BYRNE

Node®

OVERVIEW

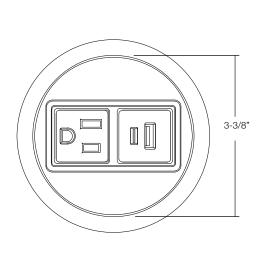
Clean, flush mount design that compliments any space. With power, USB, and data options, Node is the perfect discreet charging solution. Offered with multiple finishes - plastic or powder coated. Node takes your workspace to an elegant next level. Easy to install, and fits securely in any work surface with just a 3" grommet hole.

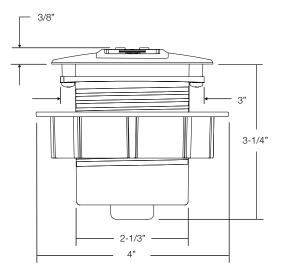


* image shown: 1 Power, 1 USB A+C, Power Below configuration with a Black Plastic finish

SPECIFICATIONS

* Images depicts a 1 power and 1 USB A+C unit.





Hole Mount

Drill 3" Diameter Hole

For secure mounting, the maximum size for surface material can not exceed 1-1/2".

UL Listed

Corded Hardwire 4-Trac

8-Trac

UL Recognized

Interlink IQ 2.0

ETL Listed

Interlink Interlink IQ 2.0

**Convenience Outlet only available with corded (FPDU) and UL Recognized (Interlink/iO) infeeds Not Available with non-powered data options

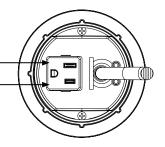
POWER ENTRY CODES

NEW YORK The Corded Node can be used in New York City, as per the NYC Electrical Code.

CHICAGO

The Corded Node can be used on Listed freestanding furnishings in Chicago. Limitations apply.

Optional Convenience Outlet offers a single extra discrete power outlet at the base of Node**



V1023 Page 1 of 2

CONFIGURATIONS

INTEGRATED TECHNOLOGIES

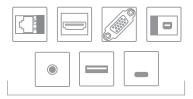
One power unit shown with power and technologies available in the blank spaces shown below (top view)



Optional Convenience Outlet shown (bottom view)



The power simplexes must be installed in the middle of this product with technology on either end.



NON-POWERED

Cat6, Cat6A, HDMI, VGA, Mini DisplayPort, Stereo Jack, Passive USB-A, and Passive USB-C

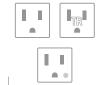
NOTE: Factory install only for Mini DisplayPort and Mini DisplayPort



POWERED

Quad C, Dual C+A, USB A+C

NOTE: Powered Technologies do not transfer data



POWER SIMPLEX

Tamper
Resistant &
Hospital Grade
Available

FINISHES

Plastic

White

Storm

Black

Fog

Powder Coat Aluminum

Matte White













Parchment













