

Cylinders



4642-3971
Cast Iron Cylinder Assembly

- Non-handed
- Standard



4642-3071
Cast Iron Cylinder Assembly

- Non-handed
- Mounting plate
- Includes; 4640-3454 Motor Clutch, 4640-3180 I/O Board Assembly and 4640-3462 Controller
- Standard



4642-3071CS
Cast Iron Cylinder Assembly

- Non-handed
- Mounting plate.
- Includes; 4640-3454 Motor Clutch, 4640-3180 I/O Board Assembly and 4640-3462 Controller
- Same as a 4640-3071 assembly except on/ off switch is concealed in endcap and no hold open switch is included. (Separate key switches suggested)
- Standard

Cover



4640-72MC
Metal Cover

- Non-handed
- Standard

Arms



4640-3077
Regular Arm

- Non-handed



4640-3077L
Long Arm

- Includes LONG ROD AND SHOE, 4640-79LR for deep reveals



4640-79
Rod & Shoe

- For use with regular arm



4640-79LR
Long Rod & Shoe

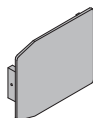
- Used for long arm with deep reveals

Installation Accessories



4640-334
Switch End Cap

- End cap (black powder finish coat only) with cut outs for installing on/off and hold open switches



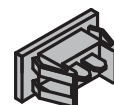
4640-334-2
Blank End Cap

- Black powder coat only



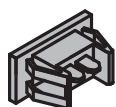
4640-334CS
Switch End Cap

- End cap and switch (black powder coat only) for concealed switch option



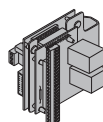
4640-3179-1
On/Off Switch Assembly

- Black rocker switch
- Plugs into high voltage PC board



4640-3179-2
Hold Open Switch Assembly

- Black rocker switch
- field wired to low voltage PC board



4640-3180
PC Board Assembly

- High and low voltage PC boards connected to mounting bracket



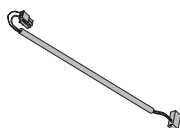
4640-3454
Motor/Clutch Assembly

- A geared assembly in an LCN power operator that incorporates a "no destruct" feature



4640-3462
Control Box Assembly

- Digital controller with built-in 12/24 VDC power supply
- Programming and timing functions are adjusted on controller



4640-3498-2
AC Power Cable

- 2 wire cable to connect 120 VAC from PC board assembly to controller



4640-3498-1
Ribbon Cable Connector

- 16 wire ribbon cable connecting 1-24 pin terminal connectors to controller