

Dyna Flood QA / QW™

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Introduction

Welcome

Welcome to the Dyna Flood QA and QW range from Acclaim Lighting. These tough LED-powered fixtures are designed to replace traditional external flood lights while using a fraction of the power. Featuring a die-cast aluminum body throughout with full IP66 environmental rating, these fixtures are built to last. A choice of standard gray, black or white finishes plus special-order custom colors are available.

QA variants feature LED emitters with combined red, green, blue and amber elements; while QW variants have LED emitters with combined red, green, blue and 6000K white elements.

External control using the industry standard DMX-512A is supported or you can opt to create static or chasing color outputs internally using the intuitive user menu. Programmed effects are retained even when power is lost so that the same operation can continue at every switch on.

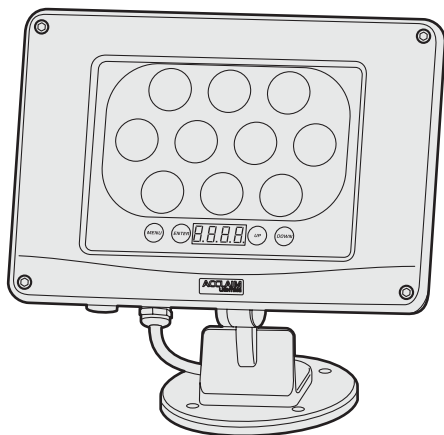
The internal auto-sensing power supply can accept mains inputs between 100 to 277VAC at 50 or 60Hz. Total power consumption is just 52W.

A range of optional items such as diffusion filters, a glare shield, a wire guard and extender bars (6", 12" or 36" lengths) are available to adapt the Dyna Flood to match your installation.

Safety

- When fixtures are mounted off-ground, ensure that they are securely fitted to an appropriate mounting surface.
- Ensure that the power input is supplied from a correctly fused, earthed and environmentally protected location.

Supplied items



Dyna Flood QA or Dyna Flood QW

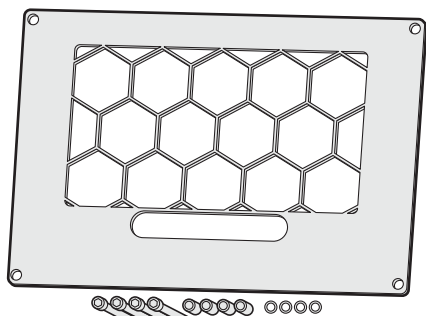
Both variants supplied with integral mounting stand and 5 foot (1.5m) power/control tails.

Silicone gasket



**5mm Allen wrench
(hex key)**

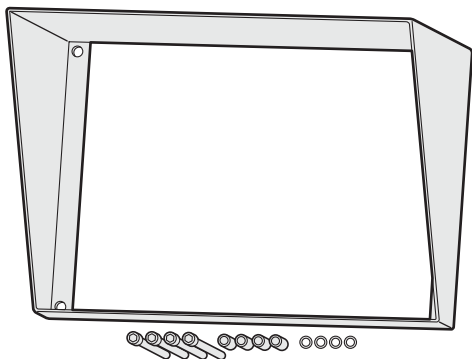
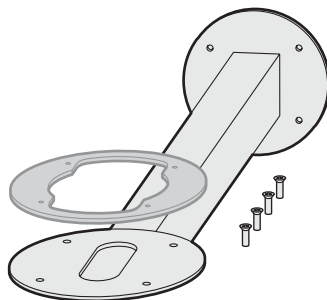
Optional extras



Wire guard

plus bolts, spacers and washers

Extender bars (6", 12" or 36" lengths)
plus silicone gasket and bolts



Glare shield

plus bolts, spacers and washers

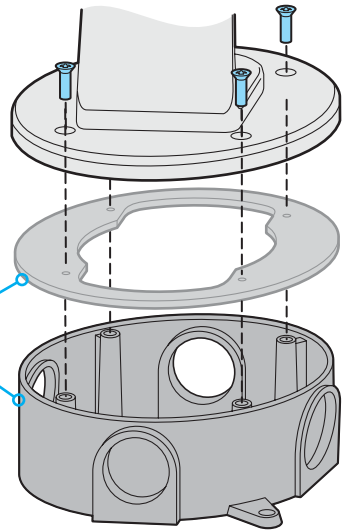


**Range of
light shaping filters**

Installation

Mounting

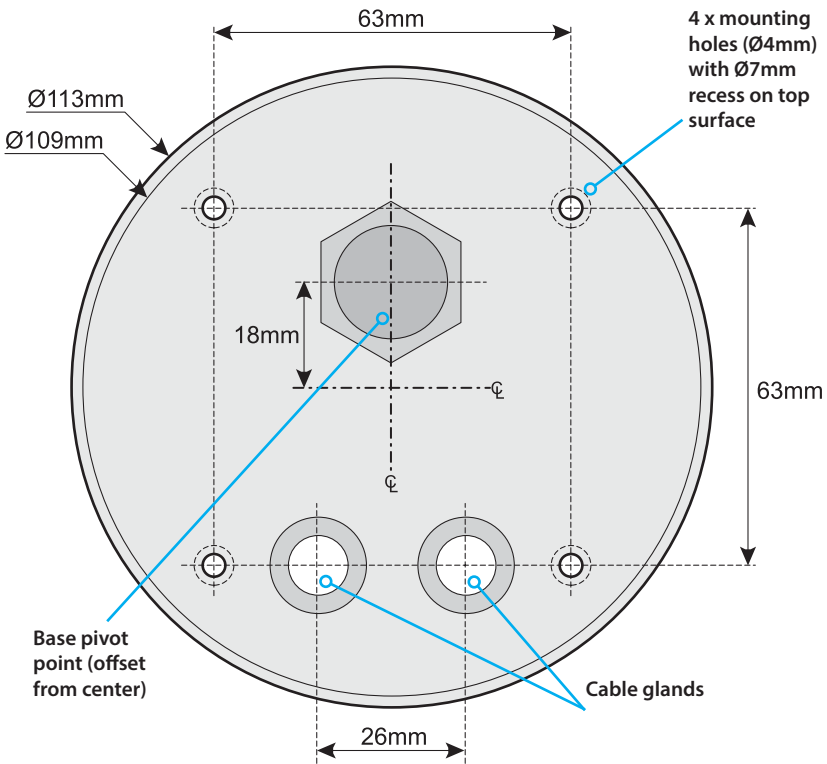
The base plate of the Dyna Flood can be directly mounted onto a standard 4" round electrical outlet box. The data and power cables are fed through two glands in the base plate so allowance should be made for passage of the cables if mounted on a flat surface. You should use bolts with countersunk heads (less than $\varnothing 7\text{mm}$) in order to avoid interfering with the pan rotation of the fixture.



