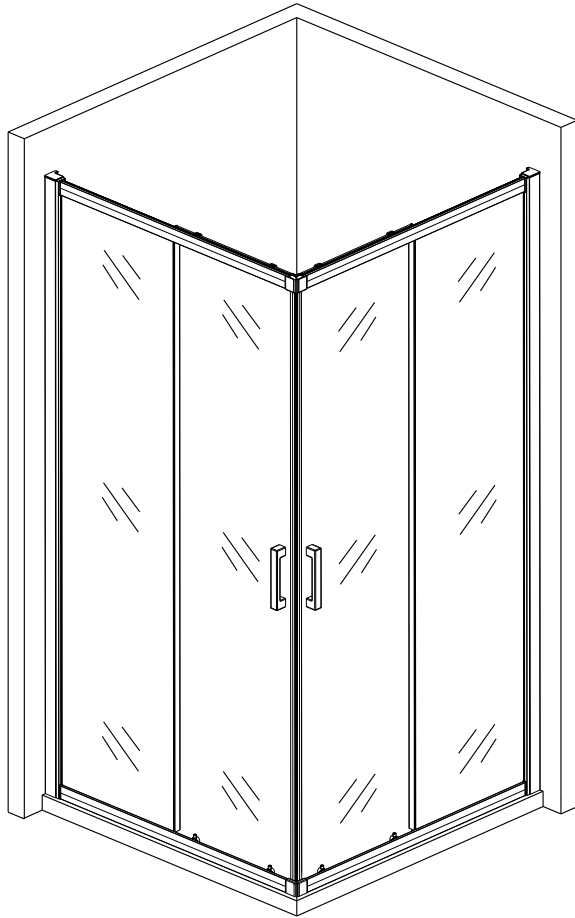


Installation Manual



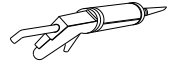
TOOLS REQUIRED



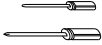
PENCIL



($\varnothing 6$ $\varnothing 3.2$) DRILL BIT



SILICONE & GUN



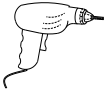
FLAT HEAD & CROSS
HEAD SCREWDRIVER



TAPE MEASURE



SPIRIT LEVEL

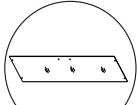


DRILL



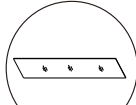
RUBBER HAMMER

LIST OF SPARE PARTS



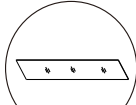
