

Operation

For optimal performance, continuous operation of the UVC germicidal lamp is recommended.

Maintenance

For all maintenance, contact a qualified HVAC technician.

LED(s) not illuminated

Power status LED not lit—Check that the lamp unit is connected to the proper power source.

Lamp status LED(s) not lit—

1. Check that the lamp holder and the enhanced ballast connectors are properly engaged.
2. Check that lamp holder is properly engaged in the base.
3. Check that lamp is properly connected to lamp holder.
4. Ohm-check across the lamp pins to check for continuity of lamp filaments.

Troubleshooting charts are provided to aid in determining the cause of any problems encountered (figures 14 and 15).

Annual Lamp Replacement

The lamp should be replaced every 12 months, as UVC energy production diminishes over time.

1. Obtain the correct replacement lamp for your Healthy Climate® germicidal light model.
2. Disconnect power to the lamp holder by unplugging the connector.

3. Twist open the lamp holder and carefully withdraw the lamp. *Allow lamp to cool 10 minutes before touching.*
4. Wear cotton gloves or use a cotton cloth when handling the new lamp. Remove the old lamp and install the new lamp in the lamp holder.
5. Carefully insert the assembled lamp and holder.
6. Twist to close the lamp holder.
7. Reconnect power to the lamp holder.
8. Use LED indicator to verify operation.

Lamp Disposal

Hg-LAMP Contains Mercury.—Manage in accordance with local, state and federal disposal laws. Refer to www.lamprecycle.org or call 1-800-9-LENNOX.

Proper Clean-up Technique in Case of Lamp Breakage

Wear protective gloves, eye wear and mask.

Sweep the broken glass and debris into a plastic bag, seal the bag, and dispose of properly. Contact your local waste management office for proper disposal.

Do not use a vacuum cleaner. Do not incinerate.

WARNING

Personal Burn Hazard.

Personal injury may result from hot lamps. During replacement, allow lamp to cool for 10 minutes before removing lamp from fixture.