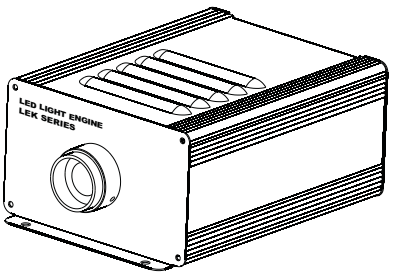


LIGHT ENGINE USER MANUAL

**MODEL:
LEK - 2001
LEK - 2001DMX
LEM - 2001DMX
LEK - 351
LEK - 351DMX**



Accessories:

- Fiber Connector1 PC
- Wireless Remote Controller.....1 PC (Optional)
- User Manual1 PC
- Signal Cable1 PC (for DMX machine only)

CE
ISO9001:2000
CERTIFIED

LIGHT ENGINE USER MANUAL

Welcome to use LEK&LEM series of professional light engine. Please read the manual carefully before using the light engine. If you have any questions concerning the operation or maintenance, please contact your wholesaler.

Safety Instruction

1. Make sure the Light Engine and Power Source have the same voltage;
2. Keep out of rain or moist area to avoid shock hazards;
3. Avoid to use at high ambient temperature (>40°C);

CHAPTER 1 LEK-2001

1. Technical Data

Voltage: 90V ~240V AC
 Power: 25W
 Color Wheel: 6 colors
 Light Source: 4-5W LED (White)
 Life of LED : 50000H
 Size: 240 × 167 × 103 mm³
 Weight: 2.3 Kg
 Standard aperture (mm): Φ 18/Φ 22 (Optional: Φ 24 Max)

2. Installation dimension of light engine (see Fig.1):

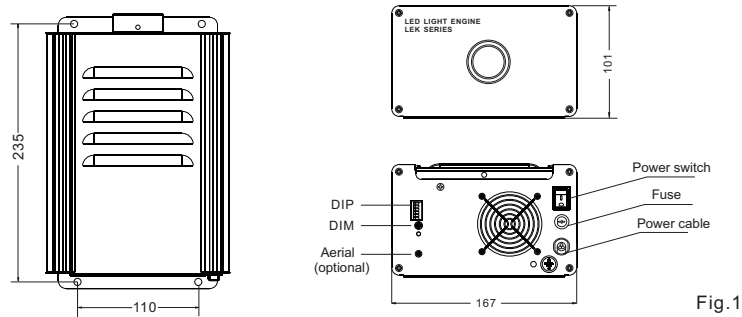


Fig.1

3. Light Engine Setup:

- (1) DIP switches: SW1~SW3 for programs selection, please see Attached Table (1=ON, 0=OFF). SW4 and SW5 are unused; SW6 for remote controller; (see fig. 2)
- (2) Calculation of DIP address code:
 e. g. 003=2(2)+1(1), 005=4(3)+1(1)

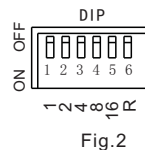


Fig.2

(3) Using of Wireless Remote Controller:

Set SW6 as "ON", and the remote controller starts to work. Button "⏻" is for color selection, button "⏻" for power on/off, and button "☀️" "🌑" used for brightness adjustment. (6 levels) (See Fig. 3)

- (4) Fixing Color Without Wireless Remote controller : Firstly set SW2 and SW3 as "ON" to choose the inbuilt programme at a slow speed, then set all switches (SW1~SW6) into "OFF" when the light engine displays the color that you need.

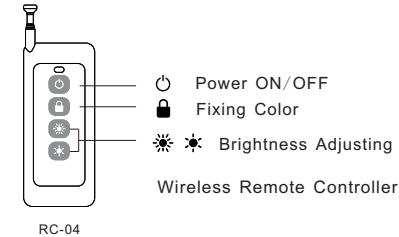


Fig. 3

Notice:

1. You could only control the motor to be on and off through "🔒" button. If you want to have different color-change speed, please use DIP switch.
2. The dimmer on the rear panel is used for brightness adjustment by hand. The factory default is 100% brightness, and there are 6 levels of brightness in total.

