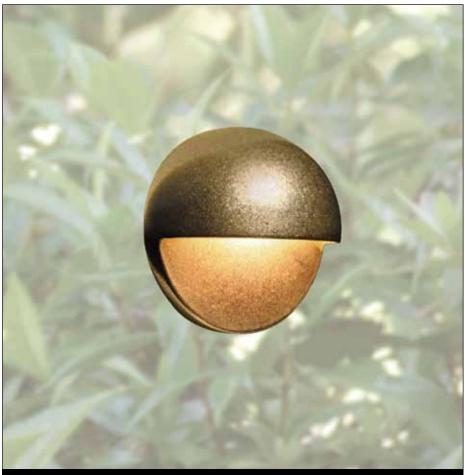
FX | LUMINAIRE® MM-10



Wall Lighting



Rugged, Small, and a Cinch to Install

When an integral mount is not practical specify the surface mounted MolluscoMuro[®]. To mount, the installer simply drills a ¹/₄" wireway hole through the post or wall to connect fixture to mainline. Then with the provided screws, they attach the MM to the surface.

The patent pending MM fully exploits the micro scale of current 12v halogen lamp technology. The internal parabolic reflector maximizes lighting efficiency. Tempered glass diffuser optics softens the beam spread transition. The MM's narrow profile and wide range of powdercoat options allow it to blend into any surrounding.

MOLLUSCOMURO®

<u>FX LUMINAIRE®</u>



Stairway Lighting



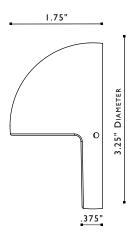


PERIMETER

Remodel with Ease

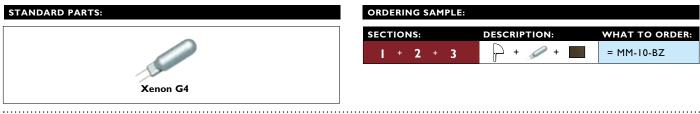
The MM is a great choice for remodel projects where integral sleeving of wall lites is not feasible. A single ¼" hole out the back (easy to waterseal) ties the MM to the 12 gauge mainline.

A great application for the MolluscoMuro® is to mount it to a deck railing post over a color pot. This brings the nighttime deck garden to life by accenting the color and throwing shadows on the deck surface.



MOLLUSCOMURO[®] – ORDERING INFORMATION

The MM comes standard with a 10 watt Xenon G4 lamp and any finish.



STANDARD OPTIONS:

I + 2 + 3 ORDERED TOGETHER ON SAME LINE

AVAILABLE LAMP CONFIGURATIONS:

Your choice of one lamp will come pre-installed.

FIXTURE/CODE	WATTAGE/CODE	AVG. LIFE HOUR	
ММ	2 XENON LA	2 XENON LAMP OPTIONS:	
	10	10,000	
	HALOGEN (H)	LAMP OPTIONS:	
	10H	2000	
°			

FINISH OPTIONS:

Choose from the following options. All have regular lead times.

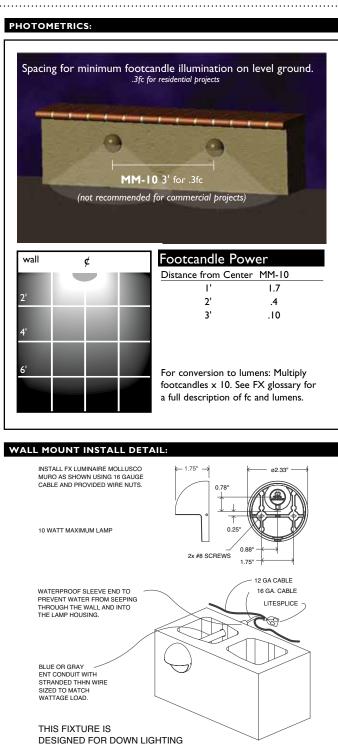
	CODE	DESCRIPTION
	3 _{BZ}	Bronze Metallic
常で発展した。	DG	Desert Granite
	BF	Black Wrinkle
and the second	VF	Verde Speckle
and the second second	SB	Sedona Brown
	WF	White Wrinkle
	wı	Weathered Iron

ADDITIONAL FINISH OPTION:

DESCRIPTION

BS	Brass (will naturally patina)
NP	Nickel Plate

CODE



DESIGNED FOR DOWN LIGHTING ONLY. DO NOT USE IN UP LIGHT POSITION