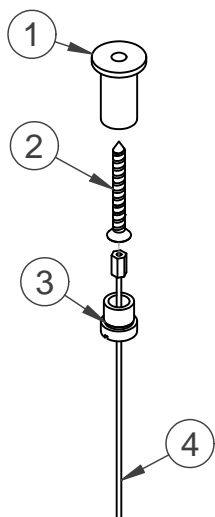
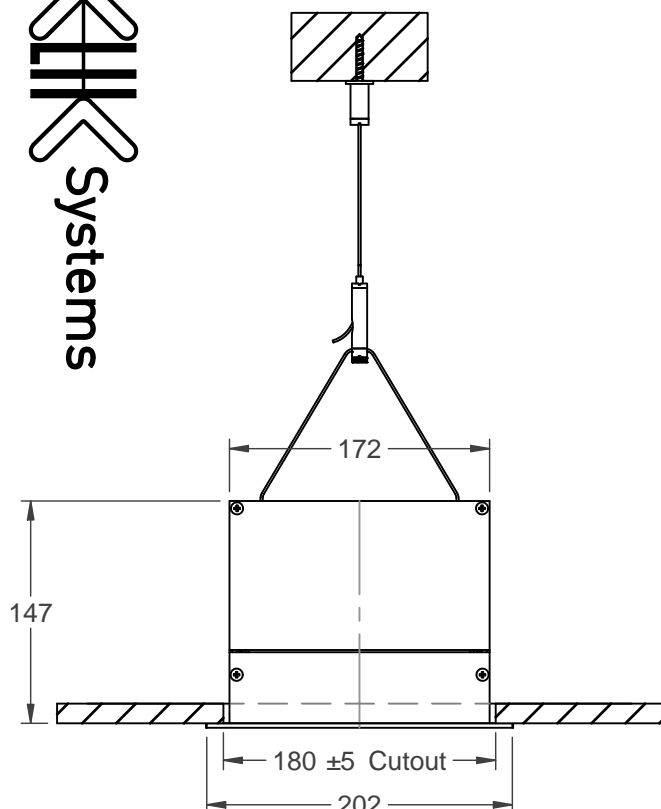
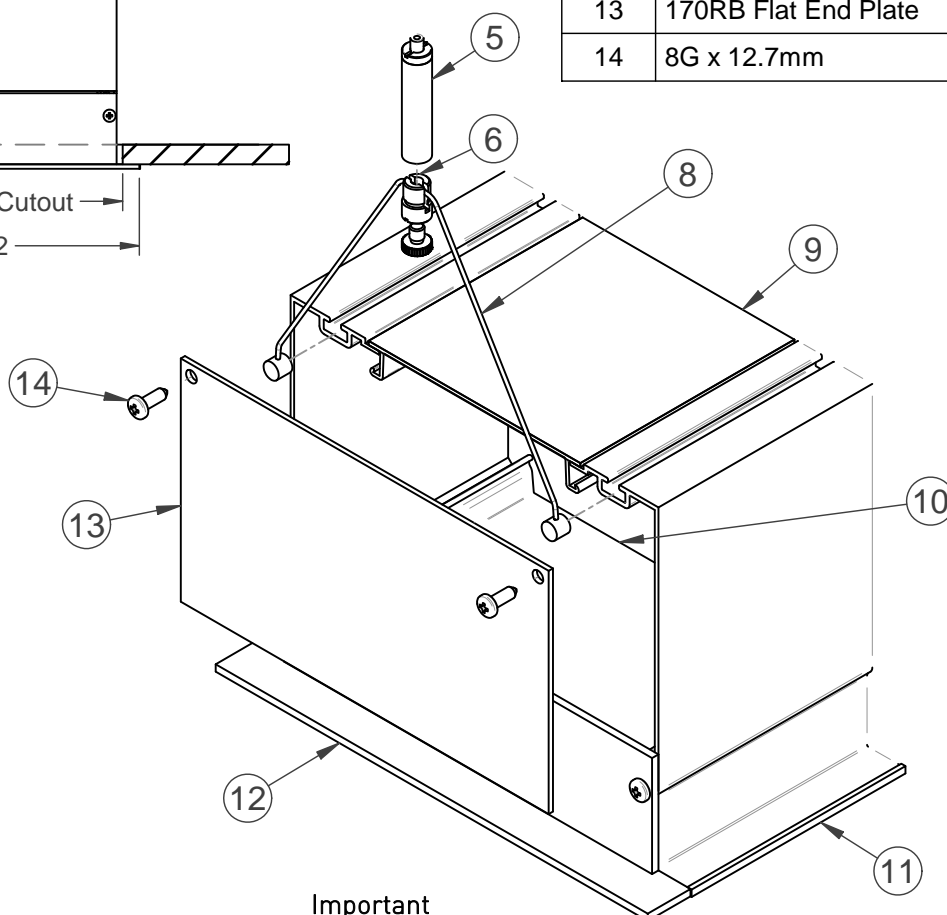