A1

X2



A2

X1



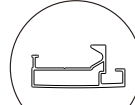
A3

X1



B1

X1



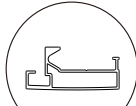
B2

X1



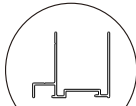
B3

X1



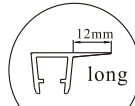
B4

X1



B5

X2



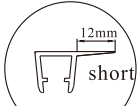
C1

X2



C2

X2



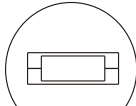
C3

X2



C4

X4



E1

X2



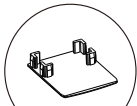
D1

X4



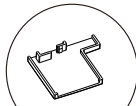
D2

X4



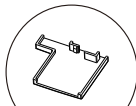
I1

X2



I2

X1



I3

X1



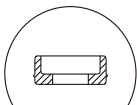
I4

X8



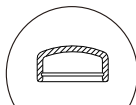
I5

X2



I6

X16



I7

X16



ST1

ST4*40
X8



ST2

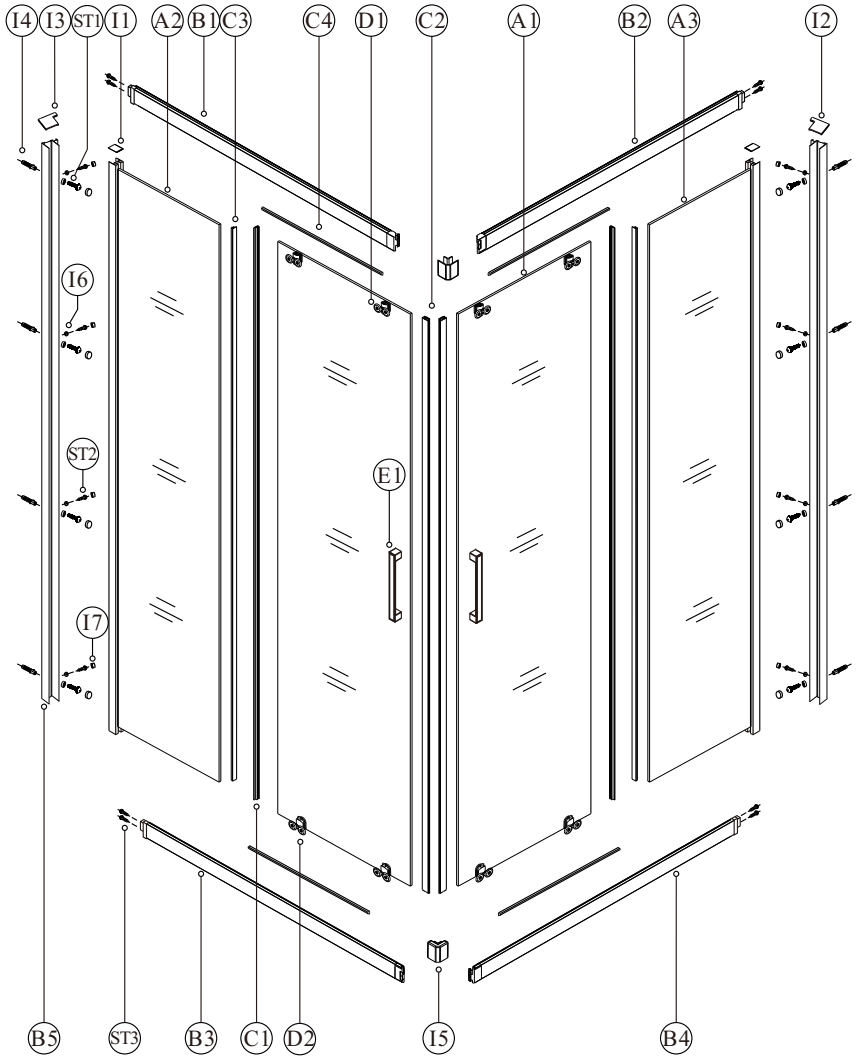
ST4*8
X8



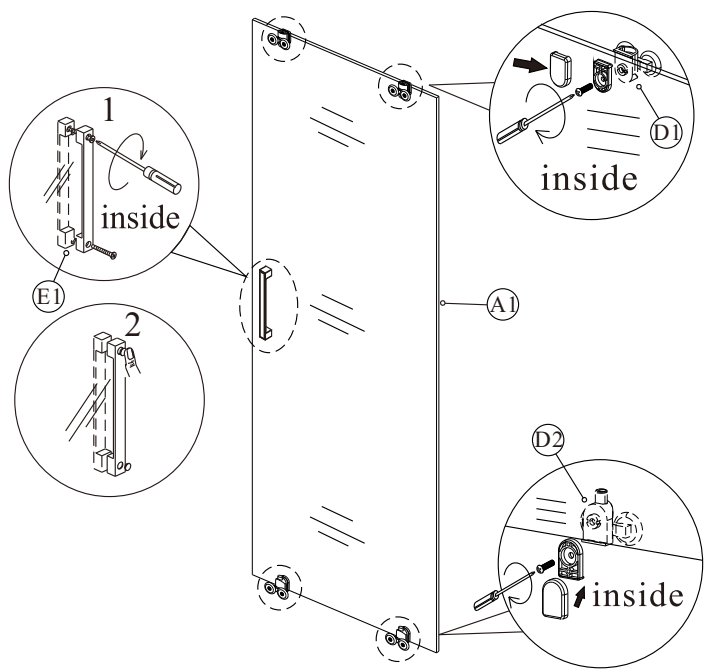
ST3

ST4*8
X8

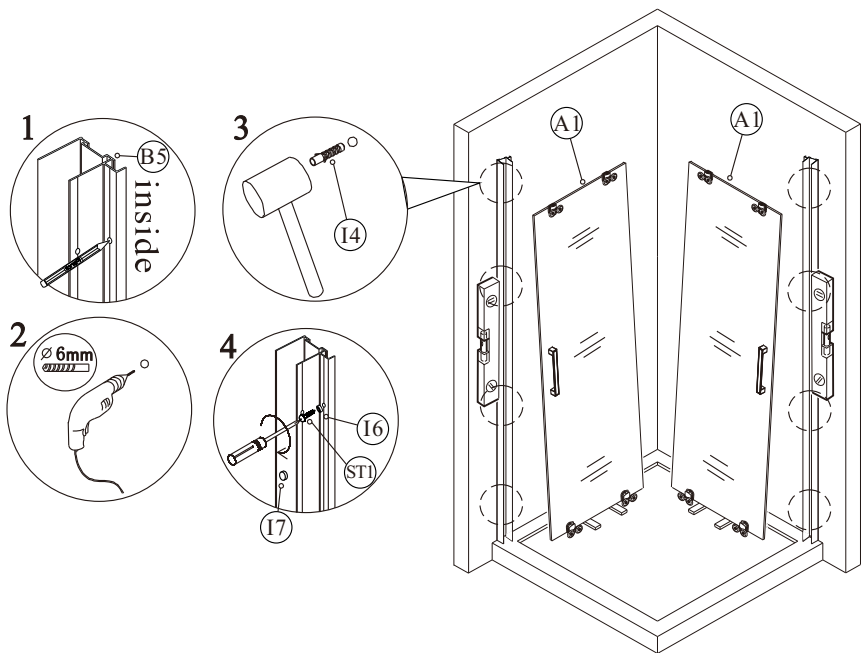
PRODUCT SCHEMATIC DIAGRAM



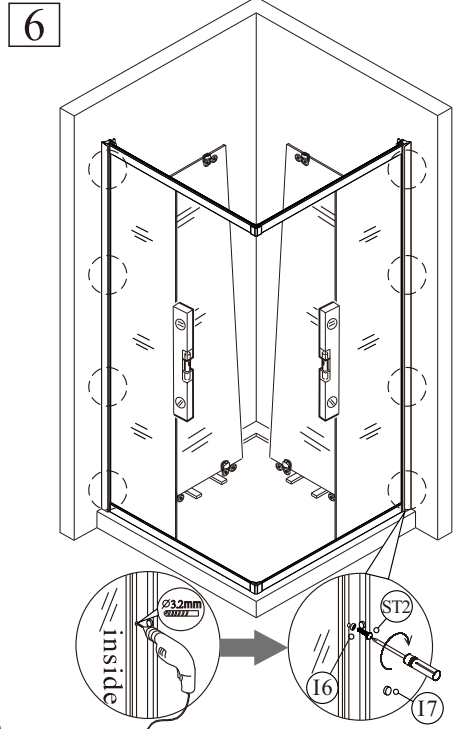
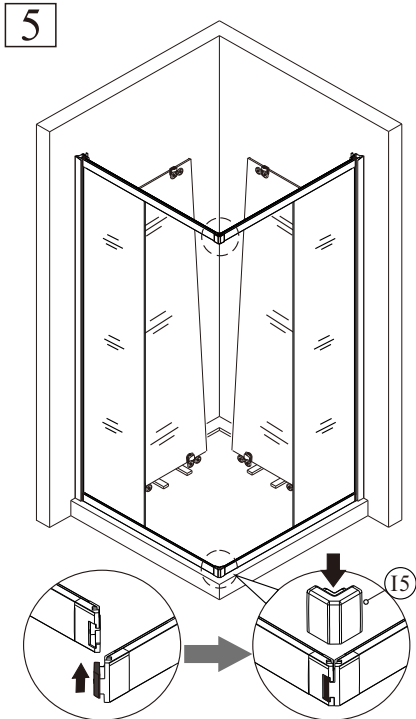
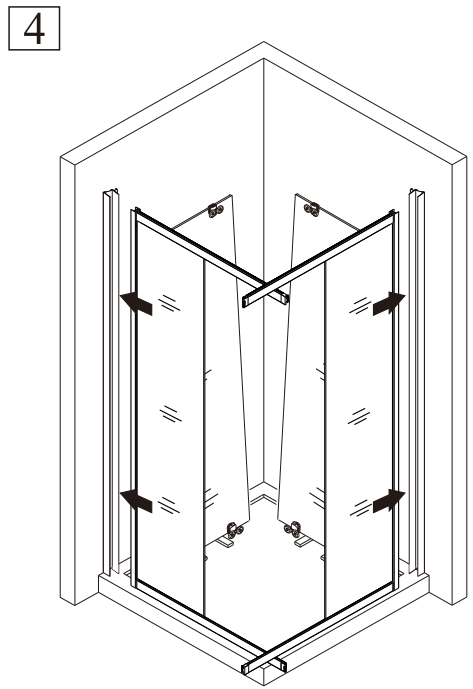
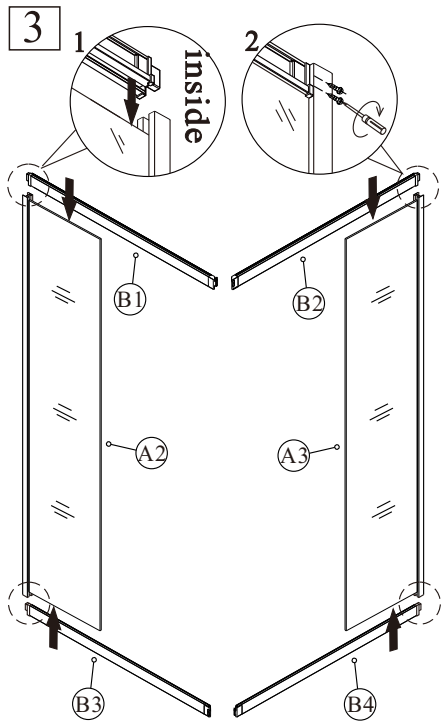
1