Silicone gasket

Standard 4" round electrical outlet box (not supplied)

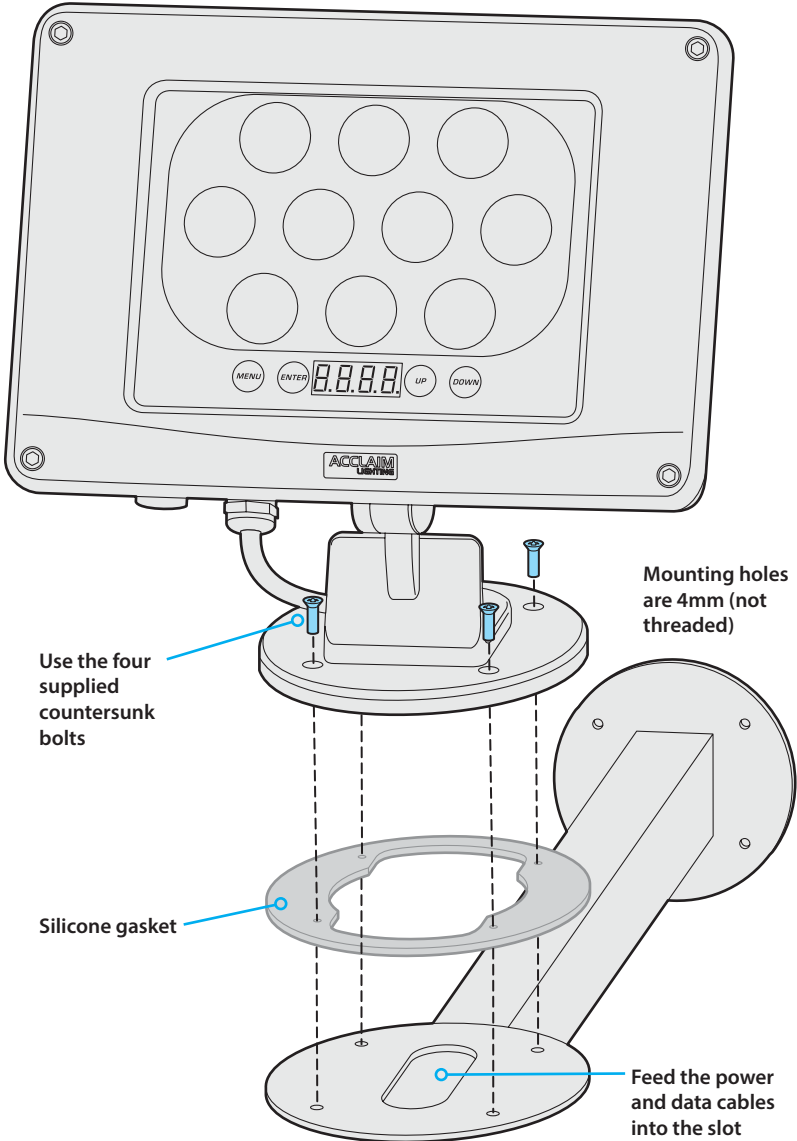
The dimensions of the underside of the base are shown below (at 75% of actual size):



Optional extender bar

A common fixing method is to use one of the optional extender bars. These are available in 6", 12" and 36" lengths.

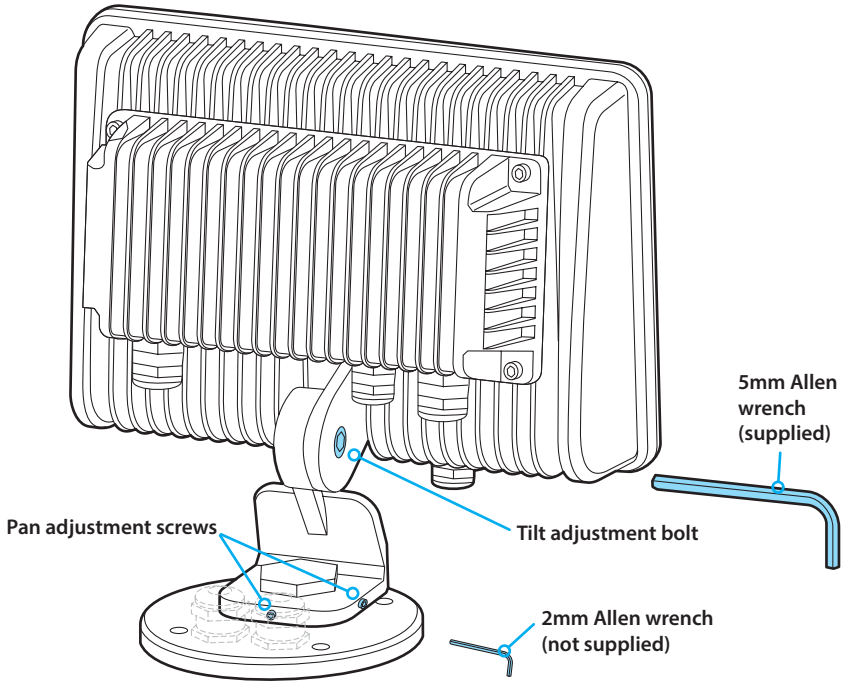
The Dyna Flood can be arranged on the extender bar facing forward or back, as required.



