduit gland to lock

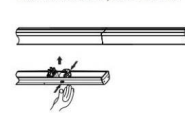
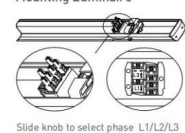
Connect wires according labeling on wires to feed in connector then connect to connector in trunking rail

Step 3 Connecting Trunking Rail

Both trunking rails should keep in perfect position then push to click



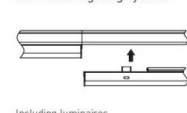
Step 4 Mounting Luminaire



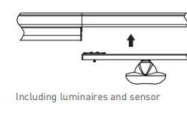
Slide knob to select phase L1/L2/L3

Make sure male & female connectors in right position then fix the luminaire to trunking rail

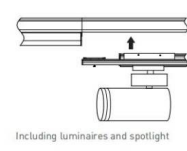
Step 5 LED linear lighting system



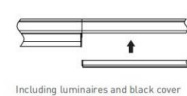
Including luminaire



Including luminaire and sensor

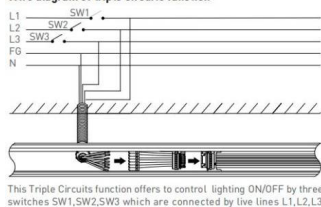


Including luminaire and spotlight



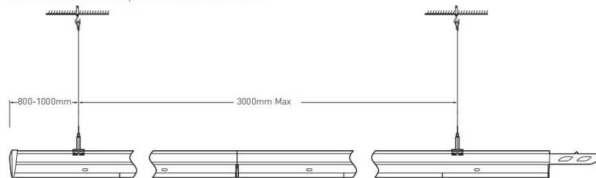
Including luminaire and black cover

Wire diagram of triple circuits function

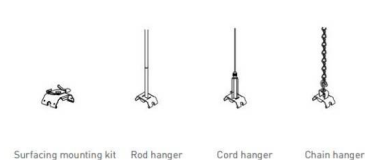


Pendant and mounting installation

Starting Installation distances point should be 800 mm to 1000 mm, then in between 1st & 2nd point should be 3000 mm max



Four options for installation



Safety notes:
Installation should be performed only by
qualified electrician .

- Make sure no voltage while installation .
- Connect cable wires according to wire labeling.
- Max current should not exceed 16A in one power feed in circuit.



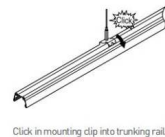
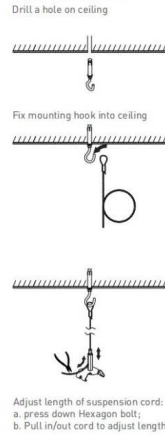
LED linear lighting System composition

Terminal module:

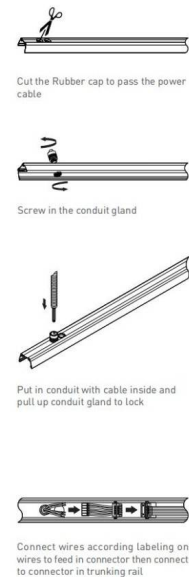
Terminal module can be independently installed as
a single unit, it also can be connected at end of one
linear light row.



Step 1 Mounting Suspension



Step 2 Connecting Power Supply



Step 3 Mounting Luminaire

