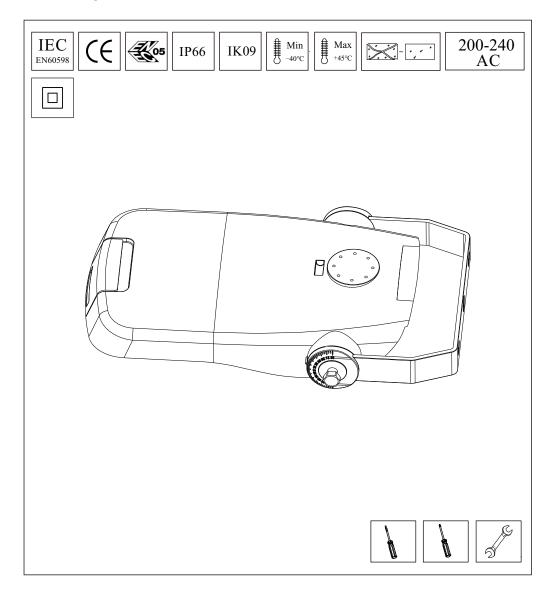
Vega1 LED flood luminaire

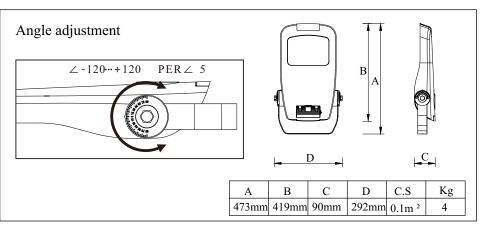
Mounting Instruction

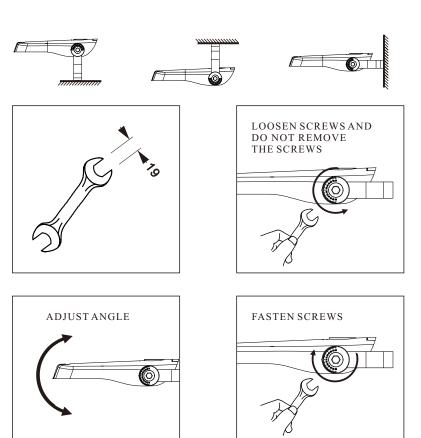


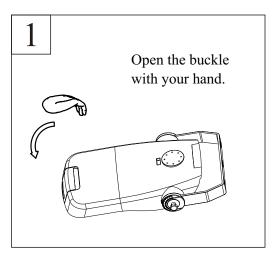
2020–09–14 NINGBO KANGYAN LIGHTING ELECTRIC CO.LTD Houyu industry area, Liangnong , Yuyao, Zhejiang , China

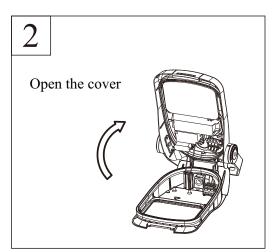
Telephone number: 0574-58122585 www.kanglight.com

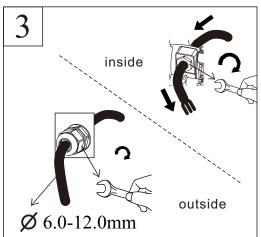
KangLight

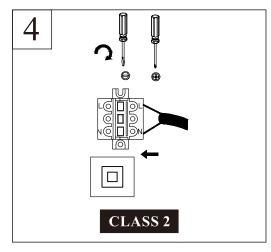


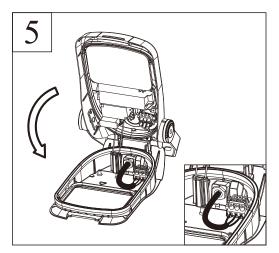


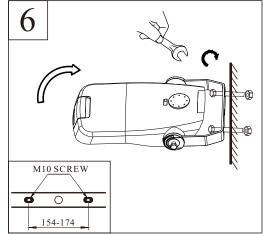




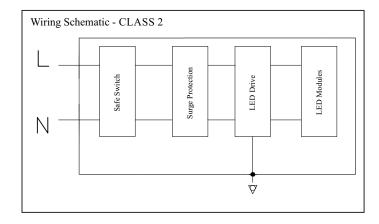








KangLight



- 1. The lights should be placed where is cool, dry, clean and not allowed to be placed in the water or close to fire resource and high temperature place.
- **2.** To make sure the light is intact before it is installed and used. Only the authorized electrician can install the lights, and the wire should be in line with national standards.
- **3.** To lock the wire's fixed head and the screw on the top cover tightly in order to make sure the light is waterproof.
- **4.** Don't switch on the power when connecting the wire.
- 5. Wiring instructions: The power should be connected to binding post inside the junction box, which IP grade should be higher than the lamp's IP grade. And the junction box should have fasten device for the wires, terminal block shall conform to EN 60998-2-1 or EN 60998-2-2 (specification: three terminals, at least 250V and 1,5mm²).
- **6.** The input cord should be 3 cores and the min cross-sectional area of the conductor should be 1,5 mm². The input cord should meet the requirement of 60245 IEC 57.
- 7. If the glass broken need to be replaced, the material is glass, thickness is 4mm.
- **8.** If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.
- 9. The luminaire should be positioned so that prolonged staring into the luminaire at a distance closer than 0,406m is not expected
- **10.** This light source contained in this luminaire shall only be replaced by the manufacturer or by his service agent or similar qualified person.