



Metal frame fixing LO-10202 10x202mm 50pcs



Manufacturer	
Dimension	10x202mm
Weight	0.00 kg
Product Code	LO-10202
EAN	5907704410072
SKU	4155
Advice IBB	
Application	for fixing door and window frames
IBB ID	4155

Product specification

Manufacturer	WKREȚ-MET	Unit	pack
EAN	5907704410072	Dimension	10x202mm
Coating	galvanized	Diameter [mm]	10

The connector for LO door/window frames is made of carbon steel covered with a protective layer of zinc. The connector consists of an M6 threaded pin with a countersunk head and a PZ recess, an expansion cone screwed onto a threaded pin and an expansion sleeve. The connector is designed for the installation of door frames, steel anchors fixing the woodwork - to be used with a plastic plug in various colors.

Types of substrates to which the LO door/window frame connector can be installed:

- plain concrete
- full ceramic brick
- ceramic brick
- silicate block

Assembly method:

1. Before installation, it is necessary to identify the substrate in which the fastener will be installed and compare the loads that the fastener will carry with the load capacities contained in the Characteristics Data Sheet or in the National Technical Assessment
2. The appropriate length of the fastener should be selected so that the expansion zone is in the structural material of the wall (the thickness of the fastened element corresponds to the maximum usable length of the fastener - tfix)
3. The correct method of drilling should be used depending on the type of substrate (holes in the masonry substrate made of perforated elements should be drilled with a drill without impact)
4. The diameter of the drilled holes should be in accordance with the diameter of the hole recommended by the manufacturer
5. Holes in substrates made of solid materials should be deeper by min. 10 mm from the anchorage depth
6. Holes in solid materials should be cleaned of cuttings with a reciprocating movement with a drill at reduced speed
7. It is fixed by screwing in the screw, which expands the sleeve and permanently fixes it in the ground