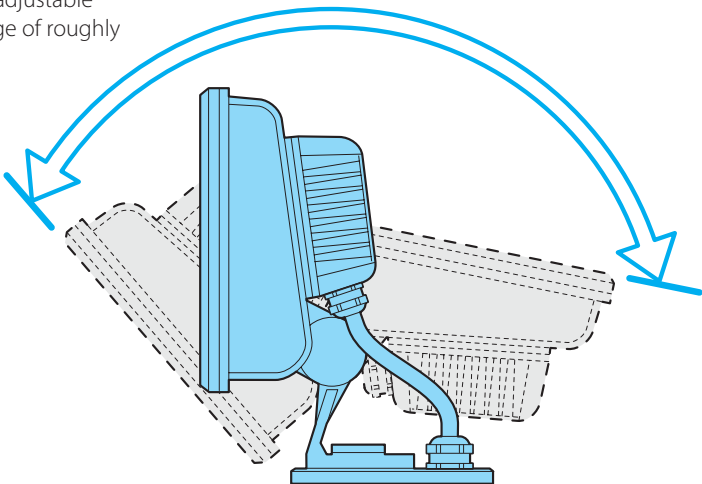
Note: When feeding cables through the extender bar check for any metal burrs that may have formed during manufacture - take care not to snag cables.

Pan and tilt adjustment

To prevent any movement once set, the tilt adjustment uses interlocking teeth. This means that you need to slacken the hex bolt completely before the teeth will disengage and allow movement. A 5mm Allen wrench (hex key) is supplied with the fixture for adjusting the tilt angle. A 2mm Allen wrench (not supplied) is required to adjust the pan angle using the two small grub screws in the base.



The tilt angle of the Dyna Flood head is adjustable through a range of roughly 140 degrees.



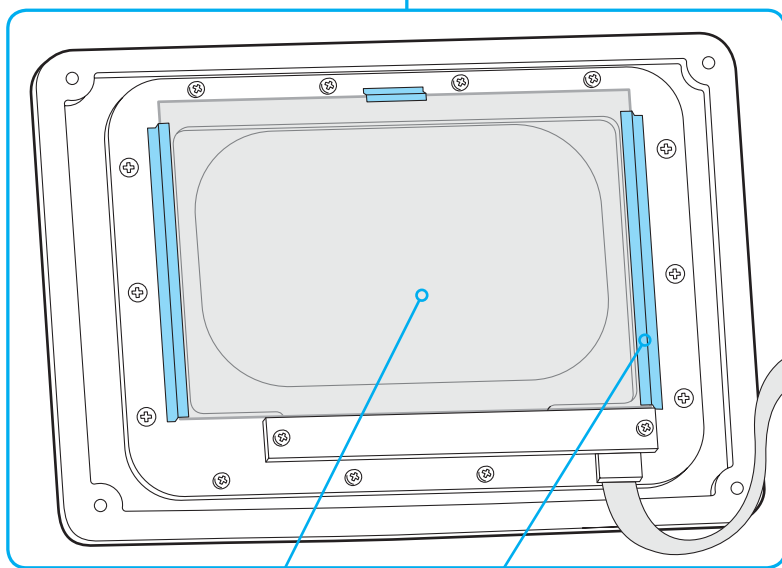
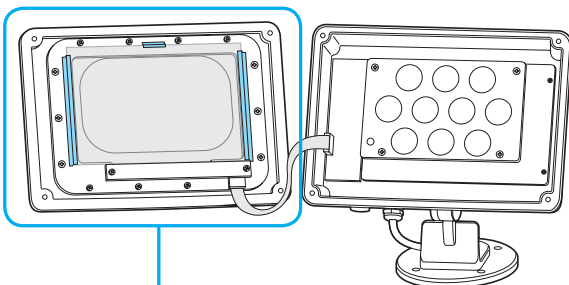
Fitting a light shaping filter

The standard beam angle is 20 degrees. This can be adjusted by inserting an appropriate light shaping filter into the inside of the front panel. The fixture is designed to accept filters that are 6" x 4" (152 x 103mm) in size and no thicker than 1mm. *Note: Most filters are factory installed before shipment, check your unit.*

To insert a light shaping filter

Note: This operation is best achieved with the Dyna Flood front face lying horizontal.

- 1 Using a 3mm Allen wrench (hex key), slightly loosen each of the four bolts that secure the front panel to the main body of the fixture. Once all bolts have been suitably loosened, remove all four of them plus their small washers.
- 2 Carefully lift off the front panel - take care not to stress the ribbon cable, in the lower left corner, that joins it to the main body - and place it alongside the main body.



Light shaping filter

Guide slot

- 3 On the inside face of the front panel you will see three guide slots which hold the light shaping filter. Carefully place the filter into the guide slots so that it is held securely.
- 4 Ensure that the black rubber gasket is correctly in place within its groove around the main body. Carefully replace the front panel and insert the four bolts and their washers.
- 5 Tighten the bolts until they are hand tight and then tighten them a little at a time in sequence, to avoid warping the front panel. Check that the rubber gasket is forming a water-tight seal.