Attached Table:

PRO. NO.	DIP SWITCH(1=ON, 0=OFF)						FUNCTION
	6	5	4	3	2	1	
00	0	0	0	0	0	0	Motor stopped, LED working
01	1	0	0	0	0	1	W, Sky-B,G, Y, B, PP, fade (6RPM)
02	1	0	0	0	1	0	W, Sky-B,G, Y, B, PP, fade (4RPM)
03	1	0	0	0	1	1	W, Sky-B,G, Y, B, PP, fade (3RPM)
04	1	0	0	1	0	0	W, Sky-B,G, Y, B, PP, fade (2RPM)
05	1	0	0	1	0	1	W, Sky-B,G, Y, B, PP, fade (1.5RPM)
06	1	0	0	1	1	0	W, Sky-B,G, Y, B, PP, fade (1RPM)
07	1	0	0	1	1	1	W, Sky-B,G, Y, B, PP, fade (0.5RPM)

- Notice:**
1. RPM is the speed of the color wheel;
 2. When DIP address exceeds P07, the machine will run P07 all the time;

CHAPTER 2 LEK-2001 DMX

1. Technical Data

Voltage: 90V-240V
 Power: 25W
 Color Wheel: 6 colors
 Light Source: 4-5W LED (White)
 Life of LED : 50000H
 Size: 240×167×103mm³
 Weight: 2.4 Kg
 Standard aperture (mm): Φ 18/Φ 22 (Optional: Φ 24 Max)

2. Installation dimension of light engine(see Fig.1):

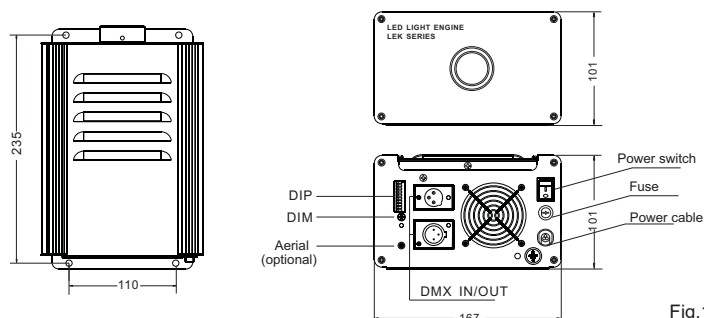


Fig.1

3. Light Engine Setup

The light engine has two control modes:

- * DMX 512 signal mode: The light engine is controlled by a DMX 512 program controller.
- * Master/Slave mode: One light engine is set as Master and all the others as slave machines. Master machine sends signal to the slave machines so that all the machines run the program synchronously.

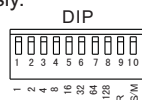
(1) DIP switches: SW10 is used for Master/Slave (1=Master, 0=Slave).

* When SW10 is OFF, SW1-8 is used for DMX address (Please refer to the Attached Table, 1=ON, 0=OFF) and SW9 is unused.

* When SW10 is ON, SW1-SW5 are for program selection, DIP6~8 are unused; SW9 for remote controller (1=ON, 0=OFF). When the program set exceeds P16, the machine runs P16.

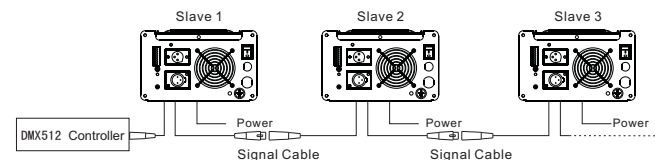
(2) Calculation of DMX Address:

i.e. DMX Address 018=16(5)+2(2), 022=16(5)+4(3)+2(2)

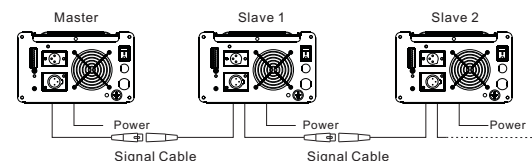


DMX add.	DIP Switch									
	10	9	8	7	6	5	4	3	2	1
001	1	0	0	0	0	0	0	0	0	1
002	1	0	0	0	0	0	0	0	1	0
003	1	0	0	0	0	0	0	0	1	1
004	1	0	0	0	0	0	0	1	0	0
005	1	0	0	0	0	0	0	1	0	1
---	---	---	---	---	---	---	---	---	---	---
011	1	0	0	0	0	0	1	0	1	1
---	---	---	---	---	---	---	---	---	---	---
016	1	0	0	0	0	1	0	0	0	0

- (3) Dimming Knob: The default brightness is 100%. You can adjust the brightness by turning the knob.
- (4) DMX Channels:
CH1:Color CH2:Speed CH3:Blank CH4:Dimmer + Strobe
- (5) The connection of DMX Signal Control Mode:

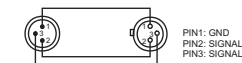


(6) The connection of Master/Slave Control Mode



(7) Signal cable and the connector:

Signal cable should be 2×0.5mm² audio cable.



