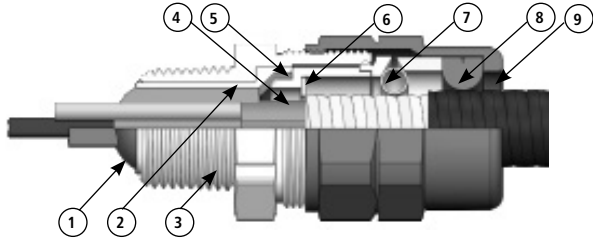


INSTALLATION INSTRUCTIONS FOR CMP TMC2X

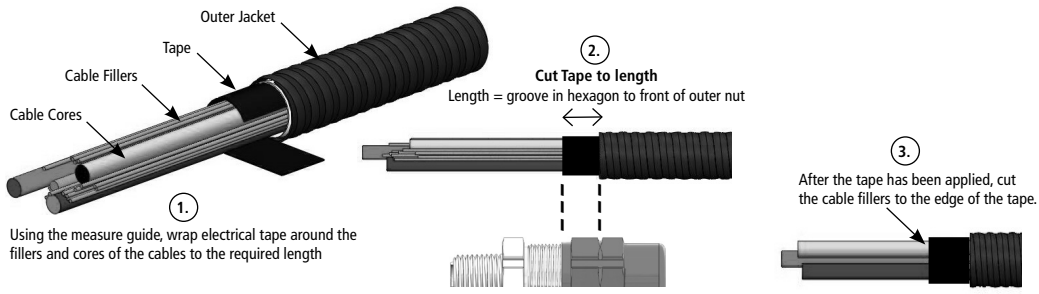
1. RapidEx Resin
2. Resin Tube
3. Entry Component
4. Sealant Tape or Inner Jacket
5. Resin Dam
6. End Stop
7. Grounding Spring
8. Jacket Seal
9. Outer Nut



PLEASE READ ALL INSTRUCTIONS CAREFULLY BEFORE BEGINNING THE INSTALLATION

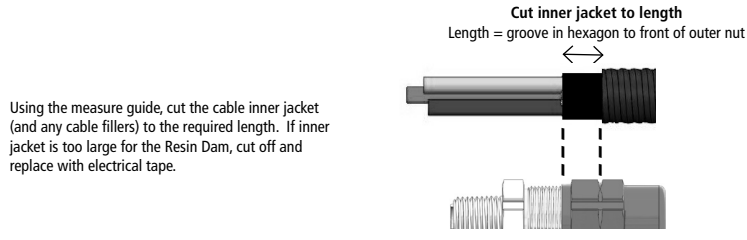
1. Cable preparation — Without Inner Jacket

Strip back the jacket armor to suit the equipment geometry.

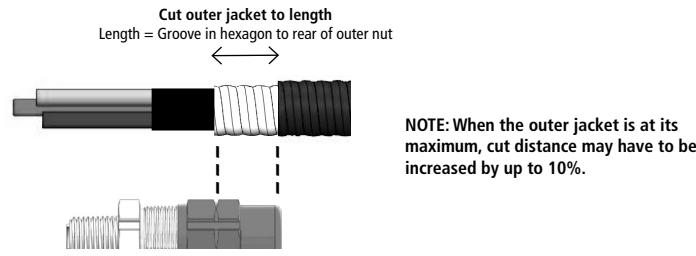


1. Cable preparation — With Inner Jacket

Strip back the jacket armor to suit the equipment geometry.



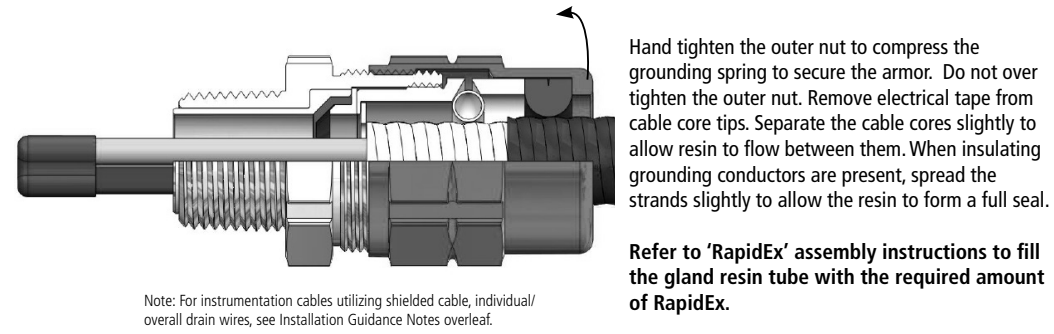
2. Using the armor measure guide, expose the armor further by stripping back the cable jacket.



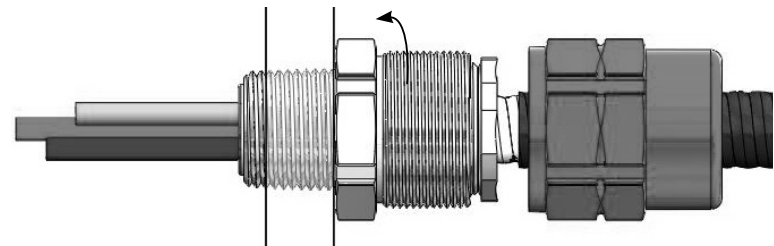
3. Electrical tape MUST be wrapped around the tips of the cable cores.
This is to ensure the cable cores are together and also to cover any sharp edges that could potentially tear the resin dam during installation.



4. Pass the cable through the gland until the armor makes contact with the end stop. If it is not possible for the insulated conductors to pass through the end stop then it should be removed so that the armor can make contact with the integral end stop within the entry component. At this stage unscrew the outer nut and slide it back over the cable, enough to have access to the armor spacer. If no access is gained repeat step 2 and trim the outer jacket up to the length plus 10%. Assemble the gland.



5. Once the resin has cured, loosen the outer nut to ensure that the grounding spring is not gripping the cable. Slide the outer nut back over the cable, enough to loosen the armor spacer from the entry component. Screw the entry component into the enclosure. Retighten the armor spacer when the entry component is fully tightened into the enclosure.



6. Finally, holding the cable central in the gland, tighten the Outer Nut to compress the Grounding Spring to secure the armor and the seal to engage the cable jacket. Do not over tighten the Outer Nut. The Entry Component and Outer Nut do not have to close face-to-face.

