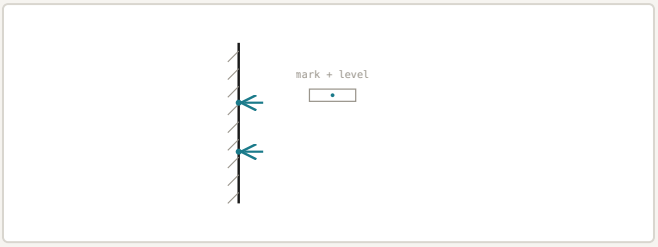
MAXIPUNCH 102 · INSTALLATION

Mounting the MaxiPUNCH 102

The MaxiPUNCH 102 mounts two ways: an **adjustable wall bracket (AWB)** for facades, walls and hard surfaces, and an **adjustable ground spike (AS)** for gardens and soft ground. Both cradle the fixture on its side pivots for full 3D aiming. Qualified electrician required — 48 VDC / Data MaxiLINK only; never tamper with the factory-sealed screws (IP68).

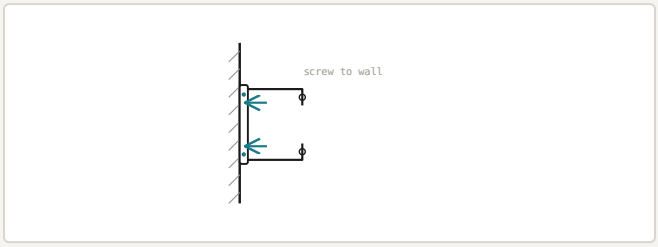
METHOD A · ADJUSTABLE WALL BRACKET (AWB)



01

Mark & check the surface

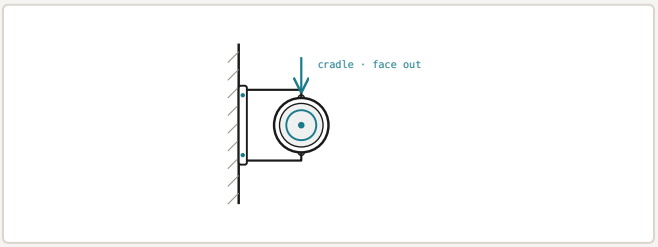
Verify the mounting surface is solid (sound masonry, not crumbling brick or loose timber). Mark the two fixing points and, if needed, the cable-exit point. Use a level so the bracket sits true. Start at the strand end where power enters.



02

Fix the bracket directly

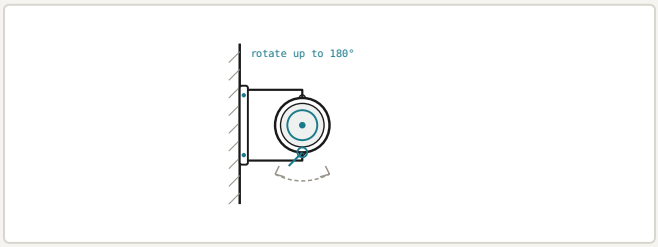
The adjustable wall bracket (AWB) fixes **directly** to the surface through its base plate — drill, insert anchors suited to the material and drive the two screws evenly. Re-check level before final tightening.



03

Cradle the spotlight in the arms

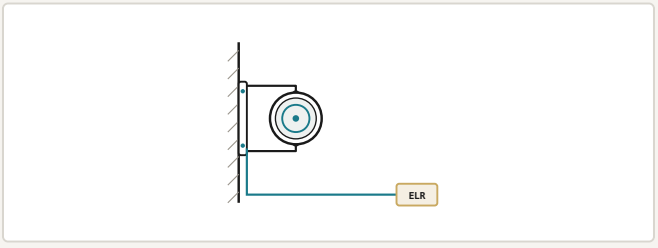
Seat the MaxiPUNCH between the two bracket arms so the pivots engage the arm holes. The lens faces out from the wall.



04

Rotate & lock (up to 180°)

The spotlight **rotates up to 180°** on the pivots. Loosen the pivot knobs with the supplied hex key, aim the beam, then re-tighten to lock. Do not touch the factory-sealed screws (IP68).

