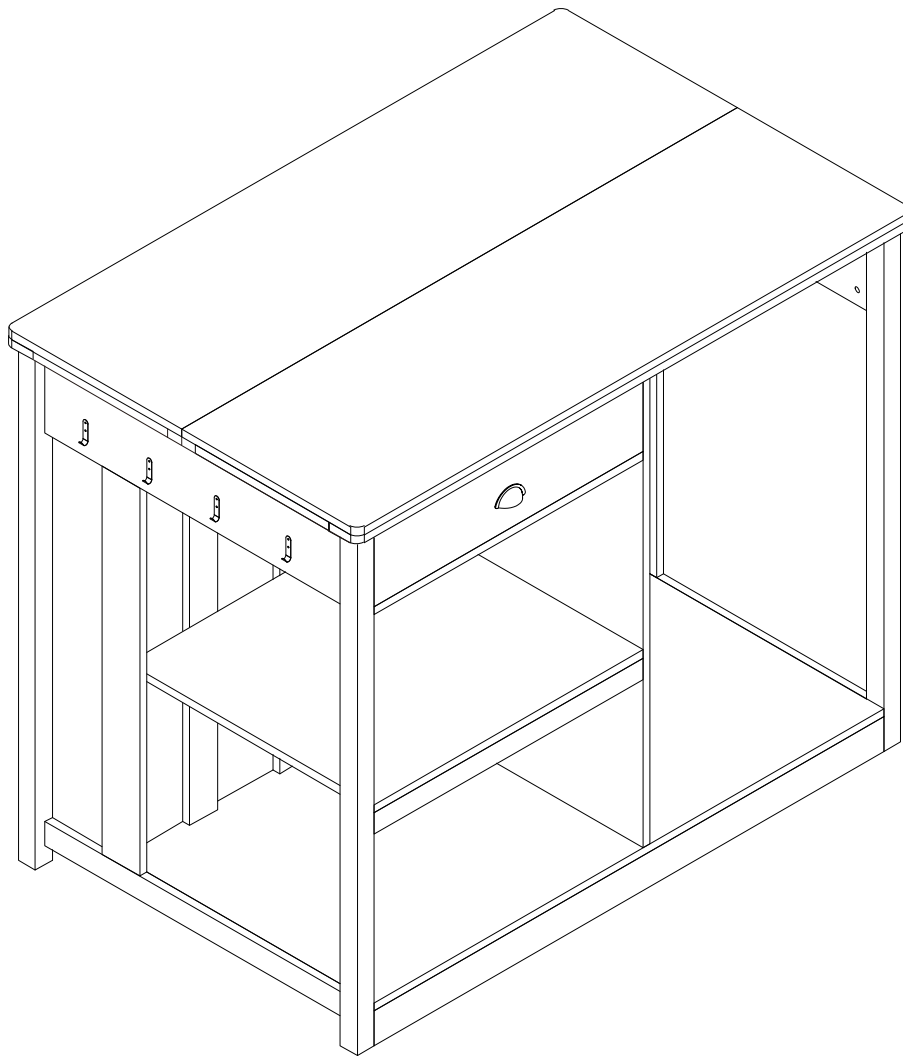