# 170 Recessed Beam Suspension Sling Instruction



| Item # | Title                            |
|--------|----------------------------------|
| 1      | Suspension Ceiling Barrel        |
| 2      | 8G x 38mm C/S self-tapping screw |
| 3      | Suspension Ceiling Barrel Cap    |
| 4      | Suspension Wire (1,2,3,4 & 5mtr) |
| 5      | Gripper Sling A                  |
| 6      | Gripper Sling B                  |
| 8      | Suspension Sling-170B            |
| 9      | 170RB Gear Cover                 |
| 10     | 300 Beam Cover                   |
| 11     | 170RB Body                       |
| 12     | 170RB Flanged End Plate          |
| 13     | 170RB Flat End Plate             |
| 14     | 8G x 12.7mm                      |



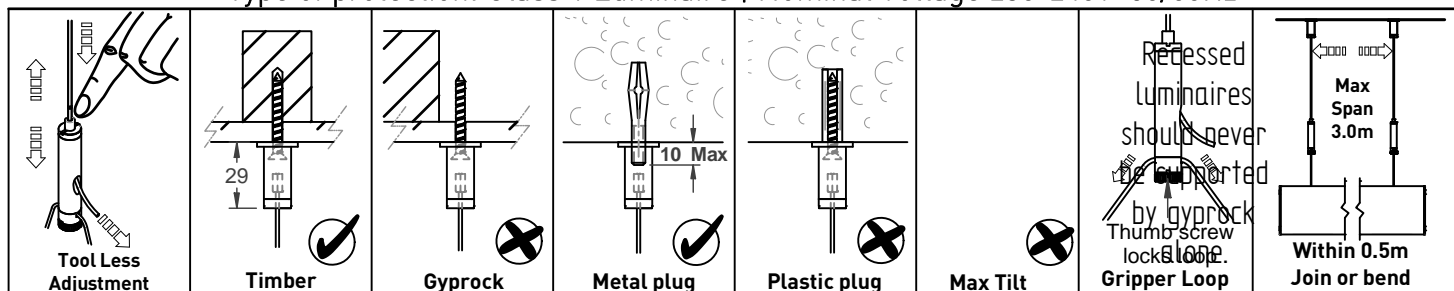
## Important

Using appropriate fasteners to suit the mounting surface is the responsibility of the installer.

Units should be evenly suspended to avoid the over-loading of suspension wires.