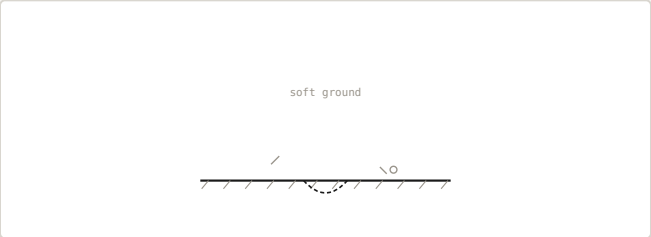


05

Connect & terminate

Route the 2-core MaxiLINK cable (48 VDC + DMX 512), connect input/output with sealed connectors. Fit the **ELR (End-of-Line Resistor)** on the last fixture of the strand. Power up and check DMX.

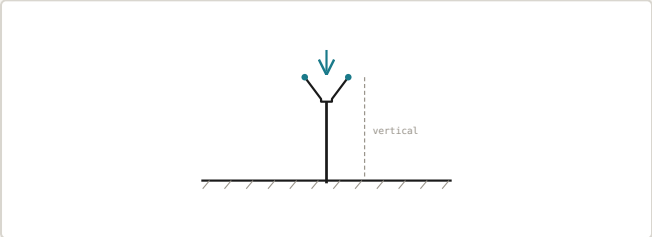
METHOD B · GROUND SPIKE (AS) · GARDENS



01

Prepare the ground

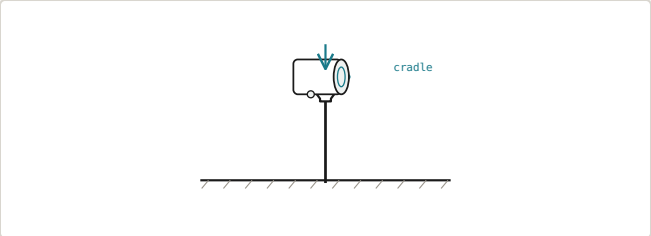
Choose soft ground (soil, gravel, grass). If the soil is hard, moisten or loosen it with a spade and clear stones and debris. For precise placement you can pre-dig a small hole.



02

Drive the spike in — vertical

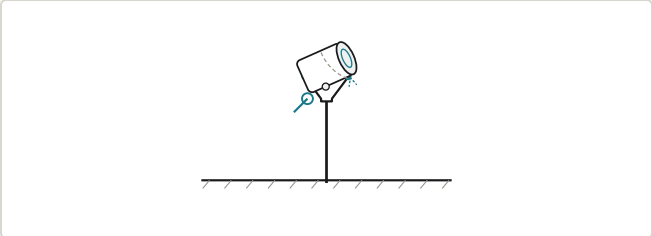
Push the adjustable spike (AS) fully into the ground, keeping it **vertical** (use a level). In loose soil, firm the earth around the base — small stones help stability.



03

Cradle the spotlight in the Y-fork

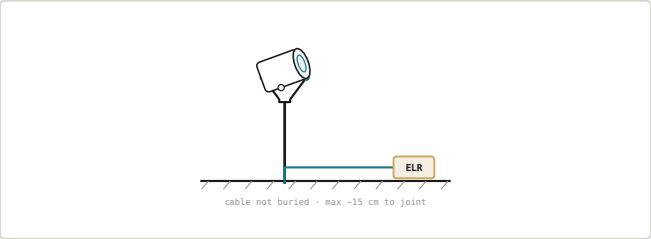
Seat the MaxiPUNCH into the spike's Y-fork so the side pivots rest in the fork. Engage the pivot bolts.



04

Aim & lock the angle

Loosen the side pivot knobs with the supplied hex key, aim the beam (tree, shrub, architectural detail), then re-tighten to lock. Do not touch the factory-sealed screws.



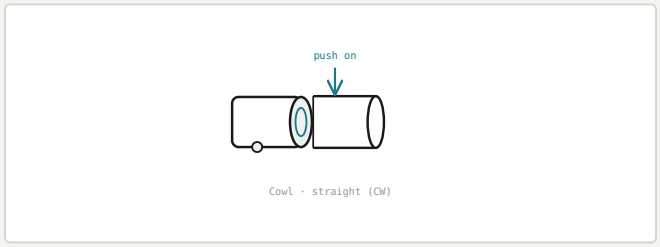
05

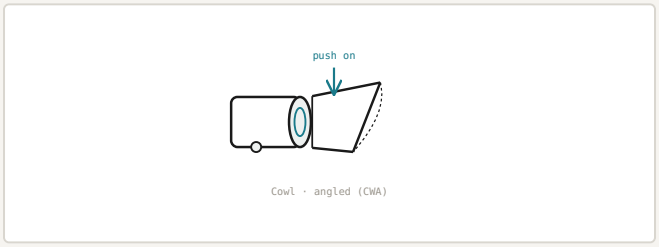
Cable & terminate

Run the 2-core MaxiLINK cable beside the spike or along a structure; **do not bury the cable** except the short run needed to reach the joint (max ~15 cm) using IP-sealed connectors. Fit the **ELR** on the last fixture, power up and check.