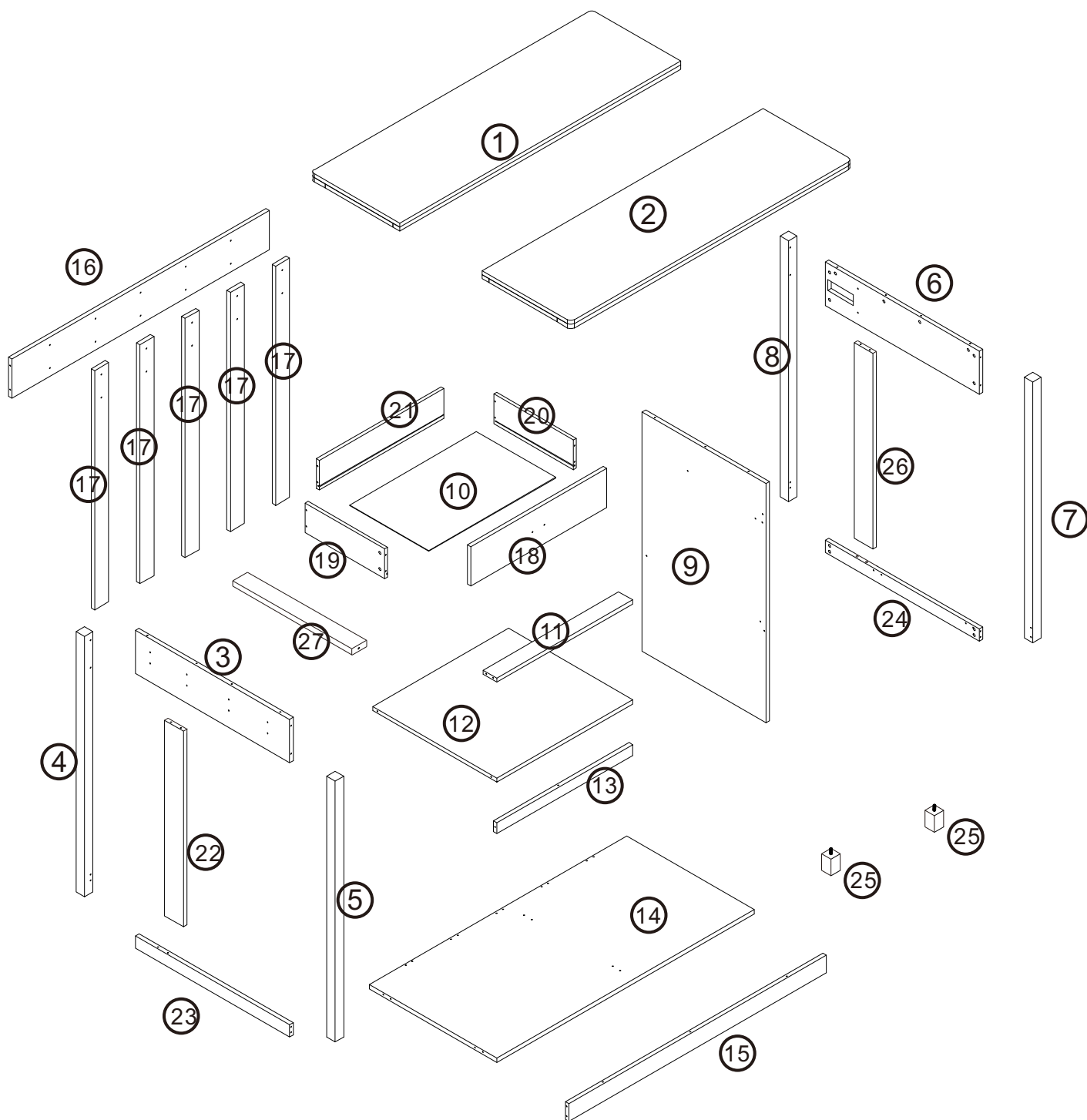


