16AX switches 1way/2way 10AX intermediate switch Hager Dream

Safety instructions

Electrical equipment must only be installed and assembled by a qualified electrician in accordance with the relevant installation standards, regulations, directives and safety and accident prevention directives of the country.

Failure to comply with these installation instructions may result in damage to the device, fire or other hazards.

Function

Mechanical light switches for electrical installations in buildings.

Correct use

- For the flush-mounted installation in standard wall boxes (recommended wall box depth ≥ 35 mm).
- Only suitable for use in indoor areas with no drip and no spray water.

Technical data

Rated voltage: 250 V~ Frequency: 50/60 Hz

Conductor cross-section of screw terminals: max. 3 x 1.5 mm²
Distance of fixing holes: 60.3 mm

Switch compliance: BS EN 60669-1, IEC 60669-1

16AX switches 1way/2way

Rated current: max. 16 AX

10AX intermediate switch

Rated current: max. 10 AX



Information for electricians Installation and electrical connection



DANGER!

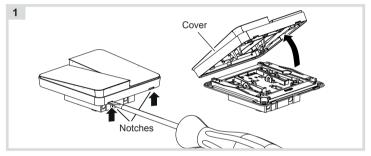
Touching live parts can result in an electric shock.

An electric shock can lead to death.

Disconnect the connecting cables before working on the device and cover all live parts in the area!

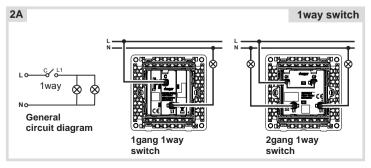
Preparing the device for installation

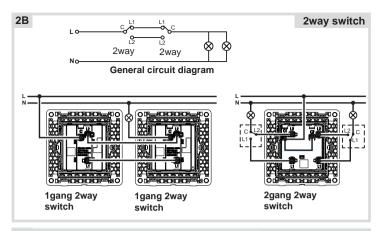
(for example "16AX 2gang 1way switch")

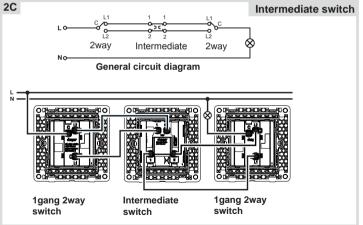


- Carefully loosen the cover on the notches with a flat-blade screwdriver (1).
- Remove the cover.

Connecting the device



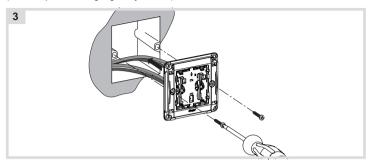




- Strip connection cables approx. 10 ... 12 mm.
- Wire the switch according to the appropriate wiring diagram (2A or 2B or 2C).

Installing the device into the wall box

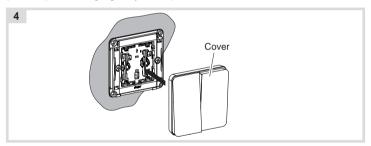
(for example "16AX 2gang 1way switch")



■ After wiring, fix the device with the two screws attached into the wall box (3).

Assembling the cover

(for example "16AX 2gang 1way switch")



- Snap the cover onto the device (4).
- 2-5gang frames are available for multiple combinations.