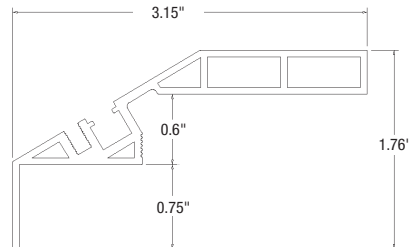
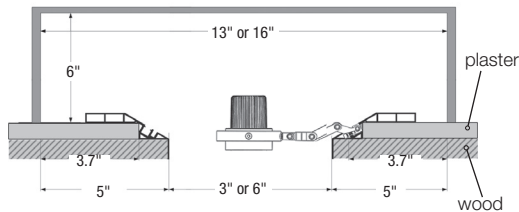
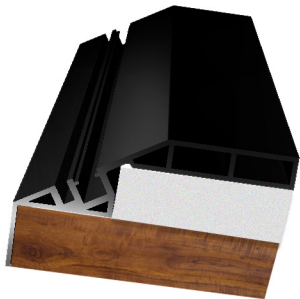
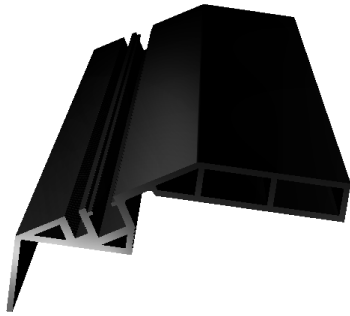


LG-5008PW

Aluminum Track
For Plaster & Wood Combination



Project Information:	Project Name:
Fixture Type:	Location:

KNIFE EDGE

Invisible Track Light System - for a combination of wood and plaster

Revolutionary Knife Edge invisible track light rail system. This versatile track system is field cuttable and can be used to finish drywall, wood or a combination of drywall and wood. Optional spot head lighting attachments for Knife Edge have a full range of mobility and are field changeable, allowing for placement adjustments throughout the rail system.

Optional LED lighting engine is high performance, low power that provides outstanding reliability and color quality/consistency. 2700K, 3000K, 3500K, 4000K color temperatures are available with 95 CRI. Warm dim and tunable white LEDs are also available.

- Applications: track lighting, cove lighting, finishes for drop ceiling and soffit ceilings
- Fixtures are offered with a choice of spot, narrow flood or flood beam pattern
- Life Rated for 40,000 hours at 70% lumen maintenance
- All testing reports are based on published industry procedures

Product Features

- Revolutionary flush mounted trimless & seamless design which offers consistent aesthetics
- Aluminum profile available in black and white
- Easy installation for new construction and remodel applications
- Field cuttable
- Rail can be used for architectural details
- Applications: Cove lighting, Edge Lighting, Custom pockets for HVAC, Tracks, Cameras, etc.
- Finishes for Drop ceilings, Soffit ceilings



Ordering Guide

PRODUCT CODE

LG - 5008PW - 6.5' length*

TRACK COLOR

- BL - Black (STANDARD)
- WH - White

Example Number

LG-5008PW BL

Order Number

LG-5008PW _____

*You will need to order one length per side for a channel
You only need to order one side for drop or soffit ceiling

LG-5008PW

Aluminum Track
For Plaster & Wood Combination

Project Information:	Project Name:
Fixture Type:	Location:

Cove Lighting/Wall Wash

