FXLuminaire

Incandescent Path Lights

By day or night, the simple lines of the FG add elegance and function to any fine residence. Precision milled from solid brass and copper to precise tolerances, this pathway light transcends momentary style trends. This geometrically perfect design is best used in focal point areas to bring the nighttime garden to life with its circular pool of light.

FG: Path Light



Simple Elegance

Superb fixtures and a welldesigned lighting plan work together to create welcoming nighttime spaces.

Whether you use our products in commercial or residential projects, FX Luminaire has the perfect fixture and lamp combination to let your talents shine.



INCANDESCENT

METALS

ORDERING INFORMATION

FG: Path Light

FACTORY INSTALLED OPTIONS: Order 1 + 2 + 3

Step	Description	Code	
1	FIXTURE	FG	
2	LAMP	12 (700 Hr Incandescent), 18 (1,000 Hr Incandescent), 25 (1,200 Hr Incandescent)	
3	FINISH	CU, NP, WG, FW, AL, BZ, DG, WI, VF, SB, FB	

EXAMPLE: FG-18-NP = FG - 18W Incandescent - Nickel Plate Finish

FIELD INSTALLED OPTIONS: Order Individually

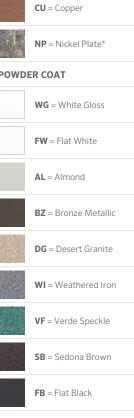
Mounts						F
Long Slot Spike (250015840000) 2.5" × 10" Included ►				W		A
Super Slot Spike (753900) 2" x 10"	V	()	V			B
SuperJ-Box (SJ-XX**) 2.5" x 12"						
Post Mount (<i>PM-XX**</i>) 2.5" x 13"	₩	₩	+			D
	Long Slot	Super Slot	Super	Post Mount		W
	Spike	Spike	J-Box XX**	XX**		v

EXAMPLE: PM-NP = Post Mount - Nickel Plate Finish

PHOTOMETRICS:

Spacing for minimum footcandle illumination on level ground.	Circular light pattern	Footcandle	Footcandles:			
		DISTANCE	FG-12	FG-18		
		4'	1.2	1.7		
		6'	.51	.94		
		8'	.10	.19		
	•	10'	0	.05		
Note: 1fc for commercial projects						
.3fc for residential projects						

For conversion to lumens: Multiply footcandles x 10. See FX glossary for a full description of fc and lumens.



The FG includes choice of lamp, finish, and a Long Slot Spike.

Note: Only the copper portions of the path lights are powder coated. The brass pieces remain natural.

* May require longer lead time ** Denotes finish code

