

Multi-lamp, solid state light engine, recessed linear wall grazer with nominal 2.6" (66mm) wide aperture parabolic baffle and aperture lens. Narrow profile wall grazing uplight used in wall heights up to 12 feet (3.5m) to highlight the texture in surfaces such as stucco or brick, illuminate flat surfaces such as venetian plaster, wood, or specular surfaces such as polished stone or stainless steel.

SPECIFICATIONS

HOUSING

- Extruded aluminum housing and lens frame with bolt on end plates

MOUNTING

- Recessed in floor

ELECTRICAL

- Integral dimmable electronic driver with internal short circuit protection
- 120v-277v primary, compatible with 0-10v dimmers
- Also available for 120v phase control and Lutron. Consult factory for other drivers

LAMP

- 2 watt LED 2" o.c. supplied with fixture

SOCKET

- Circuit board mounted to extruded aluminum heatsink
- Inline connectors allow removal and replacement

LENS

- Diffusing lens see below for standard options. Consult factory for additional options

TRIM

- Parabolic louver baffle

FINISH

- Additional standard colors, RAL palette, custom finishes available

LABELS

-  , US tested to UL standards 1598, Damp location

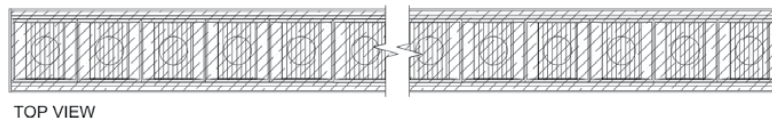
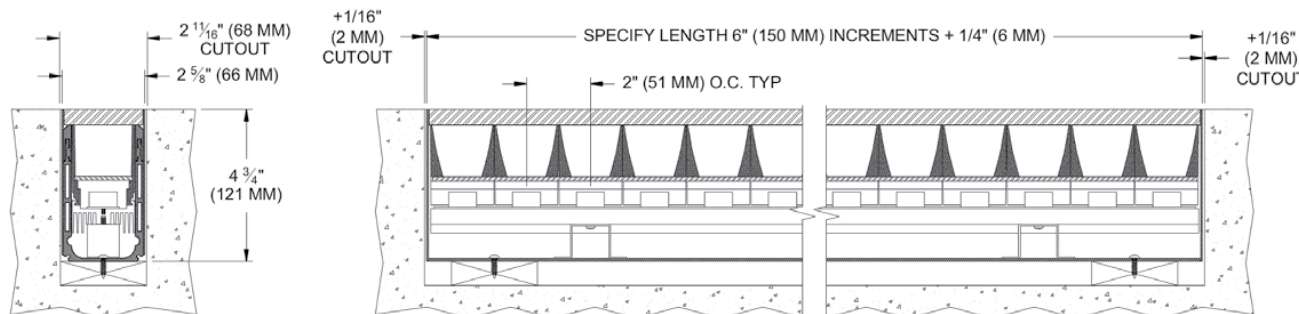
JOB: _____

SPECIFIER: _____

TYPE: _____

QUANTITY: _____

SIGNATURE: _____



ORDERING INFORMATION

812-LED-IH	LENGTH	DRIVER	HOUSING / LOUVER	APERTURE LENS
			/	
Inground Housing 8 = 80 CRI 27 = 2700K 30 = 3000K 35 = 3500K	Specify exact length in increments of 6" (150 mm) Minimum 2' for integral driver	UN3 = 120v-277v, 0-10v Dim. 9W/ft 600lm/ft (nom.) UN5 = 120v-277v, 0-10v Dim. 12W/ft 700lm/ft (nom.) 122LT2 = 120v, Lutron 2 wire 9W/ft 1100lm/ft (nom.) 122LT3 = 120v, Lutron 3 wire 9W/ft 1100lm/ft (nom.) 123LT2 = 120v, Lutron 2 wire 9W/ft 600lm/ft (nom.) 123LT3 = 120v, Lutron 3 wire 9W/ft 600lm/ft (nom.) 125LT2 = 120v, Lutron 2 wire 12W/ft 700lm/ft (nom.) 125LT3 = 120v, Lutron 3 wire 12W/ft 700lm/ft (nom.)	WHT = White BLK = Black PXX = SLI Color CST = Custom	79A = Veiling Acrylic 81A = Frosted Solite 91A = Solite 92A = Supertex