2

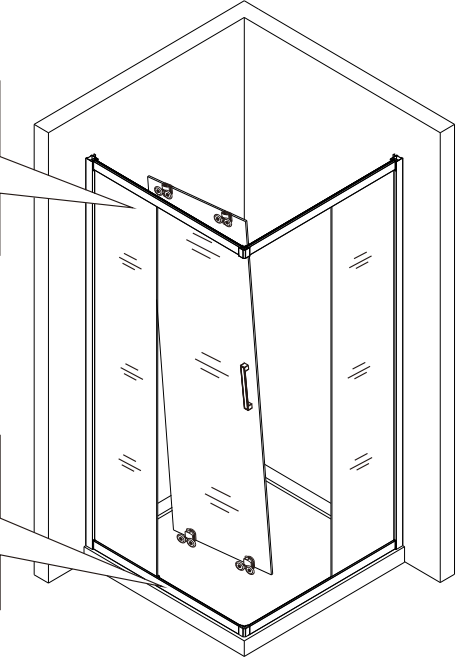
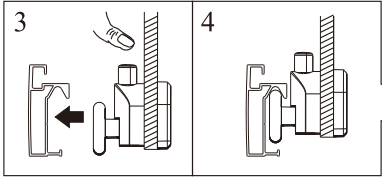
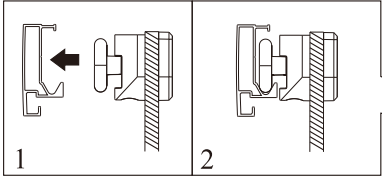


(3)

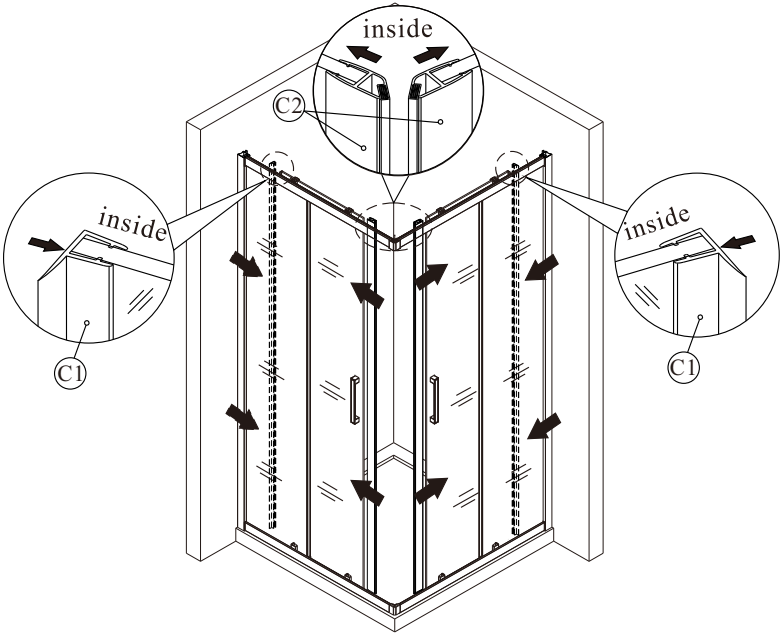


(4)