Fitting the optional wire guard

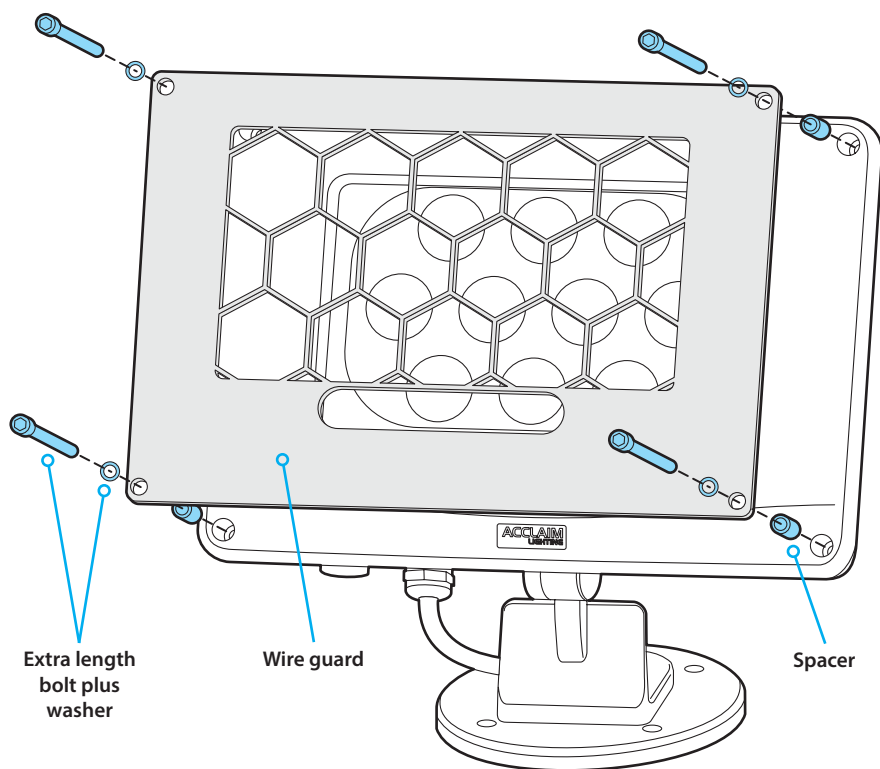
In installations where there's a risk of damage to the glass lens, the optional wire guard is recommended.

Note: It is possible to install both the wire guard and the glare shield.

To fit the optional wire guard

Note: This operation is best achieved with the Dyna Flood front face lying horizontal.

- 1 Using a 3mm Allen wrench (hex key), slightly loosen each of the four bolts that secure the front panel to the main body of the fixture. Once all bolts have been suitably loosened, remove all four of them plus their small washers. Take care not to dislodge the front panel.
- 2 In each of the four holes on the front panel, insert one of the spacers (supplied with the wire guard).
- 3 Place the wire guard onto the front panel so that its mounting holes align with the four spacers.



- 4 Into each hole insert one of the extra length bolts plus a washer (supplied with the wire guard).
- 5 Tighten the bolts until they are hand tight and then tighten them a little at a time in sequence, to avoid warping the front panel. Check that the rubber gasket between the front panel and main body has not been dislodged and is forming a water-tight seal.

Fitting the optional glare shield

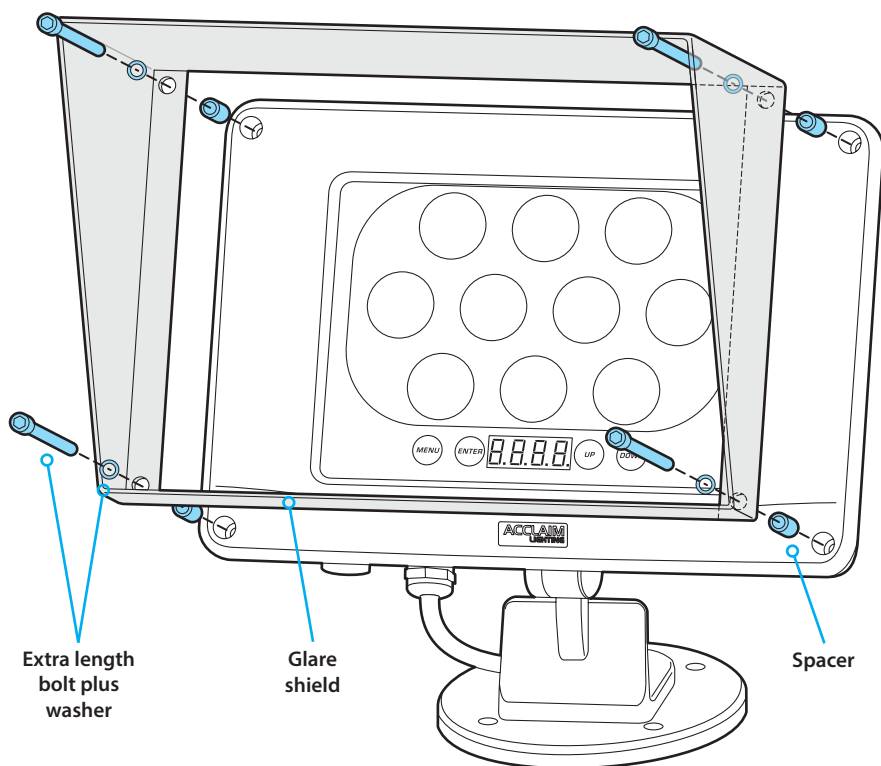
In installations where any light spill from the Dyna Flood must be eradicated from a nearby surface, the optional glare shield is recommended.

Note: It is possible to install both the wire guard and the glare shield.

To fit the optional glare shield

Note: This operation is best achieved with the Dyna Flood front face lying horizontal.

- 1 Using a 3mm Allen wrench (hex key), slightly loosen each of the four bolts that secure the front panel to the main body of the fixture. Once all bolts have been suitably loosened, remove all four of them plus their small washers. Take care not to dislodge the front panel.
- 2 In each of the four holes on the front panel, insert one of the spacers (supplied with the glare shield).
- 3 Place the glare shield onto the front panel so that its mounting holes align with the four spacers.



- 4 Into each hole insert one of the extra length bolts plus a washer (supplied with the glare shield).
- 5 Tighten the bolts until they are hand tight and then tighten them a little at a time in sequence, to avoid warping the front panel. Check that the rubber gasket between the front panel and main body has not been dislodged and is forming a water-tight seal.

Power and control wiring

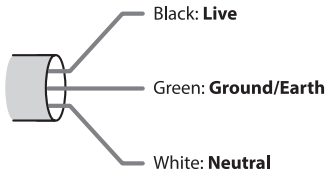
The power and control cords (roughly five feet, 1.5m in length) enter the casing via water-tight glands at the rear of the fixture. As standard the cords are supplied as bare tails.

