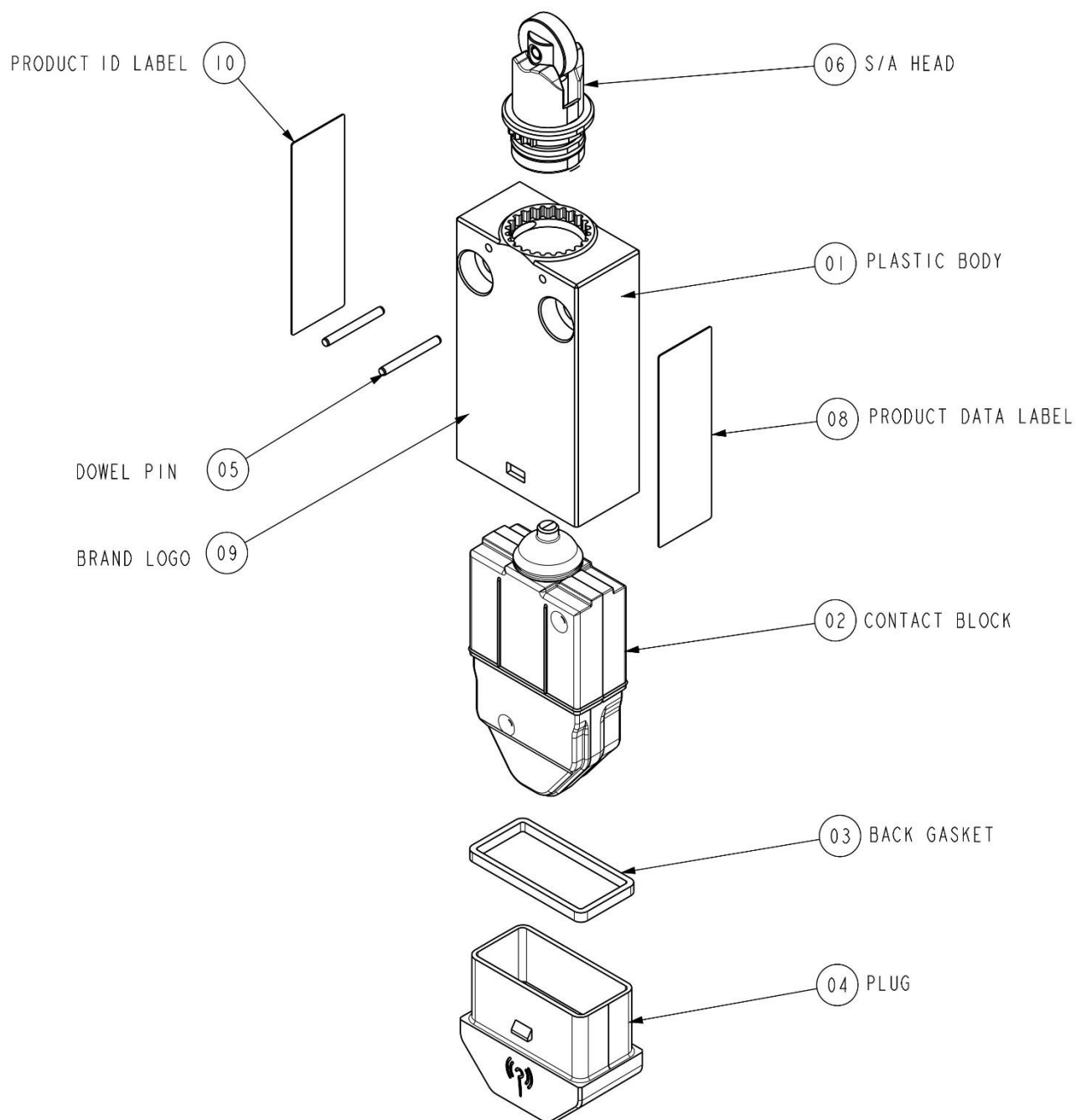


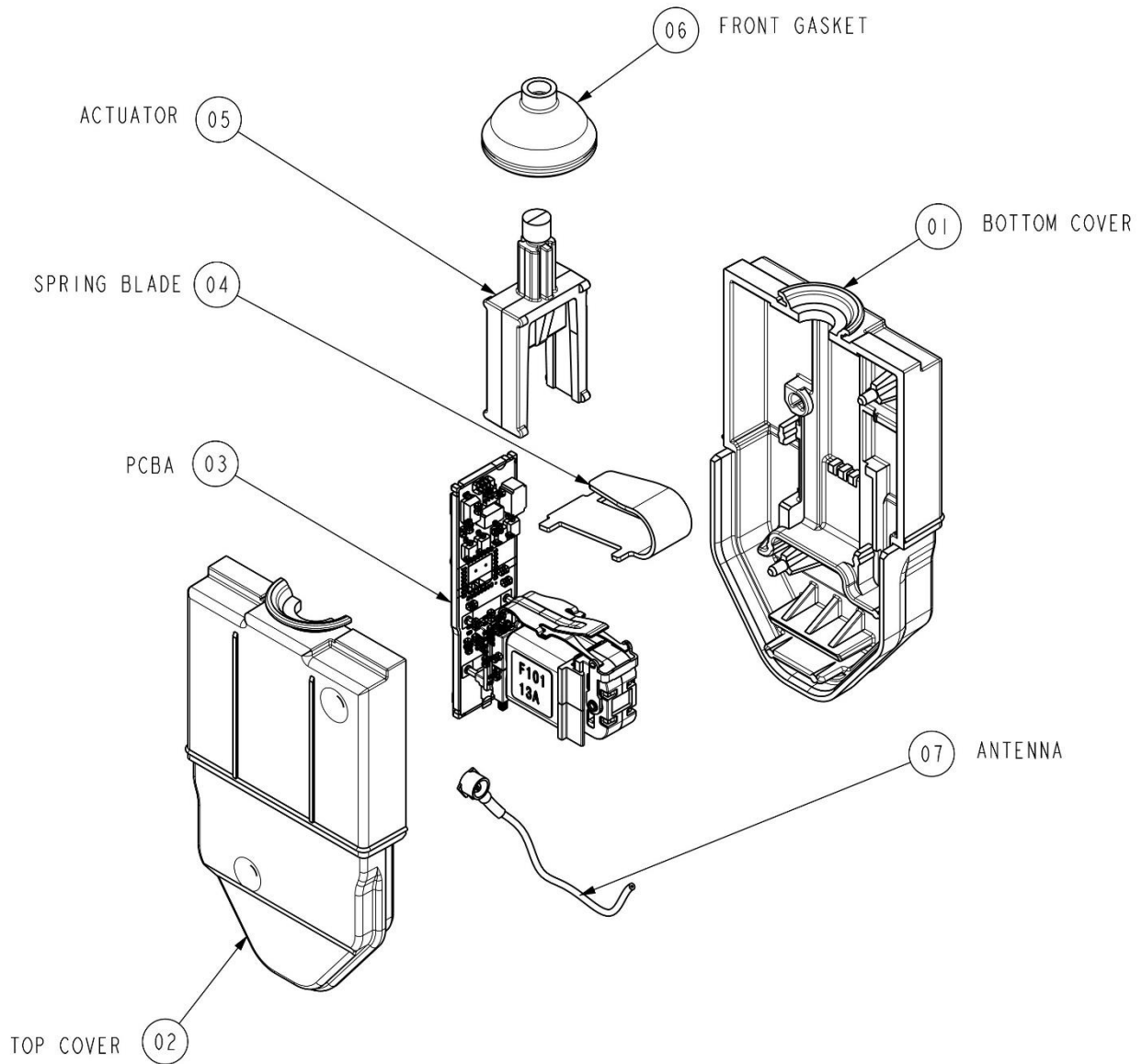
4 – Internal construction

Whatever the version of operating actuator (head) is, XCMW internal mechanical structure is always the same (see drawing below) :



The electronic of XCMW is located in a sub-assembly called “contact block” (item 02) that is always the same for all product versions.