7

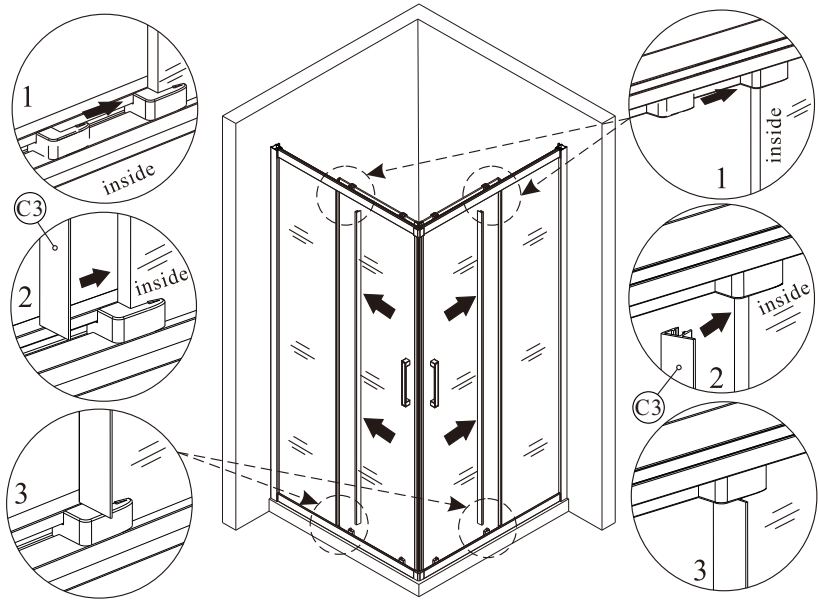


8

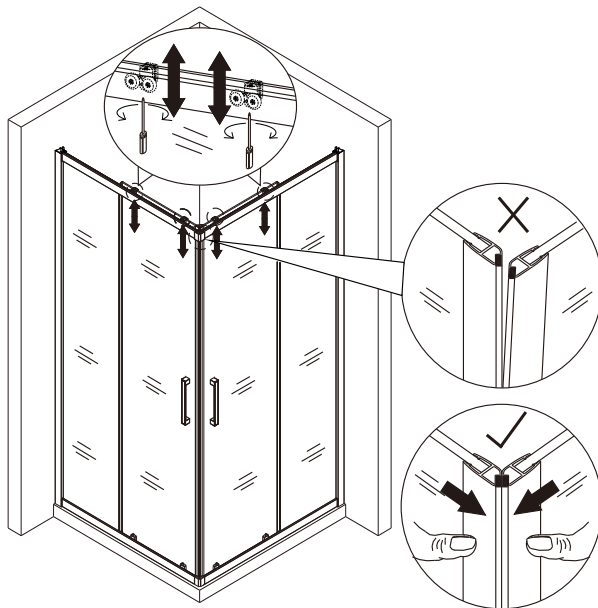


(5)