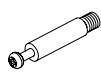
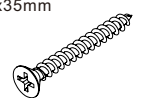
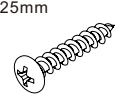
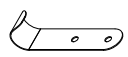
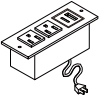
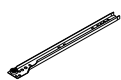
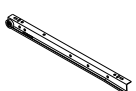
INSTRUCTION MANUAL



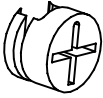
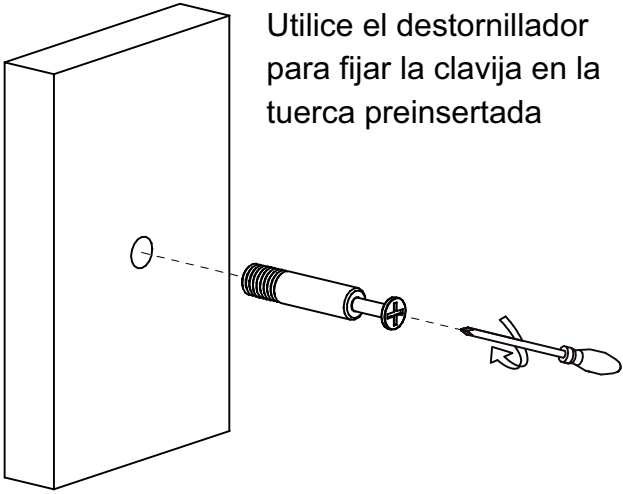
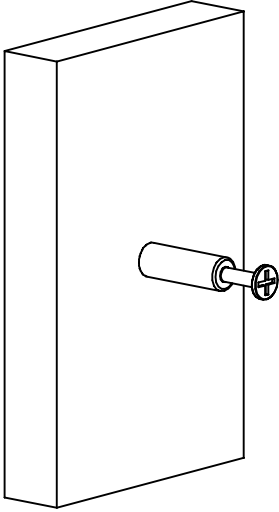
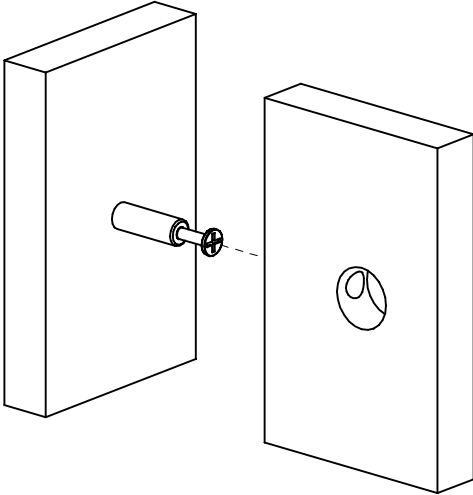
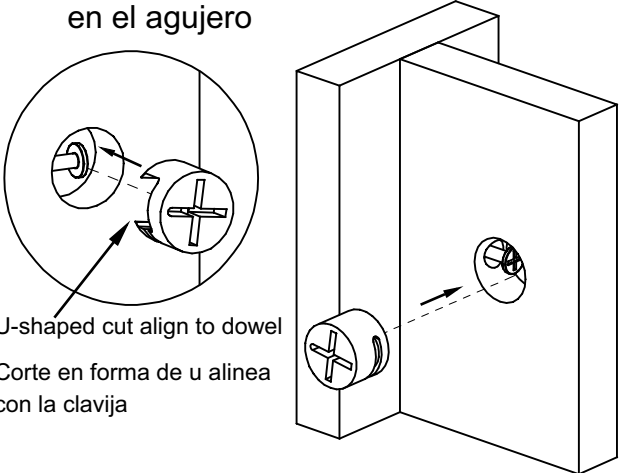
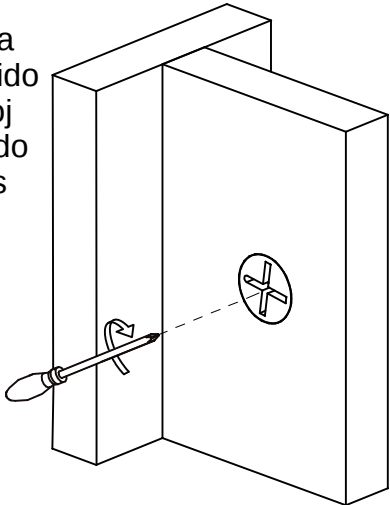
Thank you for purchasing our product. Please contact us and Leave order number if you have difficulty with installing or need replacement parts. Customer service is here to assist you all the time.
E-MAIL: lazzosupport@163.com

Gracias por comprar nuestro producto. Por favor, póngase en contacto con nosotros y deje el número de pedido si tiene dificultades con la instalación o necesita piezas de repuesto. El servicio de atención al cliente está aquí para ayudarle todo el tiempo.
Correo electrónico: lazzosupport@163.com