(8) Using of wireless remote controller :

Set SW9 & SW10 to ON and other switches to OFF, the remote control function is on.

a. "PRO" Selecting Programs:

Press "PRO" then press button ①-⑥ to choose the program. The sum of the buttons you have pressed refers to the program number, which should not exceed 16. For example, you could press 4, 5 and 5 (three buttons) to get Program 14.

b. "DIM" is used to adjust the brightness:

Press "DIM", the default brightness is 100%. Press "↑"/"↓" or the corresponding number buttons to adjust the brightness; ①-10%, ②-20%, ③-40%, ④-60%, ⑤-80%, ⑥-100%

3. "↑"/"↓": UP/DOWN button:

After you press "PRO" and "DIM", you can change the parameters by "↑"/"↓". When UP/DOWN button is pressed, the light engine will work accordingly if the value falls in the effective number category.

c. "⏻" ON/OFF button:

The light engine will run the last program when you turn it on.

d. "ENT" ENTER button: Lock/save the programs.



RC-12
Wireless Remote Controller

Attached Table:

PRG NO.	DIP Switch (1= on, 0 = off)										FUNCTION
	10	9	8	7	6	5	4	3	2	1	
00	0	0	0	0	0	0	0	0	0	0	No Light
01	1	0	0	0	0	0	0	0	0	1	White
02	1	0	0	0	0	0	0	0	1	0	Sky-Blue
03	1	0	0	0	0	0	0	0	1	1	Green
04	1	0	0	0	0	0	0	1	0	0	Yellow
05	1	0	0	0	0	0	0	1	0	1	Blue
06	1	0	0	0	0	0	0	1	1	0	Purple
07	1	0	0	0	0	0	0	1	1	1	W, Sky-B, G, Y, B, P Skip (2s)
08	1	0	0	0	0	0	1	0	0	0	W, Sky-B, G, Y, B, P Skip (4s)
09	1	0	0	0	0	0	1	0	0	1	W, Sky-B, G, Y, B, P Skip (6s)
10	1	0	0	0	0	0	1	0	1	0	6 colors fade (0.5RPM)
11	1	0	0	0	0	0	1	0	1	1	6 colors fade (1RPM)
12	1	0	0	0	0	0	1	1	0	0	6 colors fade (1.5RPM)
13	1	0	0	0	0	0	1	1	0	1	6 colors fade (2RPM)
14	1	0	0	0	0	0	1	1	1	0	6 colors fade (3RPM)
15	1	0	0	0	0	0	1	1	1	1	6 colors fade (4RPM)
16	1	0	0	0	0	1	0	0	0	0	6 colors fade (6RPM)

CHAPTER 3 LEM-2001 DMX

1. Technical Data

Voltage: 90V ~240V AC
 Power: 29W
 Color Wheel: 6 colors
 Light Source: 4-5W LED (White)
 Life of LED : 50000H
 Size: 240×167×103mm³
 Weight: 2.4 Kg
 Standard aperture (mm): Φ 18/Φ 22 (Optional: Φ 24 Max)

2. Installation dimension of light engine(see Fig.1):

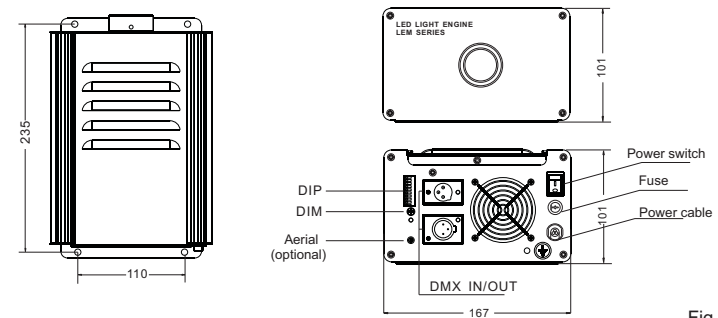


Fig.1

3. Light Engine Setup

The light engine has two control modes:

- * DMX 512 signal mode: The light engine is controlled by a DMX 512 program controller.
- * Master/Slave mode: One light engine is set as Master and all the others as slave machines. Master machine sends signal to the slave machines so that all the machines run the program synchronously.