Power

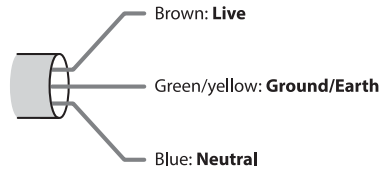
The power requirements are as follows:

- Voltage: 100-277VAC 50/60Hz
- Power: 60W maximum, 52W steady state

The power cord color designations are as follows:



Power cord colors
US version



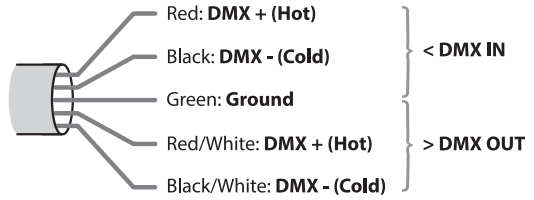
Power cord colors
European version

In-rush current

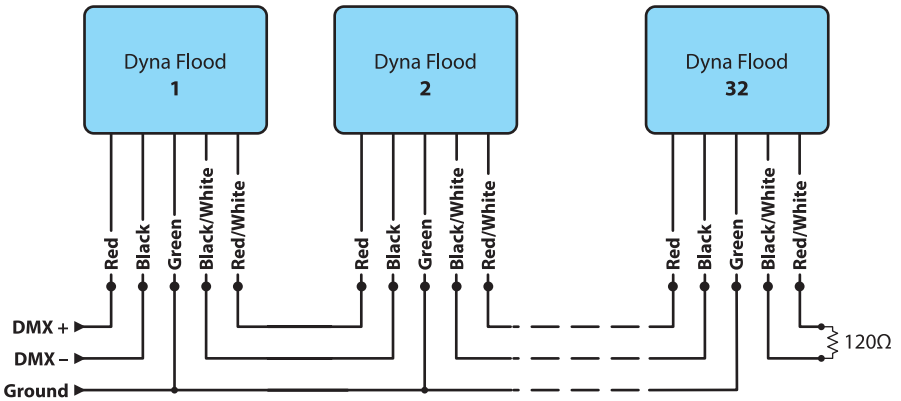
Although LED fixtures are low power devices compared to their incandescent equivalents, their power supplies exhibit a trait known as 'in-rush current' when they are first powered on. This is caused by the various components within the switching power supplies topping themselves up with power. The in-rush current period lasts only milliseconds and does not cause any effect when a handful of units are powered on at the exact same time. However, if many fixtures are linked to the same power input, they will momentarily pull a current that may greatly exceed their normal operating level. This may affect over-current trips when power is applied. For this reason it is advisable to limit the number of fixtures on any one power input.

Control

The control cord has five cores to provide DMX512-A input and output connections:



When connecting multiple fixtures, connect the DMX control input lines to the first fixture and feed the output of that fixture to the next. The final fixture in the line should have a 120Ω terminating resistor connected between the DMX + and DMX - lines:

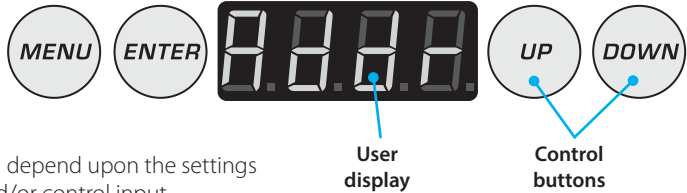


Tips for achieving successful DMX control

- Do not exceed a total cable length of 3,900 ft (1200m) without buffering.
- Do not exceed a total of 32 fixtures on a single line without buffering.
- Use only connection cables with a characteristic impedance of 120Ω , preferably where the DMX + and DMX - data lines are twisted around each other and the ground link exists as a coaxial screen surrounding the inner cores.
- Connect a 120Ω terminating resistor between the DMX + and DMX - output connections of the final fixture.
- Do not introduce a passive Y-split into the control cabling. If it is necessary to split the control link in order to feed fixtures located in different directions, use a powered DMX splitter/buffer.
- Ensure that the DMX + and DMX - connections do not become crossed at any point.

Operation

Operation of the fixture will commence as soon as power is applied and the user display on the rear panel will first show *ACCL* (Acclaim) and then either show *Addr* or a DMX address number (if a valid DMX input is present). The fixture may or may not immediately show output from its emitters - this will depend upon the settings within the menu and/or control input.



Note: The sealed control buttons use capacitive sensors similar to your smartphone screen and will not respond to touch if you are wearing gloves.

Entering the menu

Press and hold the **MENU** button for roughly 8 seconds until the *Addr* entry flashes. You can now access the menu.

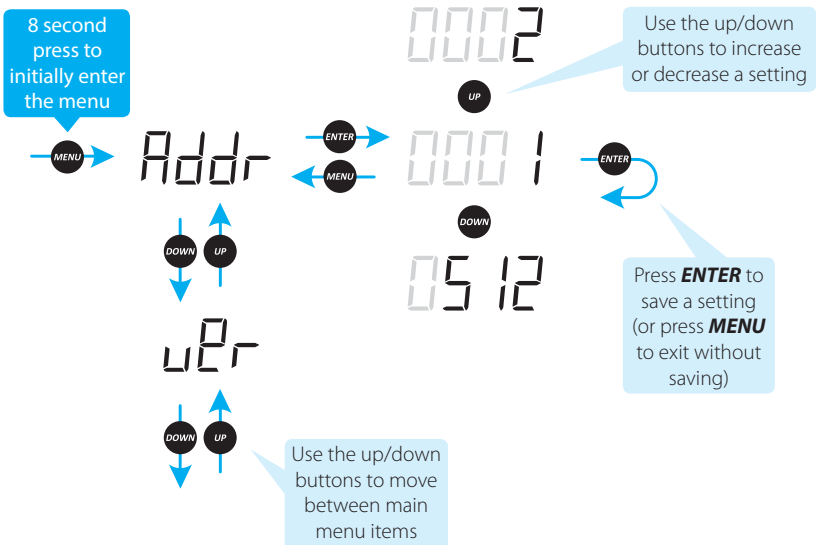
If the keylock feature has been enabled (see page 16), '0' will flash on the display. Enter the password (between 1 and 9999) using the **DOWN** and **UP** buttons and press the **ENTER** button.

