

Figure Channel

TAPE LIGHT CHANNEL

Project Name:

Fixture Type:

DESCRIPTION

PreciseLED's aluminum channels are a required companion to our tape light modules. With excellent heat sinking and light diffusion capabilities, our channels can also be custom cut and/or painted to virtually any specification. The unique design of the Figure Channel allows for many applications including installation in visible and hidden spaces, with a wide range of compatible tape light options.

SPECIFICATIONS

- Dimensions: .89"W x .61" H
- Materials: Aluminum/PC
- Maximum Width of LED Tape: .0.71"

TAPE LIGHT COMPATIBILITY

The Figure channel is compatible with the following tape lights:

- Lo Beam
- Lo Beam Wet
- Beam
- Beam Wet
- Hi Beam
- Hi Beam Wet
- Hi Beam Hi Efficacy
- Hi Beam Hi Efficacy Wet
- Hi Beam RGB
- Hi Beam RGB Wet
- Hi Beam RGBW
- Hi Beam RGBW Wet
- Cool Beam
- Cool Beam Wet
- Ultra Beam

FINISH



Aluminum

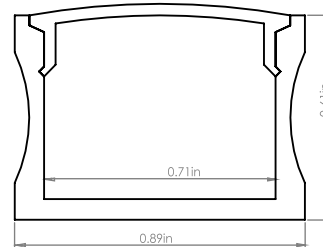


Powder coated
Black



Powder coated
White

DIMENSIONS

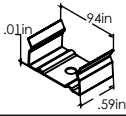
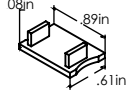
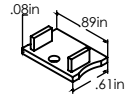
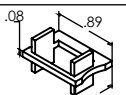


ORDERING CODE

Example: **FGRE-8-BK-DLNS-HIBE-24V-95C-30K**

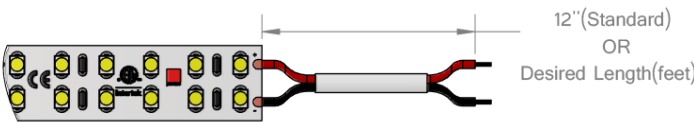
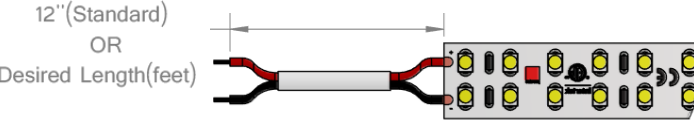



Product	Length	Finish	Lens
FGRE			
FGRE	8 8 Feet XX Custom Length (in feet)	AL Aluminum (Standard) BK Powder Coated Black WT Powder Coated White	CLNS Clear Lens DLNS Diffused Lens OLNS Opal Lens FLNS Frosted Lens

CHANNEL ACCESSORIES:

Accessory	Product	Dimensions	Quantity
Mounting Clips and Screws (Recommended 1 set for every 2 ft length of channel)	FGRE-CLIP		
End Caps	FGRE-CAPS		
Beginning Caps (with holes)	FGRE-CAPH		
Channel Connectors (Recommended for lengths greater than 8')	FGRE-CNCT		

Please note that the thickness of the endcaps and connectors should be included in the total length of the run.

TAPE LIGHT WIRING

Optional Wiring Configurations	Description	Ordering Code
	Custom Tail Wire Length	TAIW
	Custom Lead Wire Length	LEAW
	Tail Jumper Cable	JUMP
	2.1MM DC CONNECTOR (FEMALE)	PLGF
	2.1MM DC CONNECTOR (MALE)	PLGM

*Default wire length is 12", no number in front of ordering code indicates default length

Note: Solder points are secured with cable grips.

■ PRODUCTION OPTIONS:

A - Field Cut Channels and Lenses:

Channels are cut to length in field and tape lights are mounted in field.

-For runs that are 8' or shorter, the power feed enters the channel from the front

-For runs that are longer than 8', the power feed enters the first channel from the front, and for additional runs the power feed enters the channel from the side. See details in diagram 1 below.

B - Precut Channels and Lenses:

Channels are cut to length in the factory and tape lights are mounted in field.

-For runs that are 8' or shorter, the power feed enters the channel from the front

-For runs that are longer than 8', the power feed enters the first channel from the front and for additional runs, the power feed enters the channels from the side. See details in diagram 1 below.

C- Preloaded Channel with LED module:

Channels are cut to length in the factory and tape lights are mounted in the factory.

