

Connector Technical Data

EPIC® Overview

The most important considerations for a heavy duty connector are its electrical characteristics, its mechanical characteristics and the materials from which it is manufactured. The heavy duty connector provides safe connection and disconnection of electrical power or signals with robust housings which are suitable for hostile environments (connectors should never be mated or unmated under load.)

The construction of a rectangular connector can be

selected specifically for a customer's requirement. EPIC® industrial connectors from Lapp are made up of various components (housings, inserts, contacts, strain relief.)

The various components of the heavy duty rectangular connector are purchased individually and made up on a modular principle. A wide range of housing sizes and many options of inserts and contacts make it possible to design the ideal connector for each application.

HOUSINGS



Hood:

A hood may have a top or an angle (side) entry of different PG, Metric, or NPT sizes to accommodate a wide range of cable diameters. The hood can be mated with either a surface or panel mounting base, or a cable coupler hood (for cable to cable connection.)



Panel Mount Base Housings:

The panel base is wired from below through a hole cut in a panel. The panel base is attached to the surface of a control panel for connection of control or power cables.



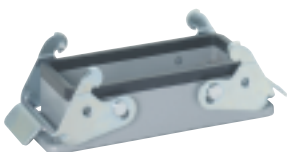
Surface Mount Base Housings:

The surface base is a complete enclosure only offering cable entry through a cable gland mounted either on one or both sides of the base.



Cable Coupler Hood:

The cable connector mates with a top entry hood to offer cable to cable connection. This is frequently used to extend cables.



Fixed Locking Lever (Latches) types:

There are two types of locking levers:

- Single locking lever which bolts on the longer side of the connector
- Double locking lever which bolts two levers on the shorter sides of the connector.
- Hoods or Bases can feature single or double levers.