Note: The menu will automatically exit one minute after the last button press.

WARNING: When the menu is active, emitter output is suppressed, except for when color mixes and chases need to be programmed - be aware that the emitter output will return, so avoid looking into the emitters when using the menu.

Menu navigation

Once you have entered the menu you can use the four control buttons to navigate around the menu and alter settings as necessary. The next page lists the main menu items.



The menu will automatically exit one minute after the last button press (all emitter output will be suppressed while the menu remains active). You can exit from the menu immediately by pressing and holding the **MENU** button until output is restored.

Main menu items

Addr	Allows you to set the DMX start address for this fixture. This fixture uses four DMX channels (for Red, Green, Blue and Amber/White), beginning with the one chosen here. See page 15.
ver	Displays the current firmware version for the fixture. No changes are possible within this entry.
Hours	Displays the 'Fixture Hours' or total operating time (in hours) since the fixture was manufactured.
TEMP	Displays the current internal temperature of the fixture (in degrees Centigrade).
LED	Determines whether the menu display should remain on when the fixture is in standby mode.
TEST	Performs an auto test so you can check that all emitters are operating correctly.
DISP	Inverts the menu display so that it reads correctly when the fixture is inverted. See page 16.
LoC	Enables the keylock feature to restrict access to the menu. <i>Note: Be sure to set the lock number within the PASS entry before changing this option to on.</i> See page 16.
PASS	Allows you to set a password number between 0 and 9999 for use when the LoC feature is enabled. See page 16.
hour	Determines the time period (between 1 and 10 hours) that the fixture should remain outputting once it has been triggered by the PtCL (photcell) option. See page 18.
SENS	Determines the light ambient level below which the fixture will begin outputting (when the PtCL option is set to on). See page 18.
PtCL	When set to on, the solo fixture will begin outputting a color chase whenever the ambient light level drops below the level set using the SENS option. See page 18.
BLA	Allows you to bias the red, green and/or blue intensities in order to achieve a particular white balance that will be reproduced when RGB mixes are requested - either via internal or external control. See page 17.
SoLo	Determines fixture solo behavior for when there is no external control input. Options are: IntL - displays static colors or chases. bLnd - blacks out the emitters if control is lost. LAST - retains last state if control is lost. See page 14.
Prog	Allows you to create a color chase that will be displayed when the SoLo item is set to IntL . First set the chase Speed (0 to 240) and then set the Fade time (0 to 240). The resulting out will be shown once the menu exits. See page 14.
CLo	Allows you to choose from a pre-mixed static color palette (CL1 to CL32) or mix your own color using the nAnu (manual) option. See page 15.
mod	Determines whether the four color channels should use one DMX channel (8bits) or two (16bits) each to set their levels. See page 17.

Determining solo behavior

You can choose how the fixture should behave when it is running solo, either because an external control input is not being used at all or because a connection has been temporarily lost. There are three solo behavior choices:

- Go dark (blind) - In this mode, when no external control is present, the emitter output will be extinguished.
- Show internal color/chase - In this mode, when no external control is present, the fixture can be made to show a pre-programmed color or chase. Further details about creating static color mixes and programming chases are given in the next two sections.
- Show last - In this mode, when no external control is present, the emitter output will remain as per the last received instruction.

To determine the solo behavior

- 1 Enter the user menu (see page 12).
- 2 Select the **SoLo** menu item. The currently set solo behavior mode will flash on the display.
- 3 Use the **DOWN** and **UP** buttons to choose the required solo behavior mode:
 - **bLnd** - blanks the emitters when no external control is present.
 - **IntL** - displays either the static color or color chase that has been internally programmed (see the next two sections for details on programming colors and chases).
Note: When a static color is programmed, it will take precedence over a programmed chase. You will need to ensure that the static color option is at zero in order for a chase to be shown when the IntL mode is chosen and no external input is present.
 - **LAST** - continues to show the last received external instruction.
- 4 Press **ENTER** to save.

Programming and displaying a chase

The fixture can be programmed to scroll through the full range of colors at a chosen speed and fade time. In order to view the chase, you will need to ensure the following:

- The **SoLo** behavior mode is set to the **IntL** option.
- The static color option (**CoLo**) is set to zero output (choose the **nAnu** sub-option and set all colors to 0).
- There is no external DMX control input.

WARNING: When programming a chase, be aware that the emitter output will be enabled. Avoid looking into the emitters when using the menu.

To program a chase

- 1 Enter the user menu (see page 12).
- 2 Select the **ProG** menu item. The current speed setting will be shown (e.g. **S 1**).
- 3 Use the **DOWN** and **UP** buttons to set the required speed between 0 and 240 (in seconds).
- 4 Press **ENTER**. The current fade setting will be shown (e.g. **F 1**).
- 5 Use the **DOWN** and **UP** buttons to set the required fade time between 0 and 240 (in seconds). *Note: The fade time is limited by the speed setting - it's value cannot exceed that for the speed.*
- 6 Press **ENTER** to save.

The chase will be shown once the fixture exits from the menu, providing the conditions mentioned above are met.

Selecting and displaying a static color

You can choose from a preset palette of static colors or mix your own. In order to view the static color, you will need to ensure the following:

- The **SoLo** behavior mode is set to the **IntL** option.
- There is no external DMX control input.

WARNING: When programming a static color, be aware that the emitter output will be enabled. Avoid looking into the emitters when using the menu.