Internal structure of the contact block is as below :



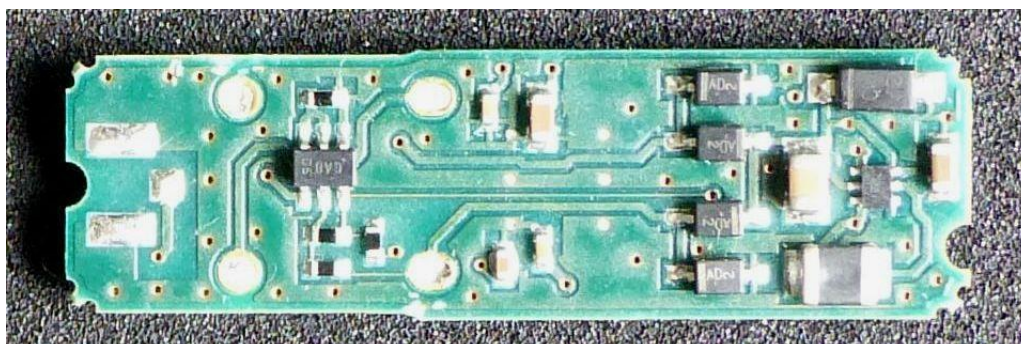
The electronic is composed of :

- an electronic board (that supports the radiofrequency emitter),
 - an antenna,
 - a generator (that converts the mechanical movement transmitted by the head in electrical energy to supply the electronic board),
- all located in a plastic housing.