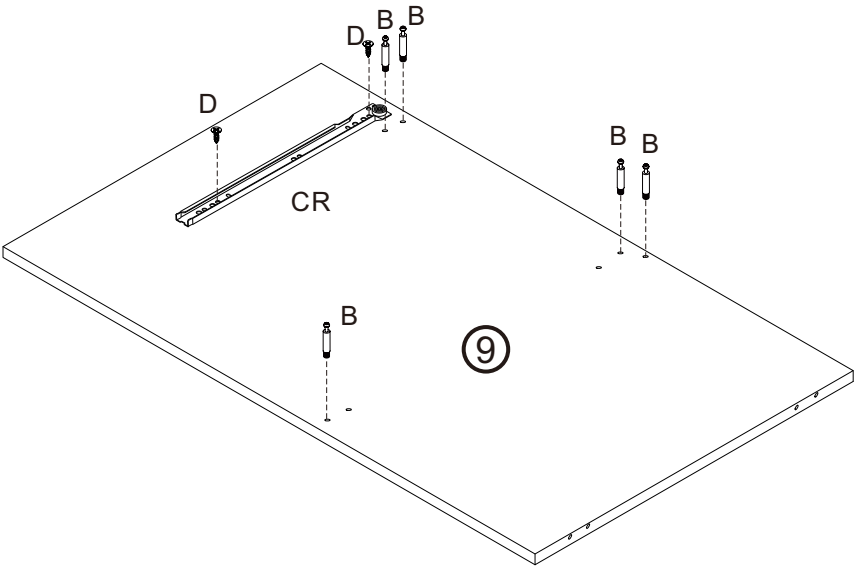
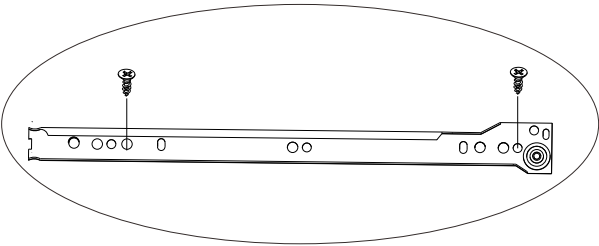


			 M3x12mm	 M4x35mm	 M4x25mm
		 M4x10mm		 M3x14mm	
					
Ax62	Bx62	Cx16	Dx8	Ex18	Fx10
Gx2	Hx1	Ix2	Jx6	Kx14	Lx1
Mx4	CLx1	CRx1	DLx1	DRx1	

How to use furniture connector cam lock screw and fitting?
¿Cómo utilizar el tornillo y el accesorio de la leva de furniture connector?

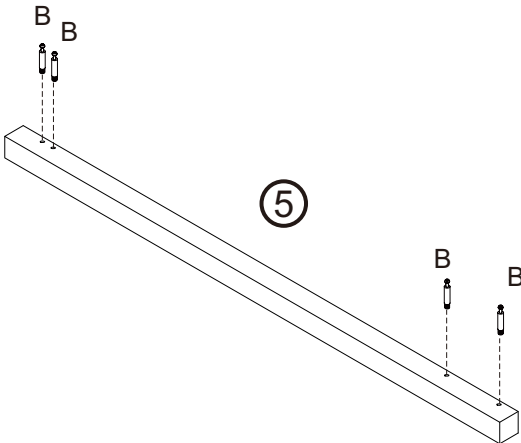
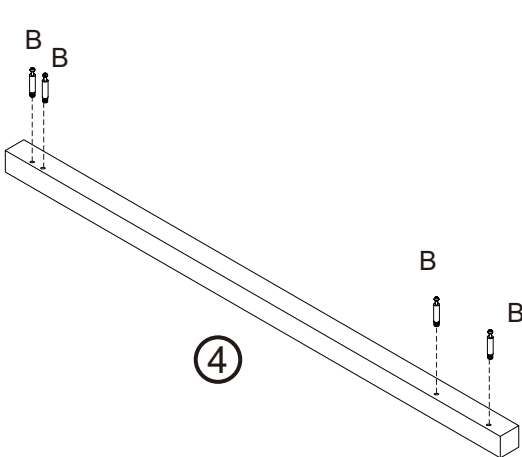
Eccentric wheel(A) Rueda excéntrica (A)  Dowel (B) Dowel (B) 	1 Use screwdriver to attach dowel into pre-inserted nut Utilice el destornillador para fijar la clavija en la tuerca preinsertada 
2 Step 1 completed Paso 1 completado 	3 Attach dowel into hole on fitting board Fije la clavija en el agujero en la tabla de montaje 
4 Put eccentric wheel (cam lock fitting) into hole Ponga la rueda excéntrica (cierre de la leva) en el agujero  U-shaped cut align to dowel Corte en forma de u alinea con la clavija	5 Tighten: Turn the eccentric wheel clockwise Loosen: Turn it anticlockwise Apretar: girar la rueda excéntrica en el sentido de las agujas del reloj aflojar: girar en sentido contrario a las agujas del reloj 