> **Note.** These step diagrams are simplified installation guidance based on standard practice for the two MaxiPUNCH mounting accessories. Confirm spike depth and connector detail against site conditions and local codes; a qualified electrician must carry out the electrical connection.

OPTIONAL ACCESSORY · COWL (GLARE SHIELD)





C1

Fit the cowl

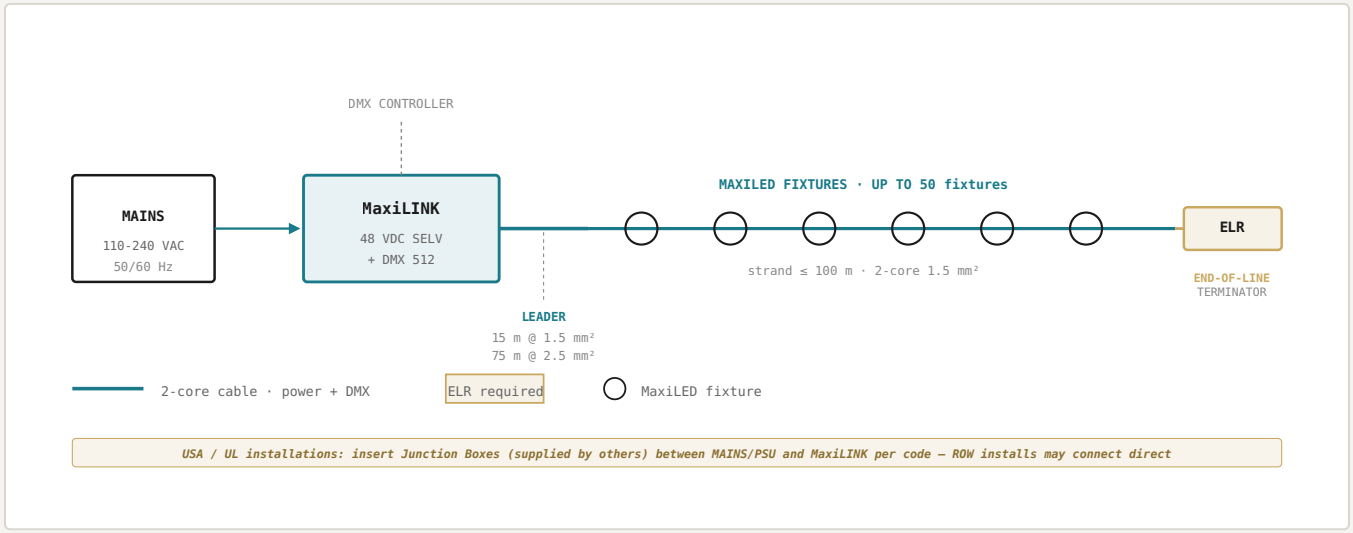
The optional **cowl** pushes onto the front bezel to cut spill light and shield glare — useful where the fixture is seen close-up or near sightlines. Compatible with both the wall bracket and the ground spike.

C2

Cowl · angled

The **angled cowl** (order code CWA) shields glare from one direction while keeping the beam open on the aiming side — ideal for pathways and seating areas. Straight cowl is order code CW.

MAXIPUNCH 102 · WIRING · MAXILINK 2-CORE DISTRIBUTION



MaxiLINK carries 48 VDC + DMX 512 on the same 2-core cable. **Leader:** max 15 m on 1.5 mm² · 75 m on 2.5 mm² from MaxiLINK source to first fixture. **Strand:** max **50 fixtures** per PSU on 1.5 mm² cable (max run 100 m first-to-last). **Junction boxes** shown between Controller, PSU 48 V UL Approved and MaxiLINK UL Approved are **required for USA / UL installations** only — ROW installs may connect direct. **ELR (End-of-Line Resistor)** mandatory on the last fixture of every DMX strand.