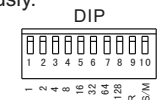
(1) DIP switches: SW10 is used for Master/Slave (1=Master, 0=Slave).

* When SW10 is OFF, SW1-8 is used for DMX address (Please refer to the Attached Table, 1=ON, 0=OFF) and SW9 is unused.

* When SW10 is ON, SW1-SW5 are for program selection, DIP6~8 are unused; SW9 for remote controller (1=ON, 0=OFF). When the program set exceeds P29, the machine runs P29.

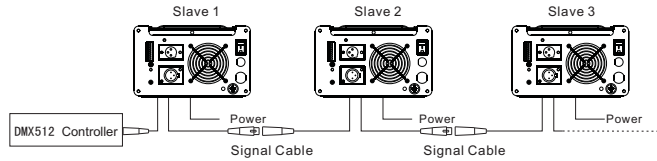
(2) Calculation of DMX Address:

i.e. DMX Address 018=16(5)+2(2), 022=16(5)+4(3)+2(2)

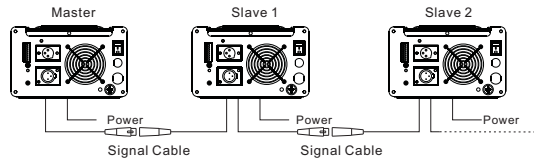


DMX add.	DIP Switch									
	10	9	8	7	6	5	4	3	2	1
001	1	0	0	0	0	0	0	0	0	1
002	1	0	0	0	0	0	0	0	1	0
003	1	0	0	0	0	0	0	0	1	1
004	1	0	0	0	0	0	0	1	0	0
005	1	0	0	0	0	0	0	1	0	1
---	-	-	-	-	-	-	-	-	-	-
011	1	0	0	0	0	0	1	0	1	1
---	-	-	-	-	-	-	-	-	-	-
029	1	0	0	0	0	1	1	1	0	1

- (3) Dimming Knob: The default brightness is 100%. You can adjust the brightness by turning the knob.
- (4) DMX Channels:
CH1:Color CH2:Speed of color wheel CH3:Speed of Twinkle wheel CH4:Dimmer + Strobe
- (5) The connection of DMX Signal Control Mode:



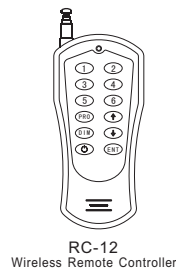
- (6) The connection of Master/Slave Control Mode



- (7) Signal cable and the connector:
Signal cable should be $2 \times 0.5\text{mm}^2$ audio cable.



- (8) Using of wireless remote controller :
- Set SW9 & SW10 to ON and other switches to OFF, the remote control function is on.
- a. "PRO" Selecting Programs:
Press "PRO" then press button ①-⑥ to choose the program. The sum of the buttons you have pressed refers to the program number, which should not exceed 29. For example, you could press 4, 4, 5 and 5 (four buttons) to get Program 18.
- b. "DIM" is used to adjust the brightness:
Press "DIM", the default brightness is 100%. Press "↑"/"↓" or the corresponding number buttons to adjust the brightness;
① -10%, ② -20%, ③ -40%, ④ -60%, ⑤ -80%, ⑥ -100%
- c. "↑/↓": UP/DOWN button:
After you press "PRO" and "DIM", you can change the parameters by "↑"/"↓". When UP/DOWN button is pressed, the light engine will work accordingly if the value falls in the effective number category.
- d. "⏻" ON/OFF button:
The light engine will run the last program when you turn it on.
- e. "ENT" ENTER button: Lock/save the programs.