9

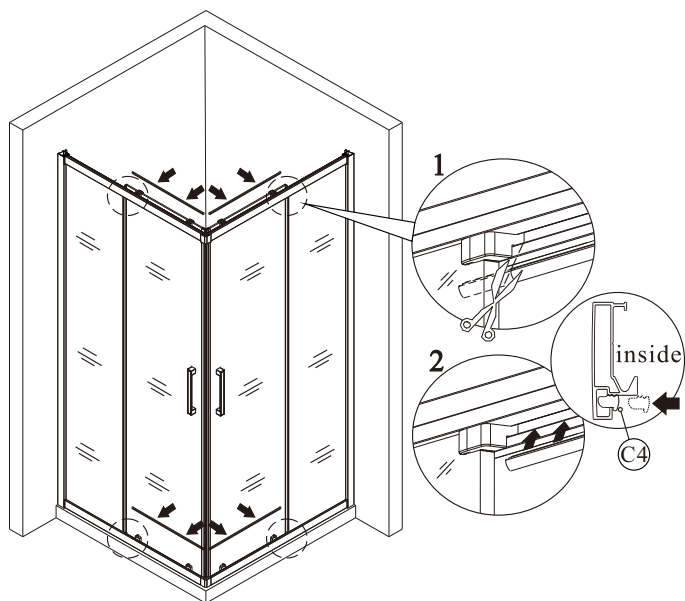


10

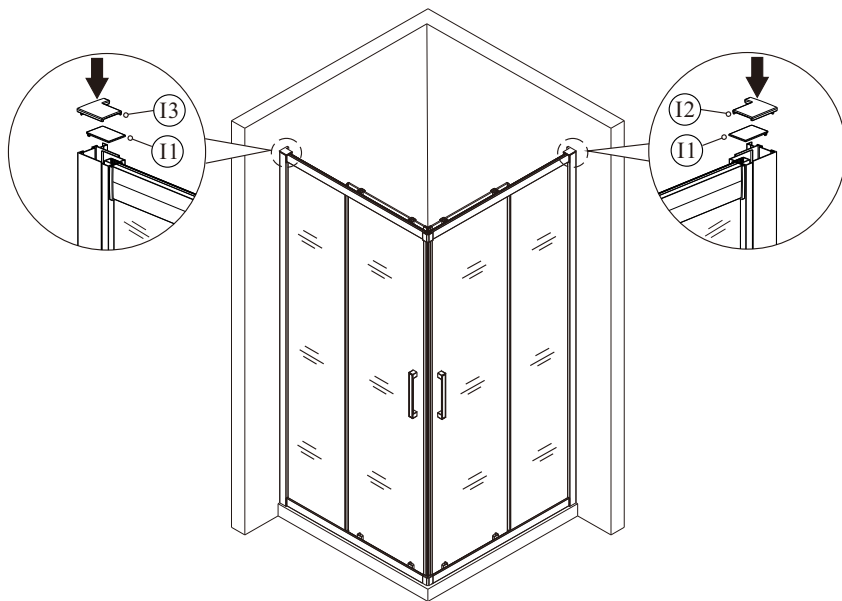


(6)

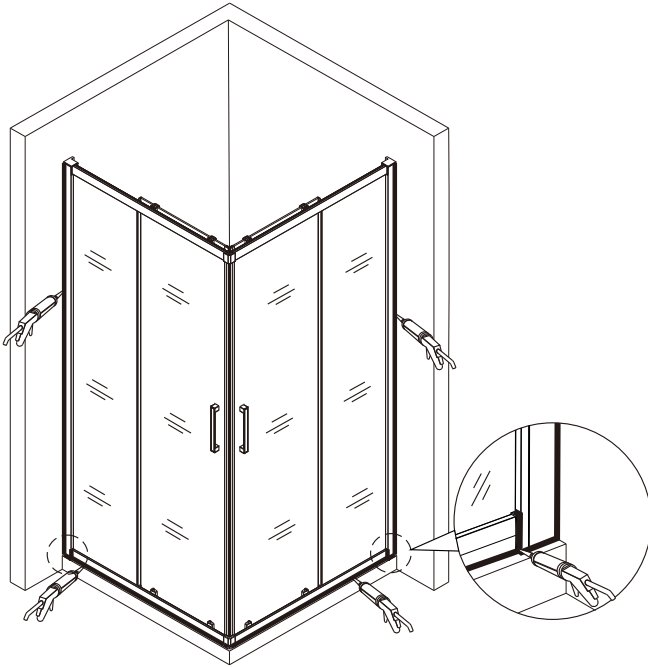
11



12



(7)



Apply some silicone on the outside edge of the shower enclosure (between the wall profiles and wall and between the frame and the tray) to enhance waterproof. After installation, it needs 24hours for silicone to dry before being put into use.

Cleaning & Maintenance

Clean the sundries regularly to prevent the drain from being jammed. Usually, clean the shower enclosure by mop with mild detergent.

Don't clean the shower enclosure with irritant detergent, such as alcohol, gasoline or other chemical cleaner.

Should there be any dirty stains on the shower enclosure, you may clean it by calico with toothpaste, but you need to clean it with water afterwards.

After the installation is completed, if you find there is much noise when the glass door moves, you may add small quantity of lubricant onto the roller wheel, slipping hook and the track.