Step 1



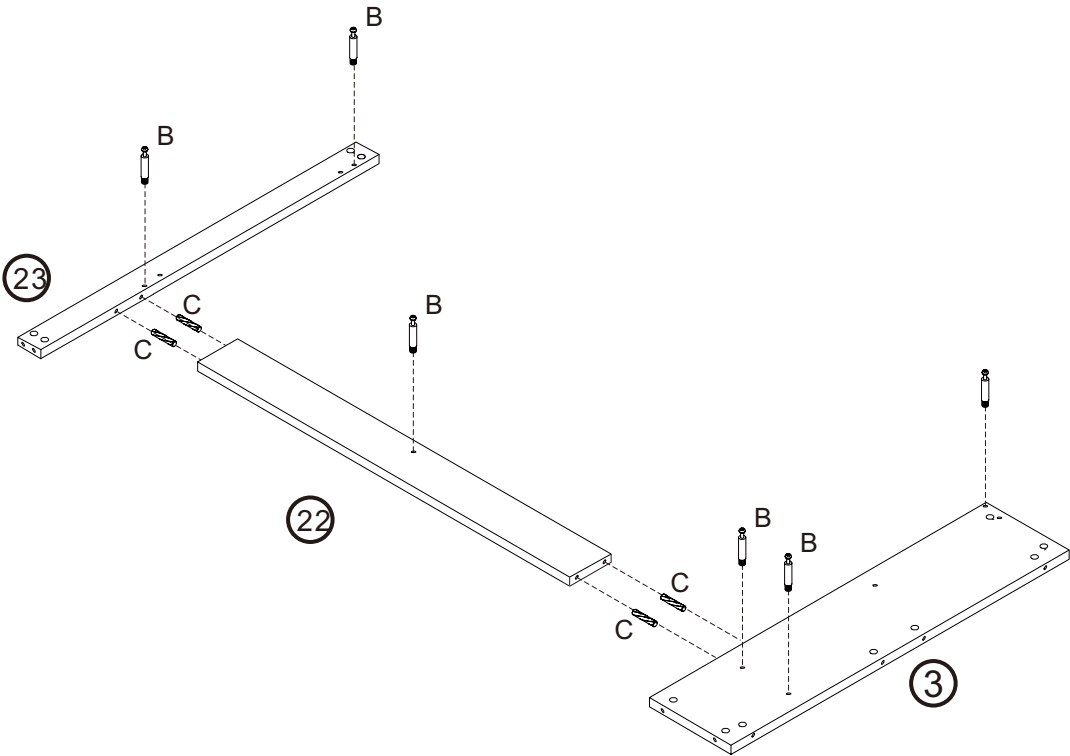
	Bx5
	Dx2
	CRx1

Step 2



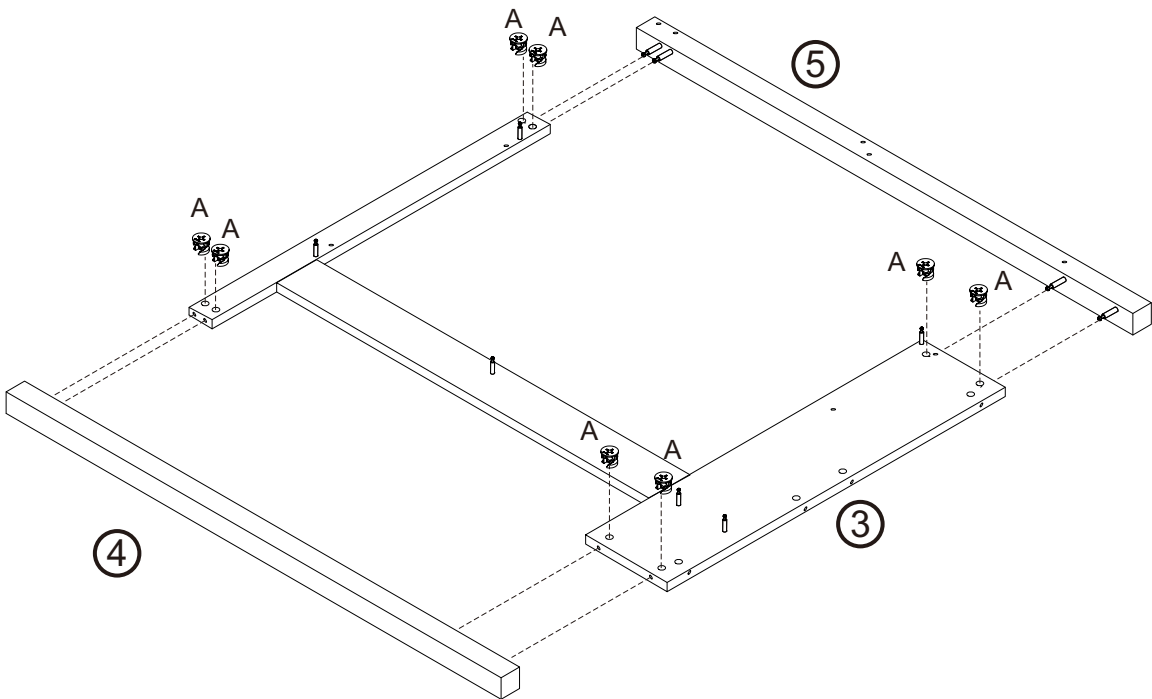