Attached Table :

PRG NO.	DIP Switch (1 = on, 0 = off)								FUNCTION	
	10	9	8	7	6	5	4	3		2
00	0	0	0	0	0	0	0	0	0	No Light
01	1	0	0	0	0	0	0	0	0	White
02	1	0	0	0	0	0	0	0	1	Sky-Blue
03	1	0	0	0	0	0	0	0	1	Green
04	1	0	0	0	0	0	0	1	0	Yellow
05	1	0	0	0	0	0	0	1	0	Blue
06	1	0	0	0	0	0	0	1	1	Purple
07	1	0	0	0	0	0	0	1	1	W, Sky-B, G, Y, B, P Skip (2s)
08	1	0	0	0	0	0	1	0	0	W, Sky-B, G, Y, B, P Skip (4s)
09	1	0	0	0	0	1	0	0	1	6 colors fade (0.5RPM)
10	1	0	0	0	0	1	0	1	0	6 colors fade (1RPM)
11	1	0	0	0	0	1	0	1	1	6 colors fade (2RPM)
12	1	0	0	0	0	1	1	0	0	White, Twinkle Wheel (0.5RPM)
13	1	0	0	0	0	1	1	0	1	White, Twinkle Wheel (1RPM)
14	1	0	0	0	0	1	1	1	0	White, Twinkle Wheel (2RPM)
15	1	0	0	0	0	1	1	1	1	Sky-Blue, Twinkle Wheel (2RPM)
16	1	0	0	0	1	0	0	0	0	Green, Twinkle Wheel (2RPM)
17	1	0	0	0	1	0	0	0	1	Yellow, Twinkle Wheel (2RPM)
18	1	0	0	0	1	0	0	1	0	Blue, Twinkle Wheel (0.5RPM)
19	1	0	0	0	1	0	0	1	1	Blue, Twinkle Wheel (1RPM)
20	1	0	0	0	1	0	1	0	0	Blue, Twinkle Wheel (2RPM)
21	1	0	0	0	1	0	1	0	1	Purple, Twinkle Wheel (2RPM)
22	1	0	0	0	1	0	1	1	0	6 colors skip(2s), Twinkle Wheel(1RPM)
23	1	0	0	0	1	0	1	1	1	6 colors skip(4s), Twinkle Wheel(2RPM)
24	1	0	0	0	1	1	0	0	0	6 colors fade(0.5RPM), Twinkle Wheel(0.5RPM)
25	1	0	0	0	1	1	0	0	1	6 colors fade(0.5RPM), Twinkle Wheel(1RPM)
26	1	0	0	0	1	1	0	1	0	6 colors fade(0.5RPM), Twinkle Wheel(2RPM)
27	1	0	0	0	1	1	0	1	1	6 colors fade(1RPM), Twinkle Wheel(0.5RPM)
28	1	0	0	0	1	1	1	0	0	6 colors fade(1RPM), Twinkle Wheel(1RPM)
29	1	0	0	0	1	1	1	0	1	6 colors fade(1RPM), Twinkle Wheel(2RPM)

CHAPTER 4 LEK-351

1. Technical Data

Voltage: 90V-240V
 Power: 28W
 Color: RGB
 Light Source: 1-3X5W LED
 Life of LED : 50000H
 Size: 240×167×103mm³
 Weight: 2.1 Kg
 Standard aperture (mm): Φ18/Φ22 (Optional: Φ24 Max)

2. Installation dimension of light engine(see Fig.1):

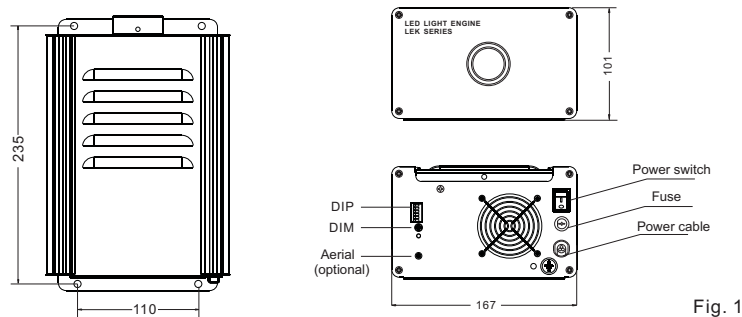


Fig. 1

3. Light Engine Setup:

- (1) DIP switches: SW1~SW5 for programs selection, please see Attached Table (1=ON, 0=OFF). SW6 for remote controller; (see fig. 2)
- (2) Calculation of DIP address code:
 e. g. 003=2(2)+1(1), 005=4(3)+1(1)
- (3) Using of Wireless Remote Controller:

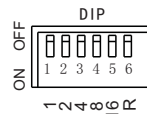


Fig. 2

Set SW6 as "ON", and the remote controller starts to work. Button "🔒" is for color selection, button "⏻" for power on/off, and button "☀️" "🌑" used for brightness adjustment. (6 levels) (See Fig. 4)

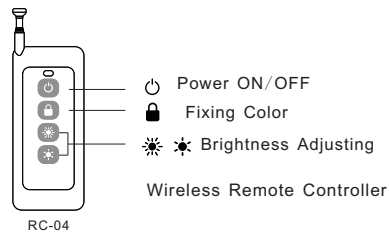


Fig. 3

Notice:

1. You could only control the motor to be on and off through "🔒" button. If you want to have different color-change speed, please use DIP switch.
2. The dimmer on the rear panel is used for brightness adjustment by hand. The factory default is 100% brightness, and there are 6 levels of brightness in total.

Attached Table:

Pro.NO	DIP On (1 is ON, 0 is OFF)						Function
	6	5	4	3	2	1	
00	0	0	0	0	0	0	NO Light
01	1	0	0	0	0	1	White
02	1	0	0	0	1	0	Blue
03	1	0	0	0	1	1	Purple
04	1	0	0	1	0	0	Red
05	1	0	0	1	0	1	Yellow
06	1	0	0	1	1	0	Green
07	1	0	0	1	1	1	Sky-Blue
08	1	0	1	0	0	0	W, B, Purple, R, Y, G, Sky blue, color skip (2s)
09	1	0	1	0	0	1	W, B, Purple, R, Y, G, Sky blue, color skip (4s)
10	1	0	1	0	1	0	W, B, Purple, R, RY, G, sky blue, color skip (8s)
11	1	0	1	0	1	1	B, Purple, R, Y, G, Sky blue, color skip (2s)
12	1	0	1	1	0	0	B, Purple, R, Y, G, sky blue, color skip (4s)
13	1	0	1	1	0	1	B, Purple, R, Y, G, sky blue, color skip (8s)
14	1	0	1	1	1	0	W, B, Purple, R, Y, G, Sky blue, color fade (4s)
15	1	0	1	1	1	1	W, B, Purple, R, Y, G, sky blue, color fade (6s)
16	1	1	0	0	0	0	W, B, Purple, R, Y, G, Sky blue, color fade (12s)
17	1	1	0	0	0	1	B, Purple, R, Y, G, Sky blue,color fade (4s)
18	1	1	0	0	1	0	B, Purple, R, Y, G, Sky blue, color fade (6s)
19	1	1	0	0	1	1	B, Purple, R, Y, G, sky blue, color fade (12s)
20	1	1	0	1	0	0	W, B, color skip (2s)
21	1	1	0	1	0	1	W, B, color skip (4s)
22	1	1	0	1	1	0	W, B, color skip (8s)
23	1	1	0	1	1	1	W, B, color skip (4s)
24	1	1	1	0	0	0	W, B, color skip (6s)
25	1	1	1	0	0	1	W, B, color skip (12s)

CHAPTER 5 LEK-351DMX

1. Technical Data

- Voltage: 90V-240V AC
- Power: 28W
- Color: RGB
- Light Source: 1-3X5W LED
- Life of LED : 50000H
- Size: 240×167×103mm³
- Weight: 2.1 Kg
- Standard aperture (mm): Φ 18/Φ 22 (Optional: Φ 24 Max)

2. Installation dimension of light engine(see Fig.1):

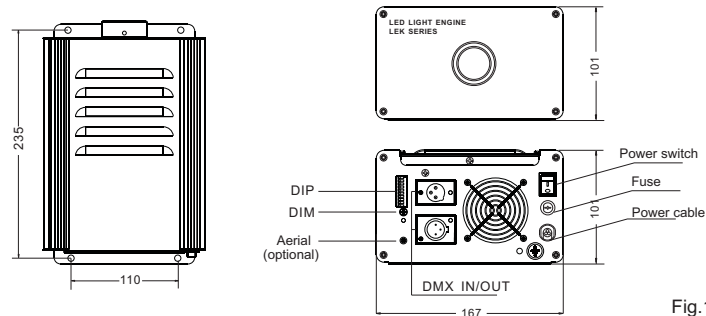


Fig.1

3. Light Engine Setup

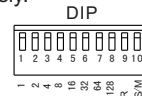
The light engine has two control modes:

- * DMX 512 signal mode: The light engine is controlled by a DMX 512 program controller.
- * Master/Slave mode: One light engine is set as Master and all the others as slave machines. Master machine sends signal to the slave machines so that all the machines run the program synchronously.

