



The PV is our mid-sized model designed for garden pathways and planters. Choose between the high output, high efficiency halogen lamp or the extended life xenon lamp. The FX Luminaire copper line is the perfect match to wood, masonry, and plant materials since the natural patina process allows each fixture to blend into its background.

PV: Path Light



Form Meets Function

FX Luminaire path lights combine the best designs with the precise amount of illumination needed for safety and aesthetics.





PV: Path Light

FACTORY INSTALLED OPTIONS: Order 1 + 2 + 3 + 4

Step	Description	Code
1	FIXTURE	PV
2	LAMP	10 (10,000 Hr Xenon), 10H (2,000 Hr Xenon)
3	RISER OPTIONS	8R, 12R, 18R, 24R, 36R
4	FINISH	CU, NP, WG, FW, AL, BZ, DG, WI, VF, SB, FB

EXAMPLE: PV-10-12R-DG = PV - 10W Xenon Lamp - 12" Riser - Desert Granite Finish

FIELD INSTALLED OPTIONS: Order Individually

Mounts

Super Slot Spike (753900) 2" x 10" Included ▶	
Long Slot Spike (250015840000) 2.5" x 10"	
SuperJ-Box (SJ-XX**) 2.5" x 12"	
Post Mount (PM-XX**) 2.5" x 13"	
	<p>Super Slot Spike Long Slot Spike Super J-Box XX** Post Mount XX**</p>

EXAMPLE: SJ-DG = Super J-Box - Desert Granite Finish

PHOTOMETRICS:

Spacing for minimum footcandle illumination on level ground.	Circular light pattern	Footcandles:		
		DISTANCE	PF-10	PF-20
<p>Note: 1fc for commercial projects .3fc for residential projects</p>	14'			
	12'	2'	1.7	2.6
	10'	4'	.31	.57
	8'	6'	.10	.13
	6'	8'	.04	.05
	4'	10'	.02	.03
	2'	12'	.01	.02
		14'	0	.01

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

METALS

	CU = Copper
	NP = Nickel Plate*

POWDER COAT

	WG = White Gloss
	FW = Flat White
	AL = Almond
	BZ = Bronze Metallic
	DG = Desert Granite
	WI = Weathered Iron
	VF = Verde Speckle
	SB = Sedona Brown
	FB = Flat Black

The PV includes choice of lamp, riser size, finish, and a Super 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

