

## INSTALLATION & MAINTENANCE INSTRUCTIONS FOR THE

# OPEN - LED

Indoor Surface Mounted Luminaire

76195 REV.1

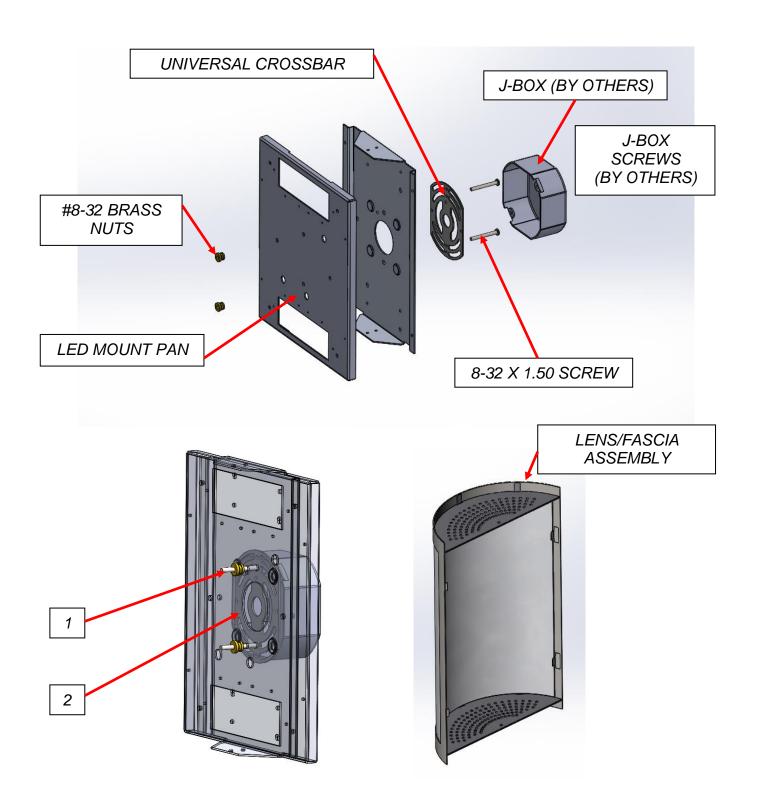
WARNING: DISCONNECT POWER PRIOR TO INSTALLATION OR SERVICING OF FIXTURE

NOTE: THIS PRODUCT MUST BE INSTALLED IN ACCORDANCE WITH THE APPLICABLE LOCAL & NATIONAL ELECTRICAL CODES BY A PERSON FAMILIAR WITH THE CONSTRUCTION AND FAMILIAR WITH THE OPERATION OF THE PRODUCT AND HAZARDS INVOLVED.



### **INSTALLATION**

- 1. Remove any excess packing from the fixture.
- 2. Dis-assemble Len/Fascia assembly from fixture by unscrewing the (2) #8-32-3/8 screws located on the top and bottom of the fixture housing.
- 3 Connect the fixture leads to the supply leads. TLI stipulates
  The Black as Line; White as Common; Bare/Green as Ground. See the attached wiring diagram.
- 4. For the universal crossbar, mount the bracket assembly to the j-box with (2) junction box screws, provided by customer. Mount the fixture to the cross bar assembly using the 8-32 brass nuts provided in the kit. See illustrations below.
- 5. To re-install the lens/fascia assembly, the lens brackets and trims should be assembled and then mounted to housing with (2) #8-32 X 3/8" screws. See illustration below.



NOTE: Fixture is to be mounted to the junction box using supplied mounting hardware kit.

### **MOUNTING KIT CONTENTS**

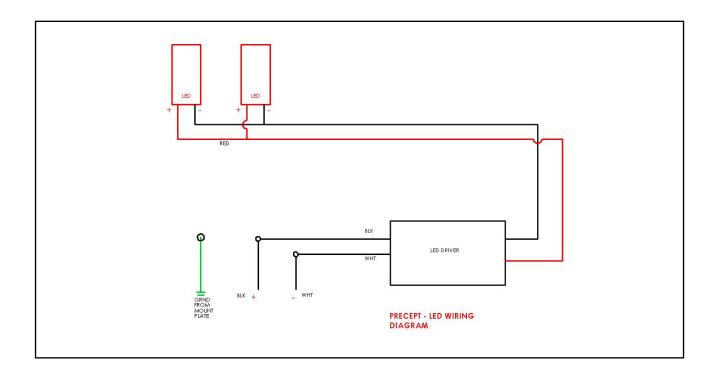
1.	8-32 X 1-1/2 SCREWS	QTY: 2
2.	BRASS NUTS- #8-32 THD.	QTY: 2
3.	UNIVERSAL CROSS BAR	QTY: 1

The metal portion of the fixture can be wiped clean as needed using a mild soap solution. **ATTENTION**: Avoid moving any exposed wires. If any wires are accidentally disconnected, call a professional to repair.

#### **MAINTENANCE**

DO NOT use cleansers containing bleach.

### **WIRING DIAGRAM**



Installation of an electrical luminaire must be performed by a qualified professional. The fixture must be wired in accordance to all local and national electrical codes.

These instructions are general to the fixture noted. Due to the numerous options, all variations may not be covered.