

Multi-lamp, solid state light engine, pendant or wall mount general linear system with flangeless housing, nominal 3" (80mm) wide aperture and acrylic lens. Narrow profile lighting system used in low to medium ceiling heights to illuminate as general lighting. Illuminates both upward and downward.

**SPECIFICATIONS**

**HOUSING**

- Extruded aluminum with seamless welded and ground end plates

**MOUNTING**

- Pendant / Wall Mount

**ELECTRICAL**

- Integral dimmable electronic driver with internal short circuit protection

**LAMP**

- 8 watt LED 1100lm/ft supplied with fixture

**SOCKET**

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

**LENS**

- Acrylic diffusing lens. Others available consult factory


**TRIM**

- Lens frame integral to housing

**FINISH**

- Powder paint on all surfaces in black and white as standard
- Additional colors and RAL palette available
- Custom finishes available

**LABELS**

-  US, US tested to UL standards 1598, Damp location

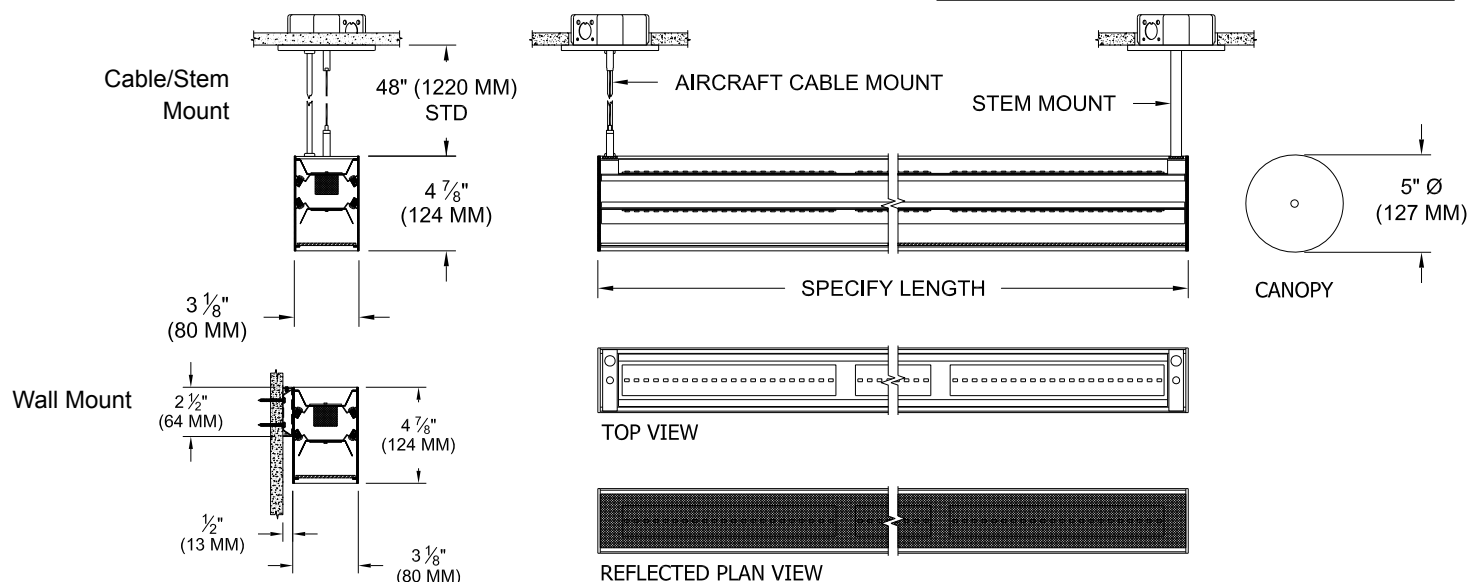
**JOB:** \_\_\_\_\_

**SPECIFIER:** \_\_\_\_\_

**TYPE:** \_\_\_\_\_

**QUANTITY:** \_\_\_\_\_

**SIGNATURE:** \_\_\_\_\_



**ORDERING INFORMATION**

850-LED	LENGTH	SOURCE / DRIVER	FINISH	APERTURE LENS	MOUNTING / LENGTH
		/		<b>79A</b>	/
Surface Housing Up/Down Pendant Mt. 8 = 80 CRI 27 = 2700K 9 = 90+CRI 30 = 3000K 35 = 3500K 40 = 4000K	Specify exact length in increments of 12" (300 mm) Min. 2' required for integral driver	UN2** = 120v-277v, 0-10v Dim. 9W/ft 1100lm/ft (nom.) UN3 = 120v-277v, 0-10v Dim. 9W/ft 600lm/ft (nom.) UN5 = 120v-277v, 0-10v Dim. 12W/ft 700lm/ft (nom.) *Add L2, LTB for Lutron 2 wire, Lutron Fade-to-Black L2 = 120v, Lutron Hi-lume 1% 2-wr LED driver 9W/ft 1100lm/ft (nom.) LTB = 120-277v, Fade-to-Black Lutron Hi-lume 1% digital EcoSystem driver 12W/ft 700lm/ft (nom.)	P14 = White BLK=Black PXX = SLI Color XXXX = RAL # CST = Custom	79A = Veiling Acrylic	CM = Cable 12" SM = Stem 24" 36" 48" WM = Wall Mount

\*\*UN2 for use with 80 or 90+CRI