To choose a static color

- 1 Enter the user menu (see page 12).
- 2 Select the **CoLo** menu item. The current color setting will be shown (e.g. **CL 1**, **CL32**, **nAnu**, etc.).
- 3 Either:
 - Use the **DOWN** and **UP** buttons to scroll through the existing color palette options (**CL 1** to **CL32**) and press **ENTER** to save, or
 - Use the **nAnu** (manual) option to mix your own color:
- 4 Use the **DOWN** and **UP** buttons to display the **nAnu** option and press **ENTER**.
- 5 Use the **DOWN** and **UP** buttons to change between the four emitter colours (**red**, **Gre**, **blue** and **U-A** (white or amber)). To edit a color, press **ENTER** and then use the **DOWN** and **UP** buttons to adjust the level for that color, between 0 and 255. Press **ENTER** to save and exit the setting.
- 6 Repeat step 5 for each required color.

The chosen color will be shown once the fixture exits from the menu, providing the conditions mentioned above are met.

Setting the DMX address

When external control is used, the DMX start address of the fixture needs to match the start address being used by the controlling device. The fixture uses four DMX channels (for Red, Green, Blue and White/Amber), beginning with the one chosen here.

To set the DMX address

- 1 Enter the user menu (see page 12).
- 2 Press **ENTER** to choose the **Addr** item.
- 3 Use the **DOWN** and **UP** buttons to choose a start address from 1 to 512.

Note: Do not set a DMX address higher than 509.
- 4 Press **ENTER** to save. The DMX start address is now fixed.

Note: When a valid DMX input is attached to the fixture it will override any internal color/chase settings; additionally, the user display will show the configured DMX address.

Setting the keylock

The keylock can help to deter unauthorized access to the menu by requiring a passcode number to be entered. Two menu items are used to configure the keylock: **LoC** and **PASS**.

*Note: Be sure to set the **PASS** option before enabling the **LoC** so that you know the code.*

To set the keylock

- 1 Enter the user menu (see page 12).
- 2 Select the **PASS** menu item.
- 3 Use the **DOWN** and **UP** buttons to choose a passcode number between 0 and 9999.
- 4 Press **ENTER** to save.
- 5 Select the **LoC** menu item.
- 6 Use the **DOWN** and **UP** button to choose the **on** option.
- 7 Press **ENTER** to save. The keylock is now active.

*Note: To deactivate the keylock feature, enter the **LoC** menu item and choose the **OFF** option.*

To enter the menu when keylock is enabled

- 1 When you enter the user menu and keylock is enabled, the display will show **0**.
- 2 Use the **DOWN** and **UP** buttons to display the previously set passcode number.
- 3 Press **ENTER**. If the entered passcode is correct, the menu will show **ADDR**; if not, it will return to show **0** so that you can try again.

To gain backdoor access if the passcode is unknown

The backdoor passcode is **123**. If your passcode is unknown or forgotten, use the method above but enter **123** and press **ENTER** to gain access.

Adjusting the user display

You can make adjustments to the user display to suit your installation:

- You can invert the display so that it reads correctly when the fixture is mounted inverted.
- You can blackout the display when it is not in use - it will re-illuminate when you press a button.

To invert the display

- 1 Enter the user menu (see page 12).
- 2 Select the **DISP** menu item.
- 3 Use the **DOWN** and **UP** button to change to the inverted mode (it will read as **dSIP** when you view it normally).
- 4 Press **ENTER** to save.

To blackout the display

- 1 Enter the user menu (see page 12).
- 2 Select the **Led** menu item.
- 3 Use the **DOWN** and **UP** button to change to the **OFF** mode.
- 4 Press **ENTER** to save.





Setting a white balance

White balance is useful when your installation will be required to regularly present particular shades of white using the R, G, B emitters, (plus the white/amber emitters, if necessary). Using the white balance feature you can 'bias' particular colors so that when the R, G and B channels are all brought up, your pre-programmed bias will achieve, for example, a balanced warm white derived from a significant red output, with a moderate green output, while the blue is scaled back significantly.

White balance works with control from either the external DMX input or when running solo from the internal menu.

To achieve identical white balance across a collection of fixtures, you will need to program the same settings on each Dyna Flood unit.

To set a white balance

- 1 Enter the user menu (see page 12).
- 2 Select the **bALA** menu item. You now have access to the separate **red**, **Green** and **bLue** options, which are all set to 255 by default.
- 3 Use the  and  buttons to choose a color and press **ENTER**.
- 4 Use the  and  buttons to reduce the chosen color from 255 down to a minimum of 125 to reduce the intensity of that color, and press **ENTER** to save.
- 5 Repeat step 4 for each color that needs to be biased to achieve the required balance.

To cancel a white balance

- 1 Enter the user menu (see page 12).
- 2 Select the **bALA** menu item. In turn visit each color and ensure that they are all returned to 255.



Selecting standard or extended color mixing

As standard, the fixture uses one DMX channel (8bits to produce 256 steps) to determine the level of each of the four colors. In certain situations it may be desirable to have greater control over color mixing and this is achieved by using two DMX channels per color (16bits to produce 65,536 steps).

When the 16bit mode is selected, the first DMX channel for a color represents the coarse value and the channel immediately after represents the fine value. Thus, for a fixture starting at DMX channel 1, the layout would be:

- 1 Red (coarse)
- 2 Red (fine)
- 3 Green (coarse)
- 4 Green (fine)
- 5 Blue (coarse)
- 6 Blue (fine)
- 7 White (coarse)
- 8 White (fine)

To set standard or extended color mixing

- 1 Enter the user menu (see page 12).
- 2 Select the **bnod** (Bit Mode) menu item.
- 3 Use the  and  buttons to choose either **8bit** or **16bt**.
- 4 Press **ENTER** to save.

Using the automation features

The fixture includes two related features that allow you to automate the standalone operation of the fixture:

- The in-built photocell can enable fixture output when the ambient light level falls below a pre-determined level.
- The auto shutoff timer can be used to determine how long the fixture remains outputting after it has been triggered by the photocell.

