



MICROLUX U

MR16 DEEP ANGLE CUT, SHALLOW

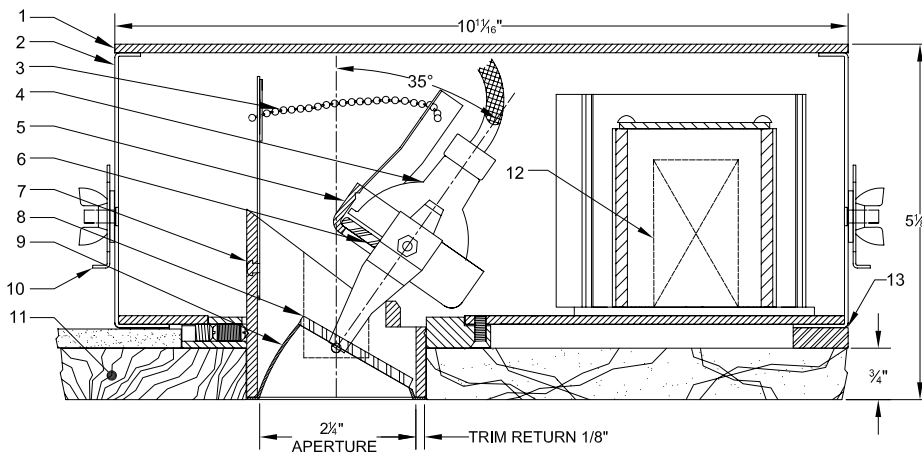
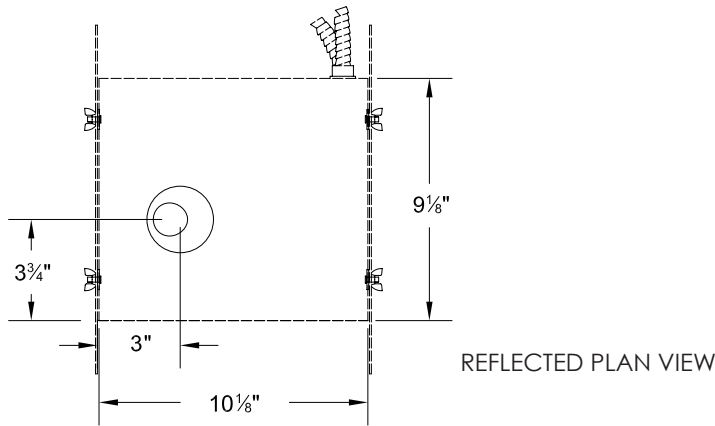
FOR WOOD OR STONE CEILINGS

MICROLUX U is a miniaturized incandescent MR16 adjustable accent fixture designed to provide the most discrete form of recessed space and object illumination available for a demanding aesthetic. It is designed for seamless integration into wood or stone ceilings. The parabolic cone provides optimal brightness control in a variety of finishes.

FEATURES:

- Cone assembly has full 360° rotation & 35° lampholder tilt
- Option to change from adjustable to fixed vertical lamp
- Miniaturized 2-1/4" diameter aperture
- Low brightness parabolic reflector cone
- Shortened overall housing height
- Lamping options: 12V 50W Max
- Non-IC thermally protected luminaire
- Ceiling applications: 3/4" wood or stone
- Suitable for damp location with open trim assembly
- Suitable for wet location only with covered ceiling

MICROLUX U is NRTL (Nationally Recognized Testing Laboratory) certified for purposes of OSHA safety standards product-approval requirements.



NOTES:

1. Access cover (use during install only)
2. Housing
3. Tilt adjustment chain
4. 12V lamp 50W Max (by others)
5. Lamp holder/Reflector cone assembly
6. Lamp lens
7. Cone assembly
8. Reflector Cone
9. Mounting bar
10. 3/4" Wood or Stone ceiling
11. Electronic transformer

ORDERING MATRIX: MU-SHALLOW-W- _____ - _____

Application	Voltage	Transformer	Cone Finish	Lamp Lens	Trim Lens	Additional Accessories
DAC Deep Angle	120 120/12V	E Electronic	C Clear	CL Clear	S Solite	N None
	277 277/12V	R Remote	P Pewter	SO Solite	WW Wallwash 55/75°	HC Hex Cell Louver
	12 12V (Remote)		G Gold	SD Stippled		CUV Clear UV Lens
			B Black	LS5 Linear Spread 55°		O Other
			W White	LS7 Linear Spread 75°		UVC UV Coated Lamp Lens
			CC Custom	WW Wallwash 55/75°		WL Wet Location Lens
			* Add Etch			

Contact NULUX directly to specify custom products.

*To specify Etch Cone Finish, versus standard Specular Finish, place asterisk after Cone Finish designation in matrix.

5/26/2015