

Outer shell Latch sleeve Inner shell Front ring

Collet nut + clamps + screw Insulator

Male contact Clip Gland

Other inner metallic parts

0-ring Marking strip : Stainless steel (AISI304)

: Stainless steel (AISI416) : Stainless steel (AISI304) Stainless steel (AISI304) Stainless steel (AISI304)

PEEK Brass (UNS C38500) Stainless steel (AISI416)

EPDM

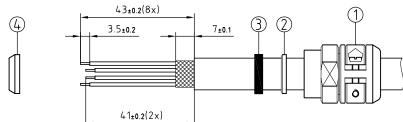
: Brass (UNS C38500)

: EPDM : Epoxy paint

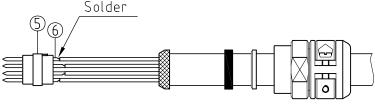
Gold plated (ISO 4523)

Nickel plated (FS-QQ-N-290A)

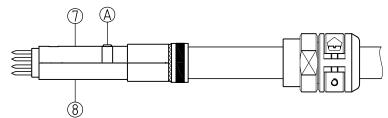
Black



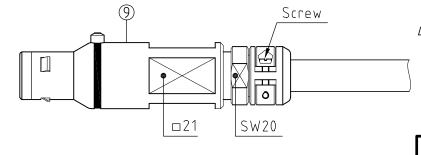
1. Strip the cable according to the given dimensions . (The end of the cable jacket must be cut properly). Slide it into the collet nut(1), the ring(2), the gland(3) and the earthing cone(4).



2. In case of a screened cable , fold screen back over the extremity of the earthing cone. Arrange the conductors according to the insulator Smarking by avoiding to twist them . fit conductor into contacts © and solder . Verify that insulator and insulation remain clean .



3. Locate the slotted upper half \bigcirc of the split insert carrier over the shoulder and key on the insulator then align and press together the other half® to form a complete cylinder . Push the earthing cone against the insert carriers whilst checking that the screen is being clamped around the whole circumference, cut the excess length of screen if necessary. Push the gland and the ring against the earthing cone .



4. Next slide the plug shell 9 over the insulator assembly making sure that the key (A) on the insert carrier goes into the appropriate slot on the inside of shell . Position the key of the clamp collet nut into the slot of the outer shell, screw the collet nut with the appropriate tool and tighten to the maximum torque value of 5Nm . Screw the clamps and tighten screws to the maximun torque value of 0.2Nm .

Straight plug remote handling, with cable clamps
Series 3N , multipole (10)

23.11.06 OVU / RMO Echelle Dessiné 29.11.06 RMO / CDE Contrôle 29.11.06 / TTR Modif.

ETUDE N° E6223



FZG.3N.310.TLAY