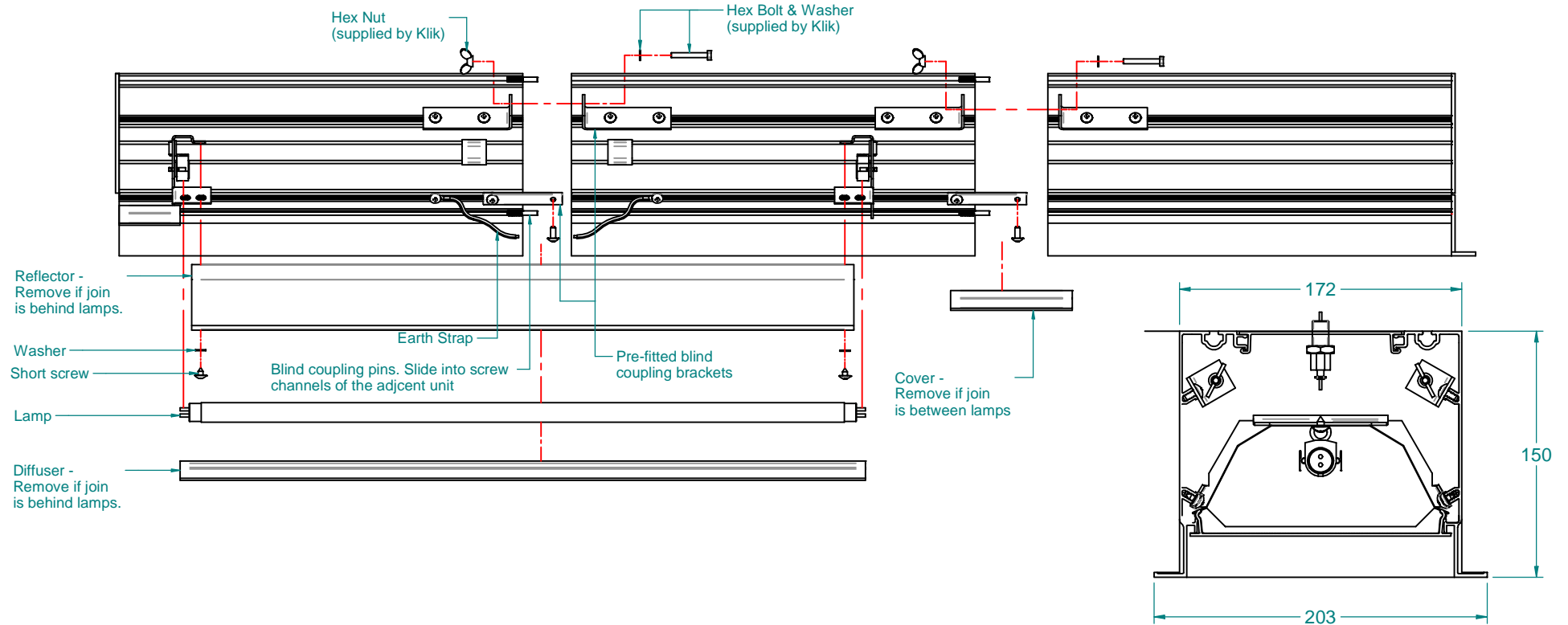
A maximum loading of 50kg is recommended on a single wire at any one time.

Type of protection: Class 1 Luminaire | Nominal Voltage 230-240V 50/60Hz

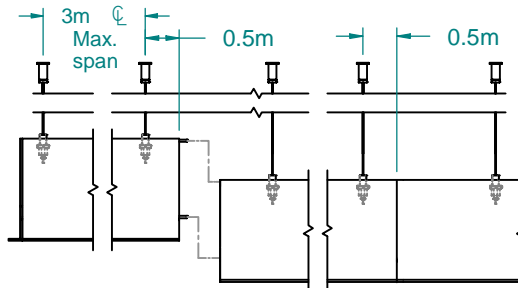


10337-20-D

## 170 Recessed Blind Coupling Instruction

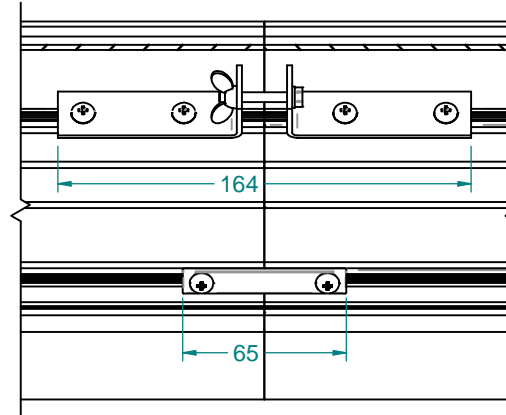


### Suspension



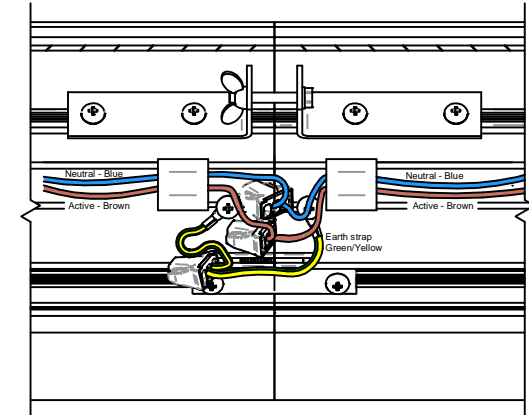
- Units should be suspended at two points at all times for safety and to avoid overloading suspensions.
- A maximum loading of 50kg is recommended on a single wire at any one time.
- Units should always have a suspension point within 0.5m of a joint or bend.
- Proper installation of units to avoid damage and injury, is the responsibility of the installer.

### Physical Connection



After pins are slid into place, fasten the wing nut and screw as shown. Fasten the flat bar across the join as shown. Make sure positive pressure is applied, to tightly bring together the joining units.

### Electrical Connection



Connect same coloured wires via wire connectors provided. Ensure wires are pushed in tight and check they are secure.