	Bx8
--	-----

Step 3



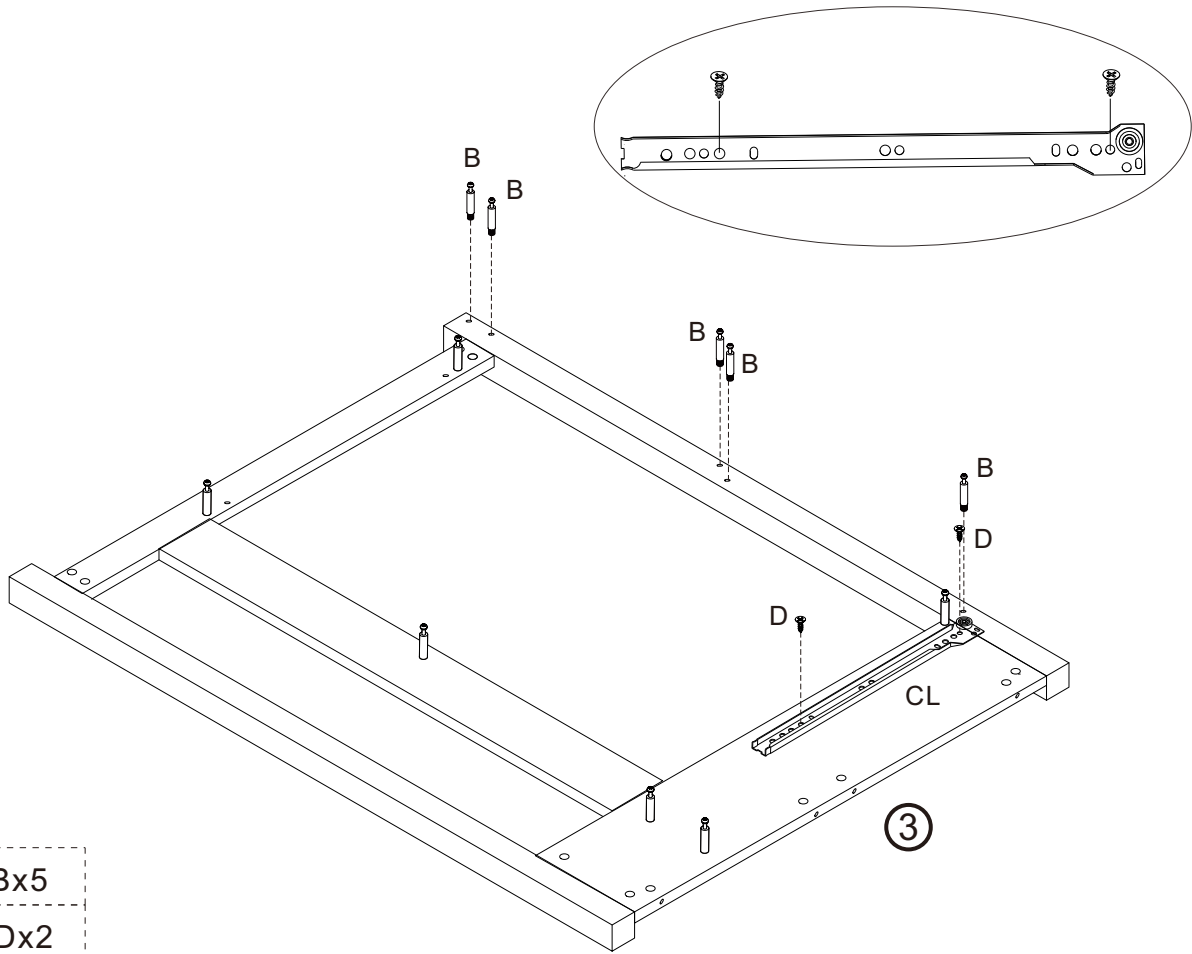
	Bx6
	Cx4

Step 4