(1) DIP switches: SW10 is used for Master/Slave . (1=Master, 0=Slave).

* When SW10 is OFF, SW1-8 is used for DMX address (Please refer to the Attached Table, 1=ON, 0=OFF) and SW9 is unused.

* When SW10 is ON, SW1-SW5 are for program selection, DIP6~8 are unused; SW9 for remote controller (1=ON, 0=OFF). When the program set exceeds P25, the machine runs P25.

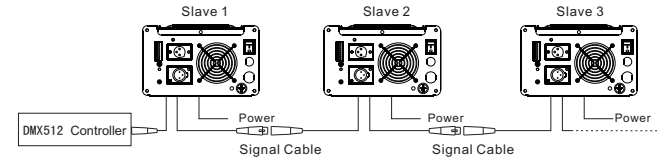


DMX add.	DIP Switch									
	10	9	8	7	6	5	4	3	2	1
001	1	0	0	0	0	0	0	0	0	1
002	1	0	0	0	0	0	0	0	1	0
003	1	0	0	0	0	0	0	1	1	1
004	1	0	0	0	0	0	1	1	0	0
005	1	0	0	0	0	0	1	0	1	1
---	---	---	---	---	---	---	---	---	---	---
011	1	0	0	0	0	1	1	0	1	1
---	---	---	---	---	---	---	---	---	---	---
016	1	0	0	0	0	1	0	0	0	0

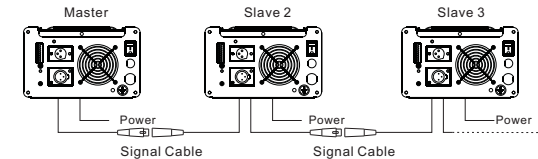
(2) Calculation of DMX Address:

i.e. DMX Address 018=16(5)+2(2), 022=16(5)+4(3)+2(2)

- (3) Dimming Knob: The default brightness is 100%. You can adjust the brightness by turning the knob.
- (4) DMX Channels:
CH1:Red CH2:Green CH3:Blue CH4:Blank Ch5: Dimmer+Strobe
- (5) The connection of DMX Signal Control Mode:

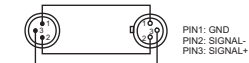


(6) The connection of Master/Slave Control Mode



(7) Signal cable and the connector:

Signal cable should be 2×0.5mm² audio cable.



(8) Using of wireless remote controller :

Set SW9 & SW10 to ON and other switches to OFF, the remote control function is on.

a. "PRO" Selecting Programs:

Press "PRO" then press button ①-⑥ to choose the program. The sum of the buttons you have pressed refer to the program number, which should not exceed 25. For example, you could press 4, 4, 5 and 5 (four buttons) to get Program 18.

b. "DIM" is used to adjust the brightness:

Press "DIM", the default brightness is 100%. Press "↑"/"↓" or the corresponding number buttons to adjust the brightness; ①-10%, ②-20%, ③-40%, ④-60%, ⑤-80%, ⑥-100%

c. "↑"/"↓": UP/DOWN button:

After you press "PRO" and "DIM", you can change the parameters by "↑"/"↓". When UP/DOWN button is pressed, the light engine will work accordingly if the value falls in the effective number category.

d. "⏻" ON/OFF button:

The light engine will run the last program when you turn it on.

e. "ENT" ENTER button: Lock/save the programs.



