

Luminaires must be installed in accordance with the National Electrical Code (NEC) and local codes. Failure to do so will void the warranty and may result in serious injury and/or damage to the luminaire.

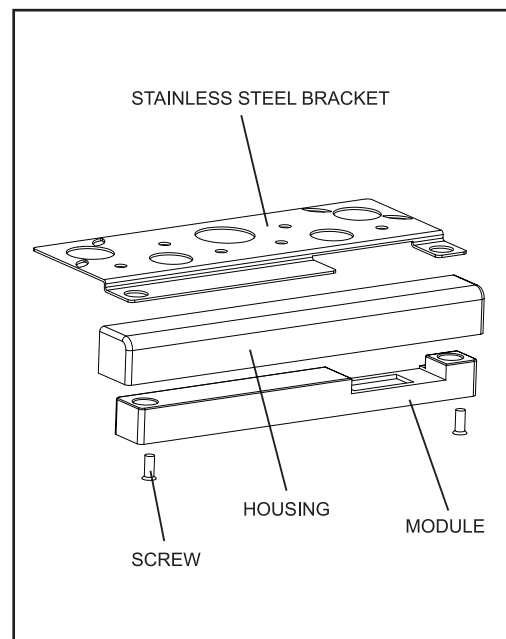
INSTRUCTIONS PERTAINING TO A RISK OR FIRE, OR INJURY TO PERSONS

IMPORTANT SAFETY INSTRUCTIONS THE LIGHTED LAMP IS HOT!!

WARNING-TO REDUCE THE RISK OR FIRE, OR INJURY TO PERSONS

SAFETY WARNING: Luminaire can become very hot depending on lamp wattage used. Lens and metal around lamp can become hot enough to blister hands. Particular care should be taken not to locate luminaires where small children can reach them if high wattage lamps are used.

- Turn off/unplug and allow to cool before replacing lamp.
- Lamps get hot quickly! Contact only switch/plug when turning on.
- Do not touch hot lens, guard or enclosure.
- Keeping lamp away from material that may burn.
- Do not touch the lamp at any time. Use a soft cloth. Oil from skin may damage lamp.
- Do not operate luminaire with a missing or damaged parts.
- Luminaires shall not be installed within 10 feet (3m) of a pool, spa or fountain.
- Do not use tungsten halogen lamps unless the luminaire is marked for halogen use.



Installation Instruction

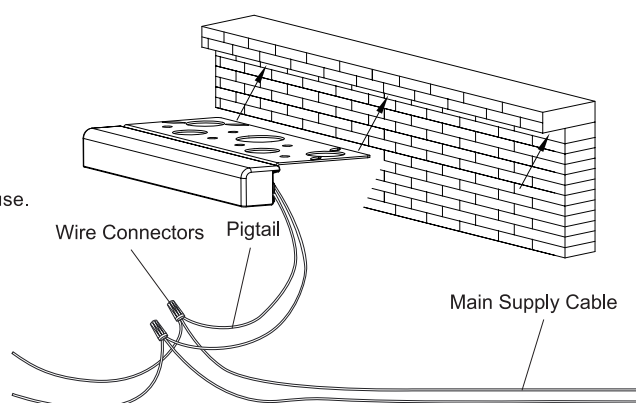
Fixture(s) should be used **"ONLY"** with low voltage landscape power units that do not exceed 25A, 15V.

The power units reduce the voltage from 120 volts to 12 volts.

The main cable from power units should be buried for less than 6 inches under the ground level and can be purchased from your local electric supply house.

Attach fixture(s) wires to main cable with cable connector suitable for direct burial.

Warning: Fixture(s) wires have to be run in close proximity to fixture(s) and not buried more than 3 inches.



COLOR SELECTION

The lighting color will change in the orders as below by pressing the button each time.

Orders of color selection (when powered on, lighting color will remain the same as previous).

- 1# 2700K
- 2# 3000K
- 3# 3500K
- 4# 4000K
- 5# 5000K
- 6# Red/Green/Blue mixed (White)
- 7# Red
- 8# Green
- 9# Blue
- 10# Red/Blue mixed (Purple)
- 11# Red/Green mixed (Orange)
- 12# Blue/Green mixed (Cyan)
- 13# Color will change into Red//Green/Blue in turns with a breathing mode (every color lasts for 2 seconds)
- 14# Color will flash in the orders of Red/Green/Blue (every color will last for 2 seconds)
- 15# Color temperature and colors will change in turns of warm white-natural white-cold white and 6~12 color changing modes with a breathing pattern (every white light and color lasts for 2 seconds)
- 16# Color temperature and colors will change in turns of warm white-natural white-cold white and 6~12 color changing modes with a flashing pattern (every white light and color lasts for 2 seconds)
- 17# Color will be 15# and 16# of color selection in turns
- 18# OFF

