

4" LED Light Engine with Reflector Trim

The perfect lighting solution for high-end residential and light commercial projects.



Features

- High efficacy LED module.
- Triac/ELV/0-10V dimming.
- Must be used with ELCO 4" Cedar™ System Housings.
- Frosted acrylic module lens for even lumen distribution.
- Life span of 50,000 hours L70.
- USA designed and assembled.
- Limited 5 year warranty.
- 2 at the end of the item number denotes Generation 2. Please note Gen 2 and Gen 1 are not cross compatible.

Specifications

Wattage	18W
Lumens	1600 lm
Color Temp.	3500K
Lamp Type	LED
Beam Angle	60°
CRI	93+
Damp Location	Listed

Options



All White



All Bronze



Chrome w/ White Trim



Haze w/ White Trim



Black w/ White Trim



All Black



Matte White



Matte Black w/ White Trim

Technical Details

Optics: Frosted polycarbonate module lens diffuses light evenly throughout while reducing glare with LED technology.

Trim Construction: Reflector is two piece trim for maximum color versatility. Design allows for minimal glare and a strong glare cut-off. Trim is constructed of metal for lasting durability.

Installation: Must be installed on a Cedar™ System housing with compatible lumen rating. Frames are available for New Construction and Remodel as IC or non-IC.

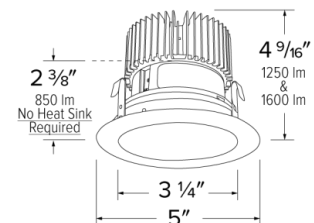
LED Technology:

- Extremely accurate Color Rendering Index of 93+.
- Efficacy of 97 lumens per watt.
- Lumen Maintenance of 50,000 hours L70 Life based on LM80 standardized test results.
- Superior Thermal Management by utilizing ELCO Red heat sink.
- Instant On to Full Brightness technology.
- No LED pixilation.

Sunset: Sunset color temperature is our dim-to-warm LED technology that allows the color temperature to become warmer as the product is dimmed. Our SUNSET items start at 3000K and go as low as 1800K when dimmed. For Sunset dim technology be sure to order an item with "Sunset" in the Color Temperature (CCT) attribute.

Listings: cUL Listed for Wet Location. RoHS Compliant.

Dimensions



Product Number Builder

Example: **E410C0827W2**

ELCO 4" Reflector	Lumens	Color Temp.	Finish	Generation	Beam Angle
E410C					
	08 850 lm	27 2700K	W All White	2 Gen 2	60° lens
	12 1250 lm	30 3000K	BZ All Bronze	Gen 1	-F 38° lens
	16 1600 lm	35 3500K	H Haze with White Trim		-N 24° lens
		40 4000K	C Chrome with White Trim		-S 15° lens
		50 5000K	B Black with White Trim		
		SD Sunset ¹	MW Matte White		
			MB Matte Black w/ White Trim		
			BB All Black		

¹ Sunset, Dim to Warm technology, automatically transitions from 3000K to 1800K when dimmed

Compatible Products

For use with 4" Cedar™ Light Engines

4" Cedar™ Dedicated LED ICA Housings



2-Hour Fire Rated
4" ICA Housing
New Construction

CAT NO.	SPECIFICATIONS
E4FH	Up to 850 lm



4" ICA Housing
New Construction

CAT NO.	SPECIFICATIONS
E4LC	Up to 1600 lm



4" ICA Housing
New Construction

CAT NO.	SPECIFICATIONS
E4LC	Up to 850 lm



4" ICA Housing
Remodel

CAT NO.	SPECIFICATIONS
E4LRC	Up to 850 lm

4" Cedar™ Dedicated LED Non-IC Housings



4" Non-IC Housing
New Construction

CAT NO.	SPECIFICATIONS
E4LC	Up to 1600 lm



4" Non-IC Housing
New Construction

CAT NO.	SPECIFICATIONS
E4LC	Up to 1250 lm



4" Non-IC Housing
Remodel

CAT NO.	SPECIFICATIONS
E4LRC	Up to 1250 lm

PRODUCT NUMBER BUILDER

Housing Type		Lumen		Optional		Dimming	
E4FH	Fire Rated (up to 850)	08	850 lm (8.76W)	(Blank)	Non-IC	(Blank)	120V Triac/ELV
E4LC	New Construction	12	1250 lm (12.88W)	ICA	IC Airtight	D	120/277V Triac/ELV/0-10V
E4LRC	Remodel	16	1600 lm (18W)			SD	Sunset
						L	Lutron

LED Light Engine

Multiplier: 2700K (x 0.96), 3500K (x 1.04), 4000K (x 1.08)

PHOTOMETRIC REPORT

Product #: E410C0830
 Wattage/Lumens: 10.5W/ 837 Lm
 Luminaire LPW: 80 Lm/W



CANDLE POWER SUMMARY

Degrees Vertical	0°
0	1158
5	1140
15	927
25	634
35	232
45	40
55	1
65	0
75	0
85	0
90	0

ILLUMINANCE AT A DISTANCE

Distance to Target Plane	Footcandles Beam Center	Beam Diameter
4'	72.4	4.0'
6'	32.2	6.0'
8'	18.1	8.0'
10'	11.6	10.0'

ZONAL LUMEN SUMMARY

Zone	Lumens	% Luminaire
0-30°	64732	77.30
0-40°	799.00	95.40
0-60°	836.33	99.90
0-90°	837.6	100.00