RC-12 Wireless Remote Controller

Attached Table:

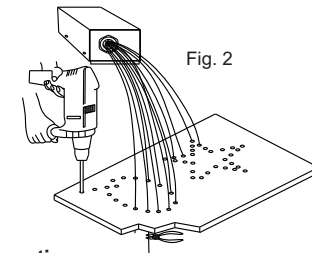
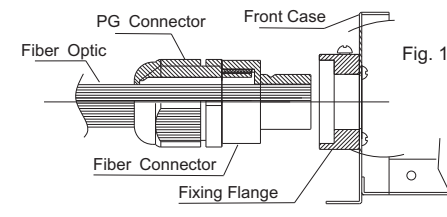
Pro.NO	DIP On (1 is ON, 0 is OFF)	Function
	6 5 4 3 2 1	
00	0 0 0 0 0 0	NO Light
01	1 0 0 0 0 1	White
02	1 0 0 0 1 0	Blue
03	1 0 0 0 1 1	Purple
04	1 0 0 1 0 0	Red
05	1 0 0 1 0 1	Yellow
06	1 0 0 1 1 0	Green
07	1 0 0 1 1 1	Sky-Blue
08	1 0 1 0 0 0	W. B. Purple. R. Y. G. Sky blue, color skip (2s)
09	1 0 1 0 0 1	W. B. Purple. R. Y. G. Sky blue, colorskip (4s)
10	1 0 1 0 1 0	W. B. Purple. R. RY. G. Sky blue, color skip (8s)
11	1 0 1 0 1 1	B. Purple. R. Y. G. Sky blue, color skip (2s)
12	1 0 1 1 0 0	B. Purple. R. Y. G. Sky blue, color skip (4s)
13	1 0 1 1 0 1	B. Purple. R. Y. G. Sky blue, color skip (8s)
14	1 0 1 1 1 0	W. B. Purple. R. Y. G. Sky blue, color fade (4s)
15	1 0 1 1 1 1	W. B. Purple. R. Y. G. sky blue, color fade (6s)
16	1 1 0 0 0 0	W. B. Purple. R. Y. G. Sky blue, color fade (12s)
17	1 1 0 0 0 1	B. Purple. R. Y. G. Sky blue, color fade (4s)
18	1 1 0 0 1 0	B. Purple. R. Y. G. Sky blue, color fade (6s)
19	1 1 0 0 1 1	B. Purple. R. Y. G. Sky blue, color fade (12s)
20	1 1 0 1 0 0	W. B. color skip (2s)
21	1 1 0 1 0 1	W. B. color skip (4s)
22	1 1 0 1 1 0	W. B. color skip (8s)
23	1 1 0 1 1 1	W. B. color skip (4s)
24	1 1 1 0 0 0	W. B. color skip (6s)
25	1 1 1 0 0 1	W. B. color skip (12s)

Chapter 6 Installation of Fiber Optic

1. Connecting the fiber optic with Light Engine:

Solid Core fiber optic(see Fig. 1):

- (1) Cut the fiber to the specified length. The cross section should be vertical to the fiber and keep clean and smooth.
- (2) Peel off 50-100mm of the PVC jacket of the fiber optic cable (not necessary if there is no PVC jacket). Be careful not to hurt the fiber optic.
- (3) Unscrew the PG Connector and insert the fiber optic cable into the PG Connector and Fiber Connector until the end of the cable is flush with the Fiber Connector. Screw tightly the PG Connector.
- (4) Insert the finished Fiber Connector into the Fixing Flange, screw tightly the Screw.

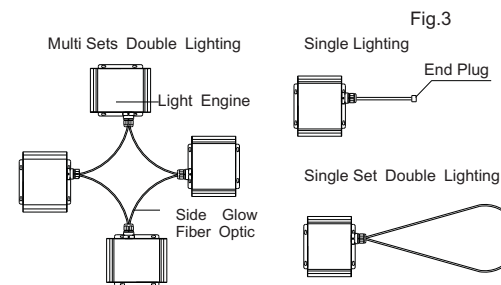


2. Installation of the end part of the Multi-String fiber optic:

- (1) Drill holes on the installing board according to the design. Then insert the fiber optic string into holes and fix it with epoxy glue. Trim the end of the fiber string to be flush with the board or at a required length. Fasten the other end of the fiber string to a harness and insert the harness into PG Connector and Fiber Connector. Apply the hot knife to cut fiber end flush with the Fiber Connector. (see Fig.2).
- (2) Insert the finished Fiber Connector into the Fixing Flange and screw tightly the Screw.

3. Commonly used installation method of fiber optic cable:

(1) Side Lighting Fiber Optic(see Fig.3).



(2) End Lighting Fiber Optic:

(see Fig.4). Fig.4

