

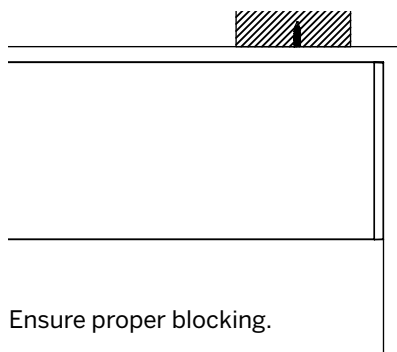
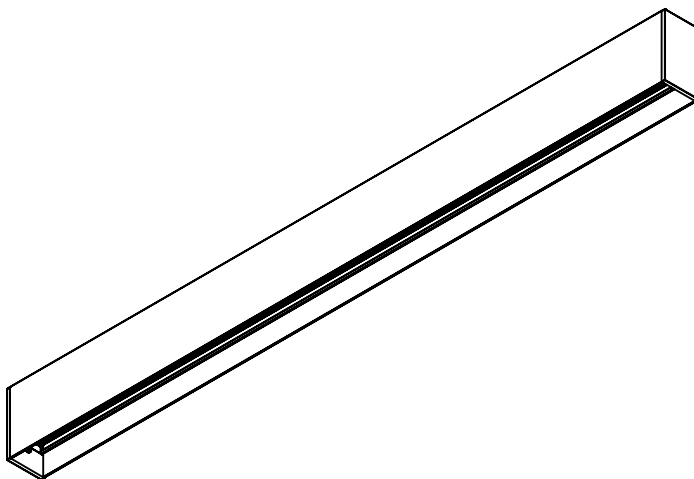
Luminaires must be installed by a qualified electrician (check with local and national codes for proper installation).



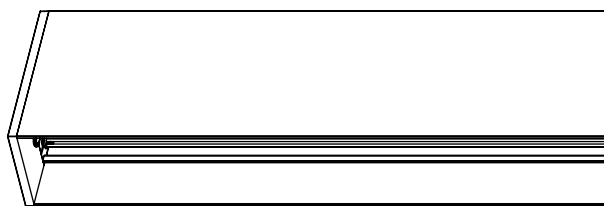
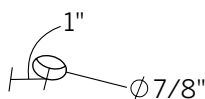
To prevent electrical shock, disconnect electrical supply before installation or servicing. Never connect a live fixture!!!

Contractor is responsible for adequately reinforcing walls and/or ceilings to support fixture weight. Provide blocking when necessary.

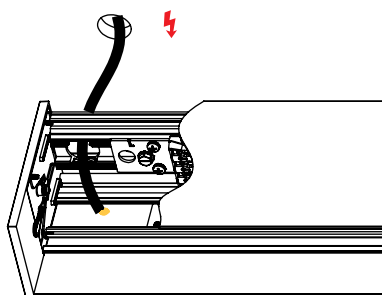
Individual / Starter Housing



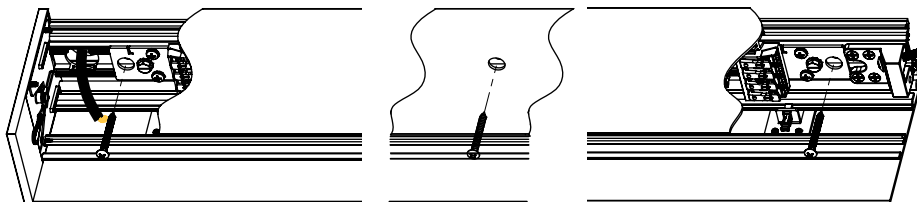
Ensure proper blocking.



Step 1 Cut 7/8" cable hole 1" from end of Housing.