-For runs that are 8' or shorter, the power feed enters the channel from the front

-For runs that are longer than 8', the power feed enters the first channel from the front and for any additional channels, the power feed enters the from the side. See details in diagram 1 below.

Note: For preloaded runs that are longer than 8' and, we recommend side feed plug and play option.

See details in diagram 2 below.

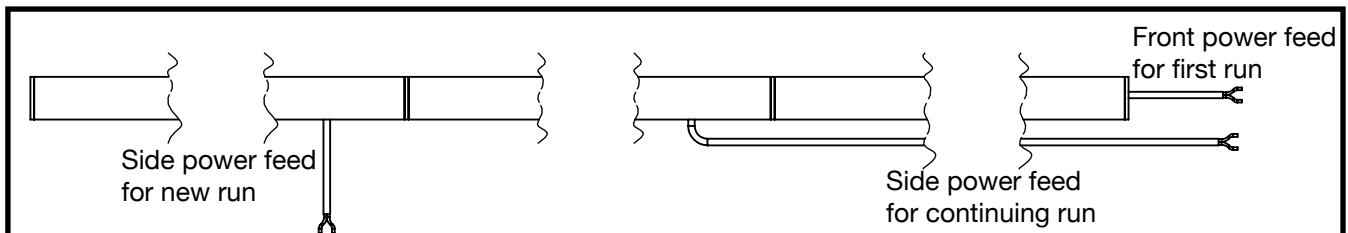


Diagram 1

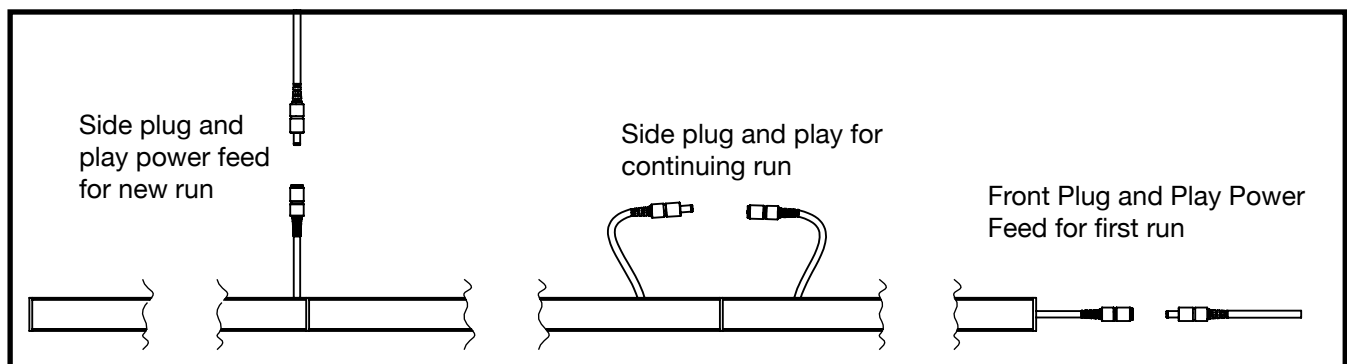
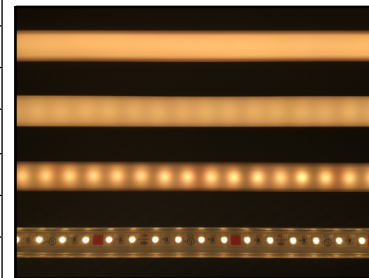


Diagram 2

■ **Level of Spotlessness per Tape Light / Lens Combination**

	Frosted Lens	Opal Lens	Diffuse Lens	Clear Lens
Lo-Beam	SL	SS	SS	CL
Lo-Beam Wet	SL	SS	SS	CL
Beam	SL	SL	SL	CL
Beam Wet	SL	SL	SL	CL
Hi-Beam	SL	SS	SS	CL
Hi-Beam Wet	SL	SS	SS	CL
Hi Beam Hi Efficacy	SL	SL	SL	CL
Hi Beam Hi Efficacy Wet	SL	SL	SL	CL
Hi Beam RGB	SL	SS	SS	CL
Hi Beam RGB Wet	SL	SS	SS	CL
Hi Beam RGBW	SL	SS	SS	CL
Hi Beam RGBW Wet	SL	SS	SS	CL
Cool Beam	SL	SL	SL	CL
Cool Beam wet	SL	SL	SL	CL
Ultra Beam	SL		SL	CL



SL = Spotless
 SS = Slightly Spotty
 SP = Spotty
 CL = Clear