

Project name:		
Fixture type:		
Date:		

4" LED Light Engine with Trimless Baffle

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.
- Life span of 50,000 hours L70.
- USA designed and assembled.
- Limited 5 year warranty.
- Spackle frame included.
- 2 at the end of the item number denotes Generation 2.
 Please note Gen 2 and Gen 1 are not cross compatible.

Specifications

Wattage	8.76W		
Lumens	850 lm		
Color Temp.	3000K		
Lamp Type	LED		
Beam Angle	60°		
CRI	93+		
Damp Location Listed			

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 Maintaince 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

Options







All Bronz

Dimensions



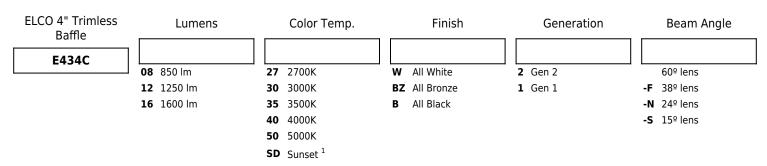
Spackle Frame Included



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.

Product Number Builder Example: E434C0827W2



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