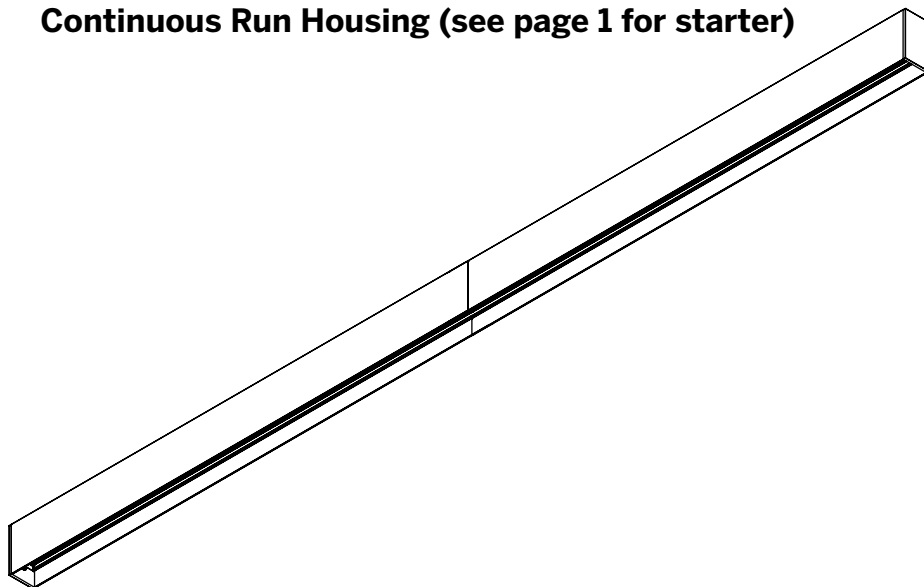


Step 2 Pull cable through.

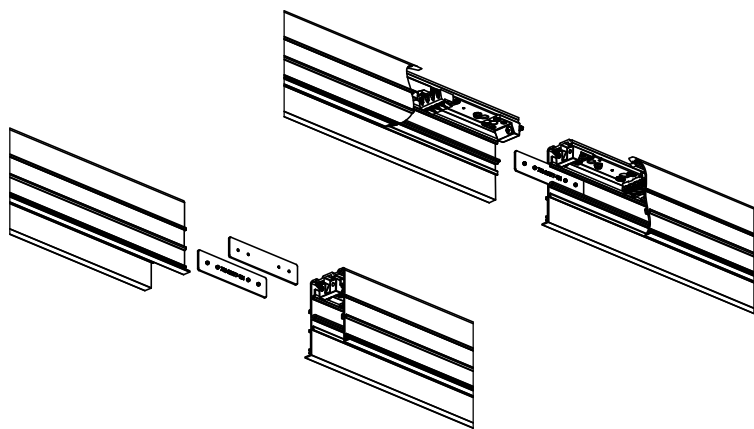


Step 3 Screw Housing into ceiling through pre-drilled holes. For 6' and 8' fixtures make sure to install center screw.

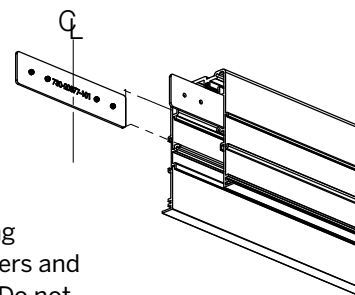
Continuous Run Housing (see page 1 for starter)



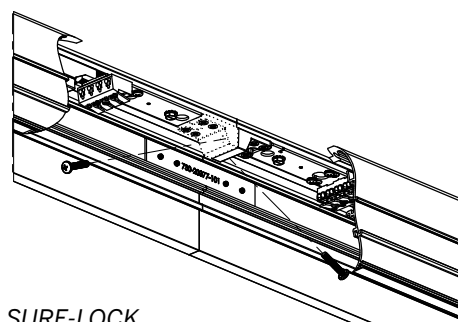
Step 4 For continuous runs install the Joiners on to one Housing with Set Screws.



Step 5 Slide the joining Housing on to the Joiners and insert the Set Screws. Do not tighten the Set Screws.

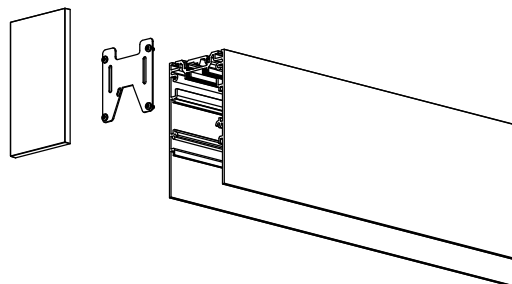


Step 6 Insert the Cross Joiner Screws and tighten ensuring there is no gap. Then tighten the Joiner Set Screws.