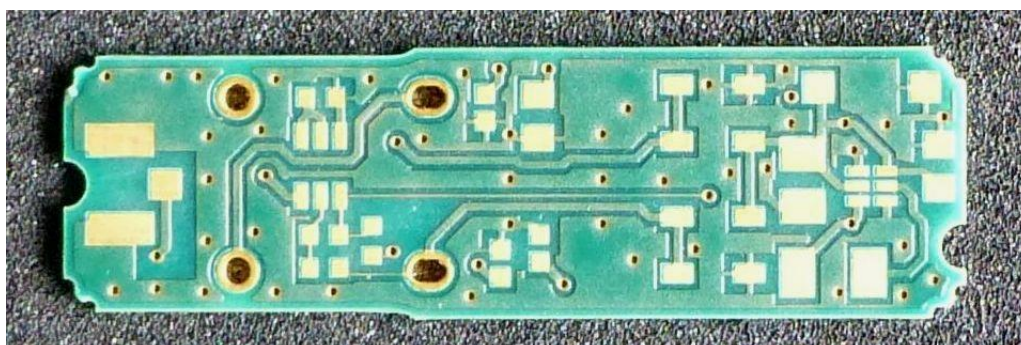
The shape of the antenna is determined and guaranteed by a specific groove in the housing.

The electronic board, antenna and generator are strictly identical for all versions listed below:

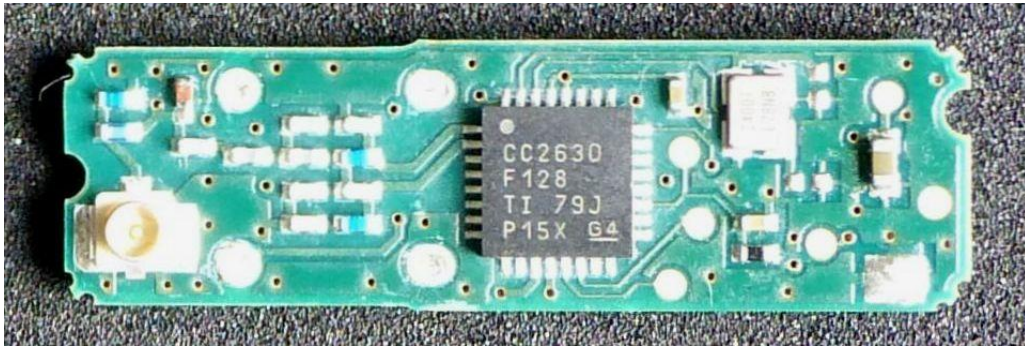
Model Type	Description
XCMW101	model with rotative head without lever
XCMW139	model with Ø50 mm plastic roller lever
XCMW146	model with adjustable Ø16 mm metal roller lever
XCMW149	model with adjustable Ø50 mm plastic roller lever
XCMW159	model with plastic rod lever
XCMW1F0	model with M12 metal end plunger
XCMW1H0	model with M18 metal end plunger
XCMW201	model with rotative head without lever (inverted frames)
XCMW202	model with metal roller plunger (inverted frames)
XCMW210	model with metal end plunger (inverted frames)
XCMW215	model with Ø16 mm plastic roller lever (inverted frames)
XCMW216	model with Ø16 mm metal roller lever (inverted frames)
XCMW239	model with Ø50 mm plastic roller lever (inverted frames)
XCMW245	model with adjustable Ø16 mm plastic roller lever (inverted frames)
XCMW246	model with adjustable Ø16 mm metal roller lever (inverted frames)
XCMW249	model with adjustable Ø50 mm plastic roller lever (inverted frames)
XCMW259	model with plastic rod lever (inverted frames)
XCMW2F0	model with M12 metal end plunger (inverted frames)
XCMW2H0	model with M18 metal end plunger (inverted frames)



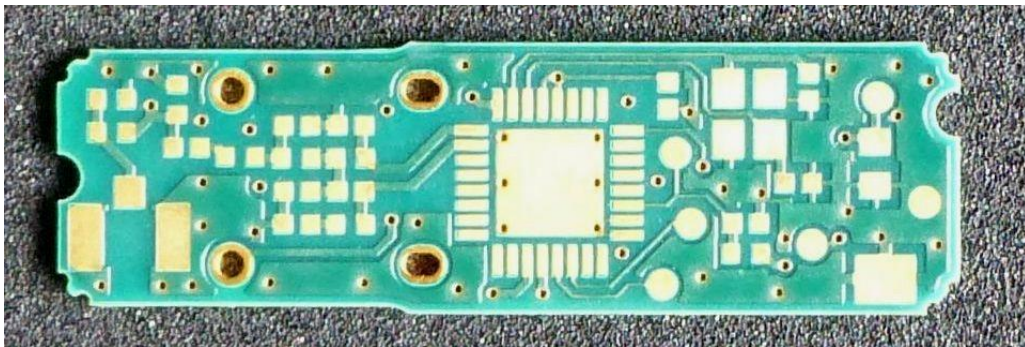
TOP side (with components)



TOP side (without components)



BOTTOM side (with components)



BOTTOM side (without components)