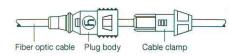
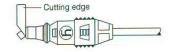
# GB







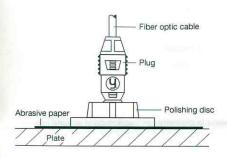
### OVKS 2,2 plug assembly

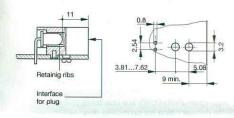
Pass the fiber optic cable through the cable clamp and the plug body.

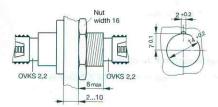
No stripping is required.

Push the cable clamp into the plug body until first notch step. The cable can still be moved. The end of the cable should just protrude through the front of the plug body.

Push the cable clamp in to the last notch step. Cut projecting cable end with a sharp cutting edge.







The optical quality of the cut surface can be improved by a polishing procedure.

For this purpose insert the plug into the polishing disc supplied and apply a sheet of standard 600 grade abrasive paper on a flat plate. Then move the disc with plug across the paper at irregular pattern until a smooth end surface is obtained. If required, the procedure can be repeated using fine abrasive paper in order to achieve further improvement of fiber end quality.

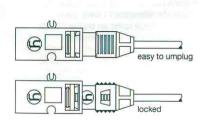
After polishing clean the front end of residual abrasive particles.

#### Mounting diode socket

Insert the assembled OVKS 2,2 plug into the OVKD 01 diode socket (unlocked position), which will establish a definite optical reference plane for the transmitter or receiver element, respectively. Insert this element all the way until stop into the opening with incorporated retaining ribs (reference distance 11 mm). Thereby the orientation lug (of TO 18 housing) should meet one of the guide grooves. Then bend the connecting pins of the diode at a 90° angle. Then fix the socket with the screw supplied and connect the pins by soldering.

#### Mounting coupling

The OVKK 01 coupling is designed for bulkhead mounting, but application as a free coupling device is possible, too.



## Plugging-in, engaging, locking

Depending on the orientation while plugging into the diode socket or into the coupling the plug can be either easily unplugged or will be locked.

After locking the plug can be drawn-out when lifting the notch bar e.g. with a small screwdriver.