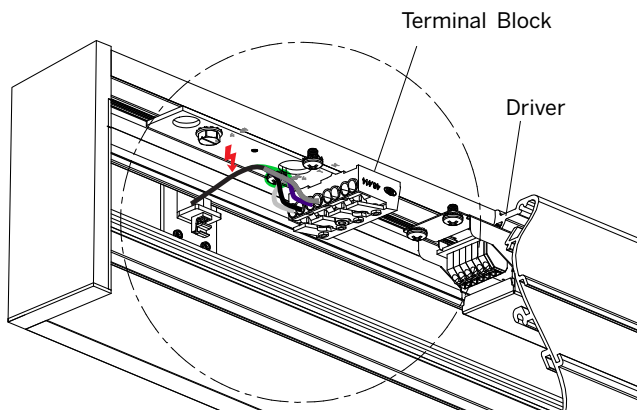
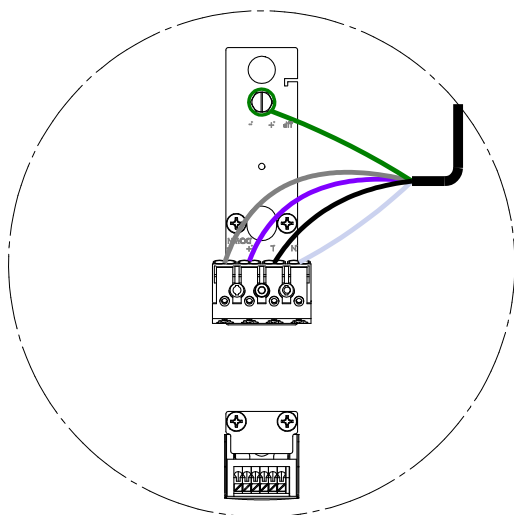
SURE-LOCK

Step 7 Attach the End Caps and tighten Set Screws ensuring there is no gap.

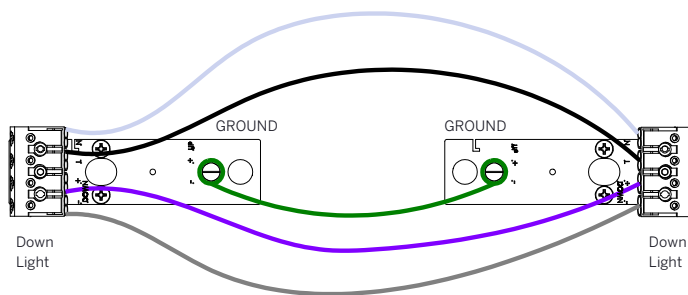
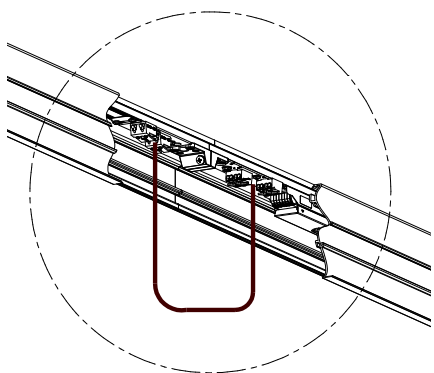


Connect Wiring (with power off)

Step 8 Connect wiring as appropriate.

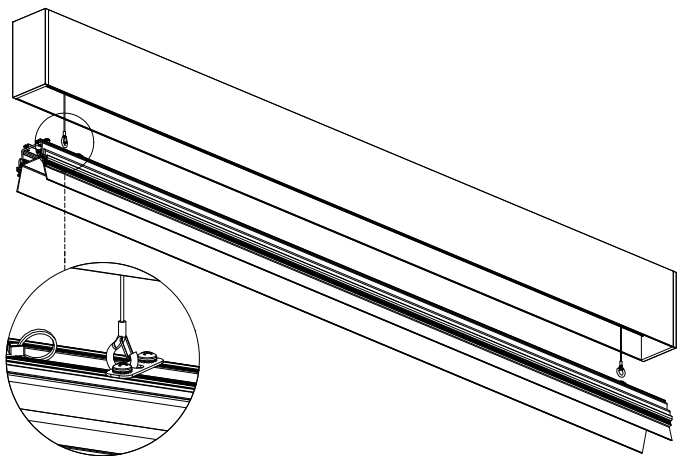


Step 9 For continuous run connect wires to Terminals as shown.