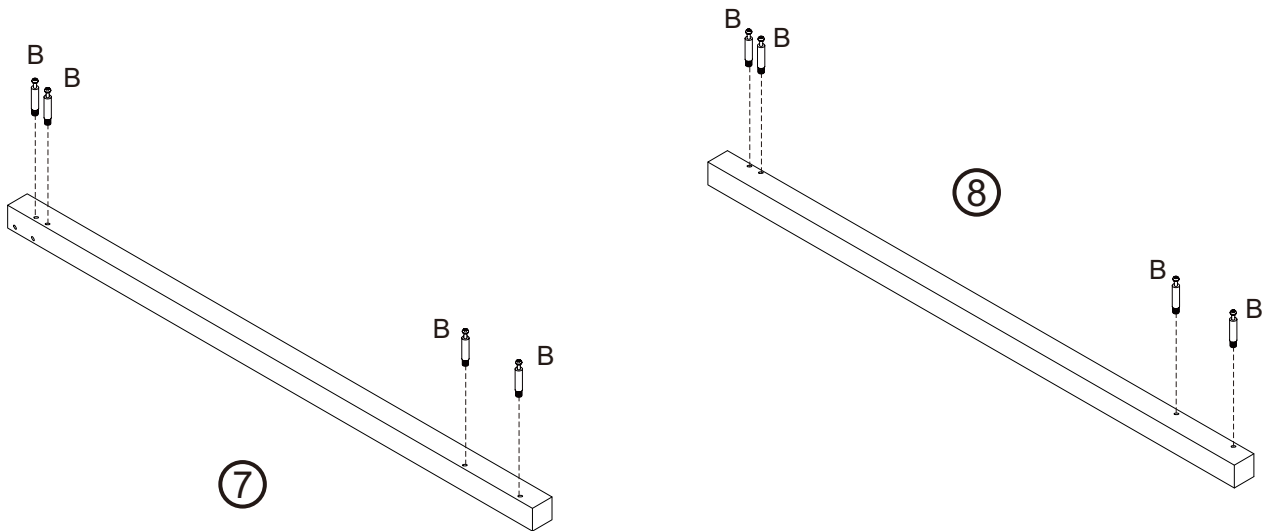
	Ax8
--	-----

Step 5



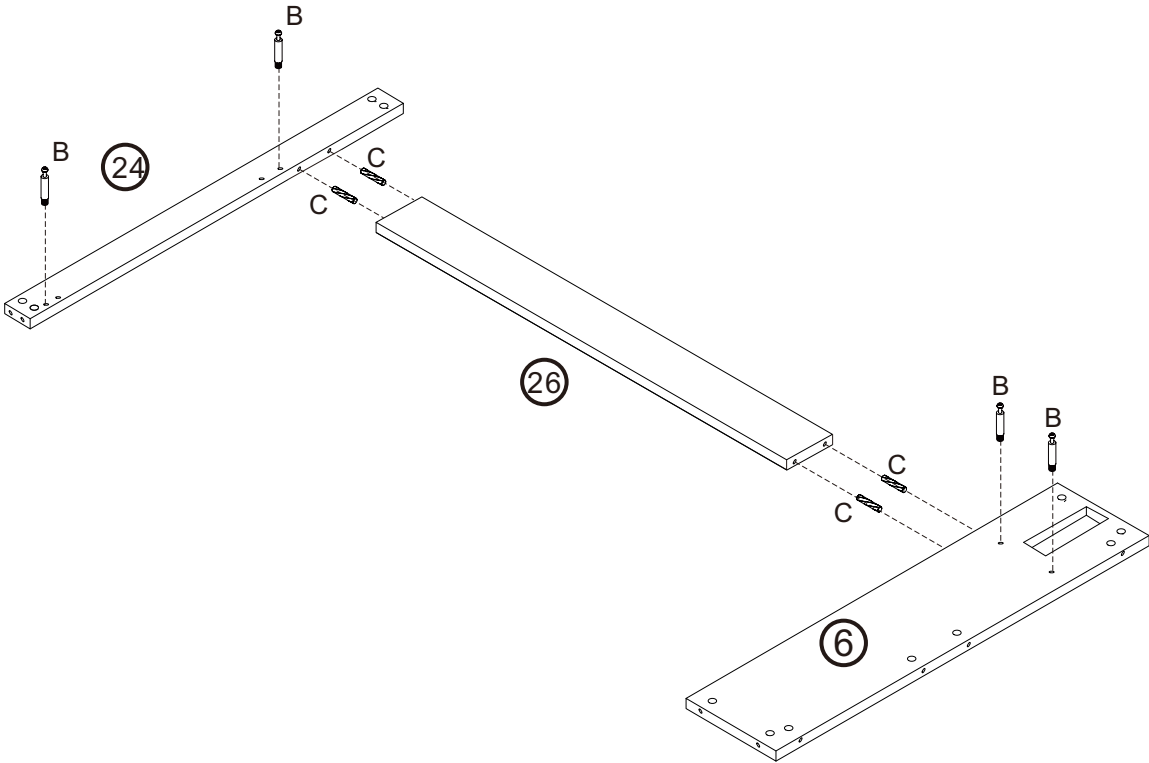
	Bx5
	Dx2
	CLx1

