

NTH-694

MR16 Mini Baffle Round Back Cylinder

Source: 50W MR16 GU10
(Lamp not Included)

Type
Project
Catalog No.
Notes

PRODUCT DESCRIPTION

Line voltage die cast aluminum designer cube fixtures with MR16 light source. Yoke provides full adjustment of light source for special aiming and dual tightening knobs assure secure lock on angle position.

FEATURES

- Die cast aluminum provides superior strength and rigidity
- Low profile, aesthetic design
- Adjustable yoke for custom aiming
- Clear shield included with fixture
- High-strength stainless steel electrical contacts.
- One or two circuit track capable.

CONSTRUCTION

Housing: 030 die-cast aluminum construction; cubical appearance and design features. All edges are softened for aesthetic appearance. Perforated spherical screen in rear functions as wire outlet and provides additional design benefit.

Baffle: 0.085" Black finished phenolic high heat rated plastic baffle, provides finished appearance and assists in eliminating glare from housing interior

Yoke: 0.085" Rigid steel "wishbone" yoke connects fixture housing to electrical contact head. Single plastic angle tightening knobs maintain clean, decorative appearance of the fixture and provides secure angle position

ELECTRICAL SYSTEM

Socket: Porcelain twist and lock GU10 socket

Wattage: 50W maximum

Lamp: MR16 (not included)

One/Two Circuit Conversion: Positive contact (opposite neutral and ground contacts) is preset to "down" position at factory but may be raised to the higher position to install onto the second circuit of Nora Lighting NT-2300 series two-circuit track.

OPTIONAL ACCESSORIES

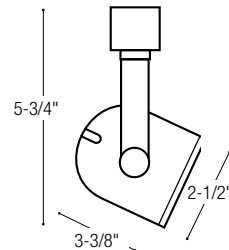
NM-100/MR16: MR16 Filter (Blue, Clear, Frosted, Green, Linear, Pink, Red, Spread, Yellow)

LABELS AND LISTINGS

- UL Listed.



PRODUCT IMAGES AND DIMENSIONS



MR16 Mini Baffle Round Back Cylinder

Catalog No.	Finish	Style	
NTH-694	B = Black W = White	(blank) = H-Style	
		J = J-Style	
			L = L-Style

Example: NTH-694W = MR16 Mini Baffle Round Back Cylinder, White Finish, H-Style Adapter