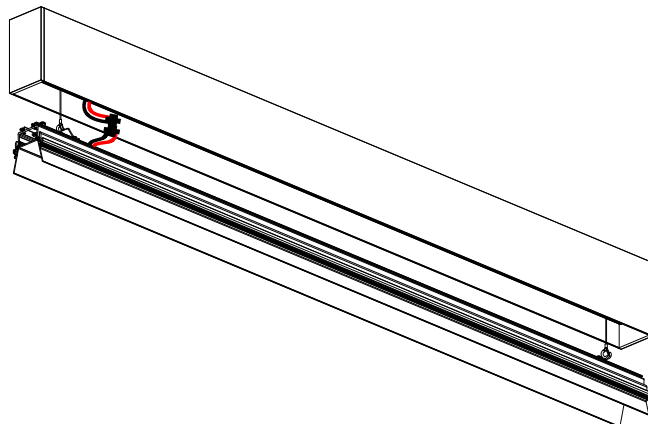


Install LED Tray

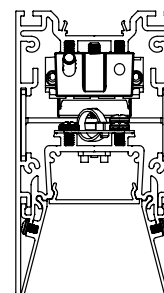
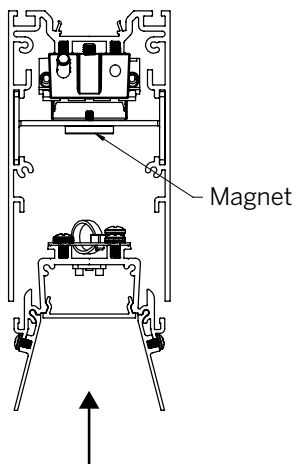
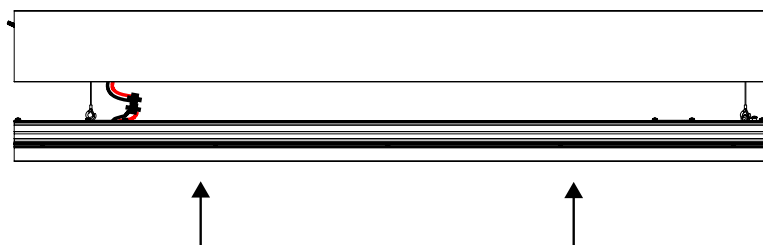
Step 10 Attach Safety Cable as shown.



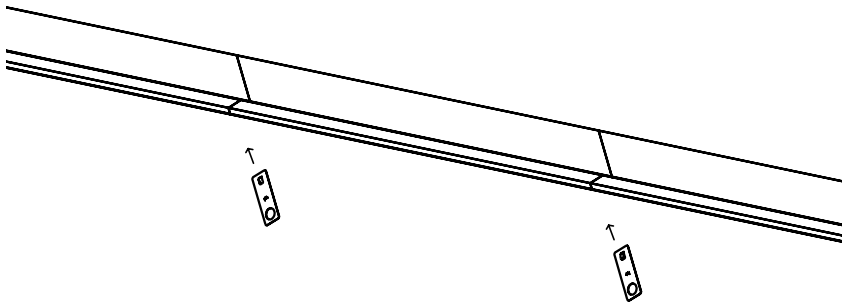
Step 11 Connect low voltage wires from Gear Tray to Driver secondary.



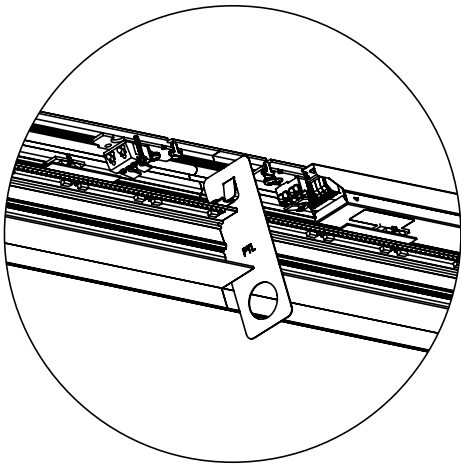
Step 12 Push Gear Tray straight and level into the Housing until it clicks into place. Slide the Gear Tray to adjust as needed.



Step 1 Slide provided
Gear Tray Removal Tool
between Gear Trays.



Step 2 Making sure the tab passes
through the opening.



Step 3 Pull both Tools straight
down with thumbs against lens.