These automated features operate only in standalone mode with a programmed chase (not static colors). Therefore, in order to achieve an automated chase output, you will need to ensure the following:

- The **SoLo** behavior mode is set to the **IntL** option.
- The static color option (**CoLo**) is set to zero output (choose the **nAnu** sub-option and set all colors to 0).
- There is no external DMX control input.
- A suitable photocell intensity is set using the **SenS** option.

To set the automation features

- 1 Enter the user menu (see page 12).
- 2 Select the **PtCL** (photocell) menu item.
- 3 Use the **DOWN** or **UP** buttons to display the **ON** option and press **ENTER**.
- 4 Select the **SenS** (sensitivity) menu item.
- 5 Use the **DOWN** and **UP** buttons to choose the required ambient light level at which the fixture should begin outputting (**100** is the most sensitive to light) and press **ENTER**. Some experimentation will be required to determine the optimum setting.
- 6 Select the **hour** menu item.
- 7 Use the **DOWN** and **UP** buttons to determine the number of hours (starting from the photocell trigger) that light output should continue before being extinguished. The options range from **1** to **10** hours.

The chosen chase will be shown once the fixture exits from the menu and the ambient light falls below the pre-determined level; providing the conditions mentioned above are met.

Further information

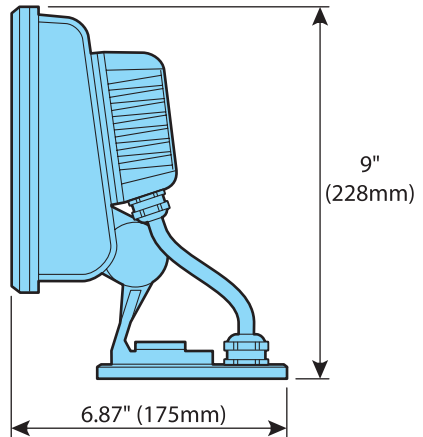
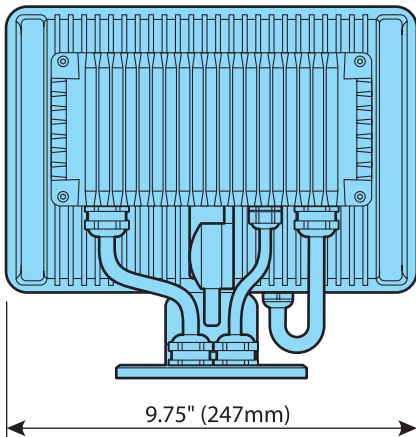
Troubleshooting

No light output is visible when expected.

- Check that power is correctly applied to the fixture and that there is no damage to the power input cord.
- Use the menu to perform an emitter test.
- Use the menu to check the internal temperature of the fixture.
- If external DMX control is being used, check that the DMX address set within the fixture matches that being output by the controlling source device.
- If external DMX control is being used, check the DMX output near to the source to confirm a valid signal is being originated. When a valid DMX input is attached to the Dyna Flood fixture, the user display will show the configured DMX address.
- If external DMX control is being used, check that the DMX + (hot) and DMX - (cold) lines have not been crossed.
- If solo mode is being used, check that the static color or color chase has been correctly programmed and that the appropriate solo mode is selected (see pages 14 and 15).
- [When running color chases only] Check whether the photocell (**PtCL**) option is enabled. If it is then output will be suppressed until the ambient light level falls below a certain level.

Specifications

Native beam angle	20 degrees
Total lumens	1579 (QW model, 20°)
Lumen maintenance	70% @ 50,000 hours
Housing	Die cast aluminum
Ingress protection	IP66
Power input	100 - 277VAC, 50/60Hz
Power consumption	60W maximum, 52W steady state
Operating temperature	-40°F to 113°F (-40°C to 45°C)
Dimensions	9.75" x 9" x 6.87" (247mm x 228mm x 175mm)
Weight	8 lbs (3.6Kg)



Limited product warranty

A. Acclaim Lighting™ hereby warrants, to the original purchaser, Acclaim Lighting™ finished products to be free of manufacturing defects in material and workmanship for a standard period of:

- Fixtures: 5 Years (1,825 days) from the date of purchase.
- Flex Products: 3 Years (1,095 days) from the date of purchase.
- Controllers: 2 Years (730 days) from the date of purchase.

It is the owner's responsibility to establish the date and place of purchase and warranty terms by acceptable evidence, at the time service is sought.

B. For warranty service, send the product only to the Acclaim factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, Acclaim Lighting™ will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, Acclaim Lighting™ shall have no liability whatsoever for loss of or damage to any such accessories, nor for the safe return thereof. Acclaim reserves the right to replace the item with same or similar product at its discretion.

C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which Acclaim concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the Acclaim Lighting™ factory unless prior written authorization was issued to purchaser by Acclaim Lighting™; if the product is damaged because not properly maintained as set forth in the instruction manual.

D. This is not a service contract, and this warranty does not include maintenance, cleaning or periodic check-up nor do we guarantee as part of this warranty any lumen performance during period. Parts not covered by this warranty include: fuses, external power supplies, third party items not manufactures by Acclaim lighting. During the period specified above, Acclaim Lighting™ will replace defective parts at its expense, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of Acclaim Lighting™ under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of Acclaim Lighting™. At no time will installation or re-installation or products labor or liability costs will be assumed by Acclaim Lighting. All products covered by this warranty were manufactured after January 1, 2012, and bear identifying serial number marks to that effect.

E. Acclaim Lighting™ reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured. No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products describe above. Except to the extent prohibited by applicable law, all implied warranties made by Acclaim Lighting™ in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired.

F. Marine or extreme weather location applications using Acclaim lighting products are subject to a 2 year limited warranty and Acclaim must be notified prior to delivery of units for such applications so that preventative treatment can be made to the products to ensure proper performance and product life with a special marine code coating / sealing process at an additional cost.

G. The consumer's and or dealer's sole remedy shall be such repair or replacement as is expressly provide above; and under no circumstances shall Acclaim Lighting™ be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product. This warranty is the only written warranty applicable to Acclaim Lighting™ products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

www.acclaimlighting.com