

MODEL: WN903

INSTALLATION INSTRUCTIONS FOR RETRO-FIT INSTALLATION OF WN SERIES (LED)



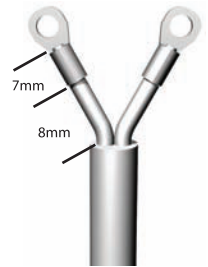
Steps:

- ① Ensure that the light is turned off.
- ② Remove the existing WN250 from the pool niche by removing the 2 fixing screws. Cut the cable off as close as possible to the light to ensure maximum cable length.
- ③ Strip back 15mm of the cables outer insulation. Strip off 7mm of the wires insulation. Fit lugs to wires and ensure a firm crimp is applied.
- ④ Remove the dust cover by removing the 3 M4 x 30 long cover screws.
- ④a Open the plugtop by removing the 4 recessed screws.
- ⑤ Remove the coloured seal and the 2 top nuts from the terminal posts.
- ⑥ Place the appropriate seal over the cable.
- ⑦ Place the cable and seal into the plugtop. Place the crimp lugs over the terminal posts, replace the 2 nuts and gently tighten. Ensure the seal is seated in the groove correctly.
- ⑧ Place the cover back onto the plugtop and fix into position with the 4 shorter M4 x12 screws.
- ⑨ Remove the 2 filler screws centrally located on the top of the plugtop.
DO NOT misplace the 2 o'ring seals.
Inject the lanolin provided into the top hole until it comes out of the lower screw hole.
Replace the 2 screws and o'rings.
- ⑩ Check the 2 seals around the terminals of the plugtop are placed correctly.
- ⑪ Remove the dust cover from the back of the new light and place the plugtop over the terminals using the locating tabs. Affix the plugtop to the light using the 3 longer M4 x 30 screws. (ensure plug is tight against the body of the light).
- ⑫ Coil remaining cable into niche in a clockwise rotation. Continue this until all the cable is inside the niche and the TOP marking on the Rim is at the 12 o'clock position, inline with the top of the niche.
- ⑬ Insert the light into the niche and using the 2 mounting screws provided, affix the light to the niche.
WARNING: Ensure that the light can not be turned on until it is fully submerged in water.
- ⑭ For operating instructions for the multi-colour Ceramic Light Engine, please refer to user manual.

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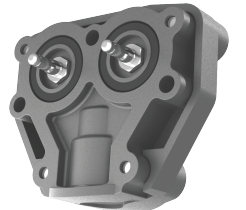
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