Step 6



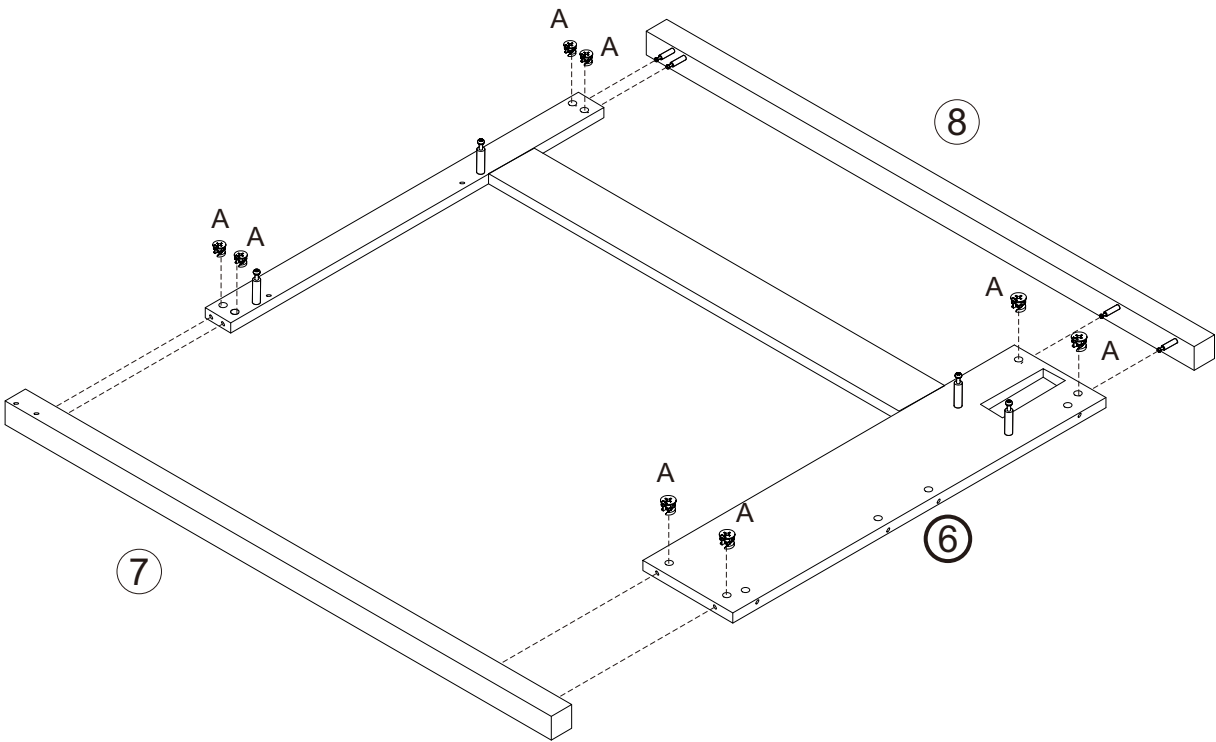
	Bx8
--	-----

Step 7



	Bx4
	Cx4

Step 8



	Ax8
--	-----