

Applications:

ZLight ULTRA2 super bright white LED modules are designed for sign cabinets with a 3 to 10 inch can depth. With revolutionary high power LEDs, you can achieve tremendously money-saving advantages over traditional neon and fluorescent tubes. The optimum lens covering LEDs create an impressively even light coverage of the letter and sign face.

Features

LEDs:

- Super Bright LEDs
- L70 Rating 50,000 hours

Power Input:

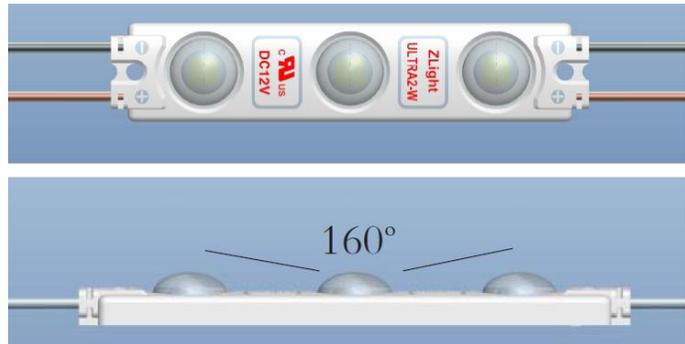
- Input Voltage: 12 VDC

Optical Structure:

- Designed for Maximum Brightness Output

System:

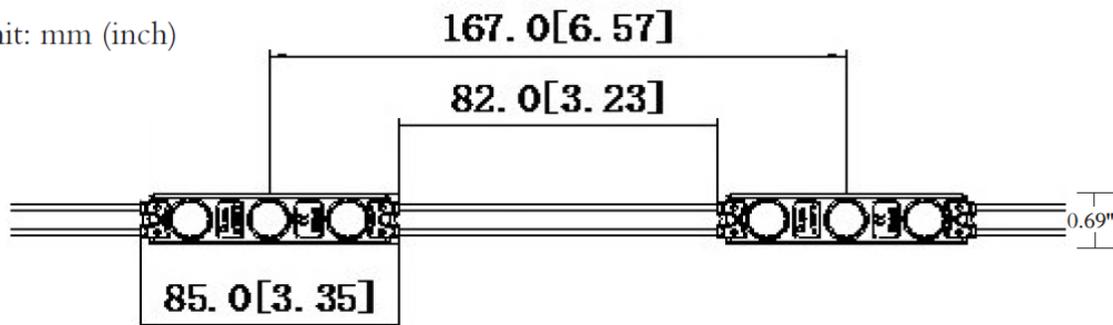
- 2 modules per foot
- 100 modules per bag, 10 bags per carton
- Peel-N-Stick and mechanical fastening
- Water-proof, IP 66
- UL and cUL Recognized/SAM Listed
- Warranty: 5 Years



Detail Specifications

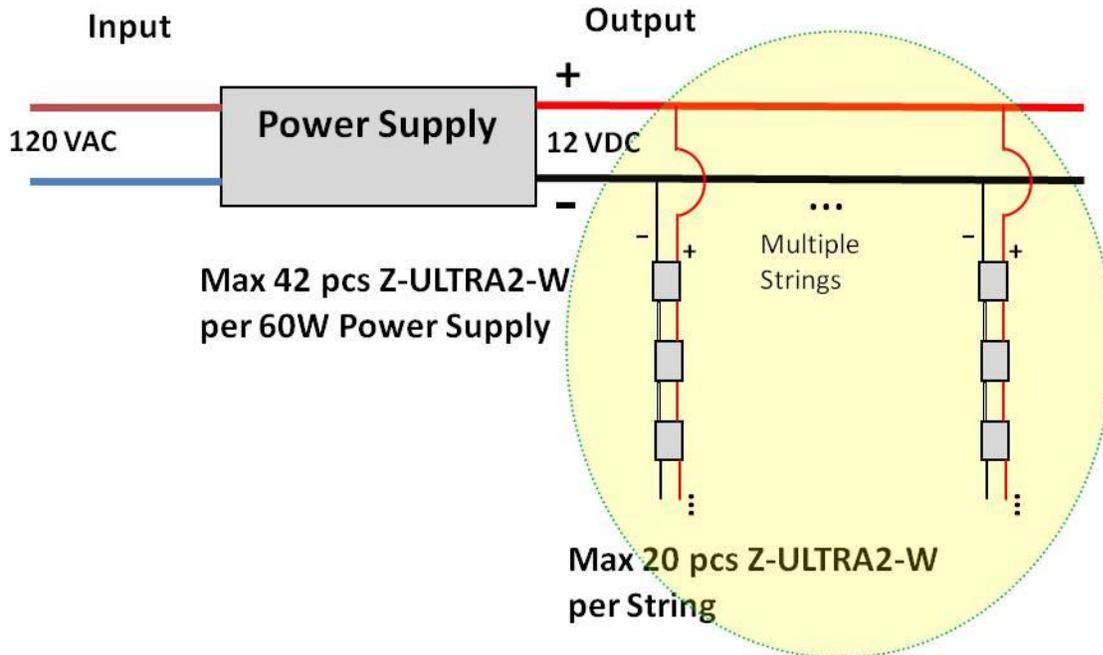
Model	Voltage (VDC)	Power (W)	Number of LEDs	LEDs	Color	Brightness		View Angle
						lm/module	lm/ft	
Z-ULTRA2-W	12	1.4	3	SMD	White (7500K)	140	280	160

Unit: mm (inch)



All Right Reserved

Installation Guide



Layout LED Modules

- Clean all debris from the inside of cabinets and channel letters.
- Measure and cut LED modules to the appropriate length for each cabinet or letter.
- Remove tape backing and stick LED modules into place. Continue until you have reached the end of the strip.
- Use tools or silicone to secure at least every fifth LED module within the channel letter.
- Drill a 1/4-inch hole near the LED strip and grommet the hole for supply wire access.
- Clean all debris from the inside of cabinets and channel letter.

Electrical Connections

- Connect LED modules using in-line (IDC) connectors or twist-on wire connectors.
- Cap all exposed wires with appropriate wire connectors or equivalent.
- Run a wire from a UL approved 12VDC Power Supply to each channel letter and connect to the first LED module on the string.
- Connect the red stripe wire (+) of the LED modules to the positive (+) of the power supply. Connect the black wire (-) of the LED modules to the negative (-) of the power supply.

All Right Reserved