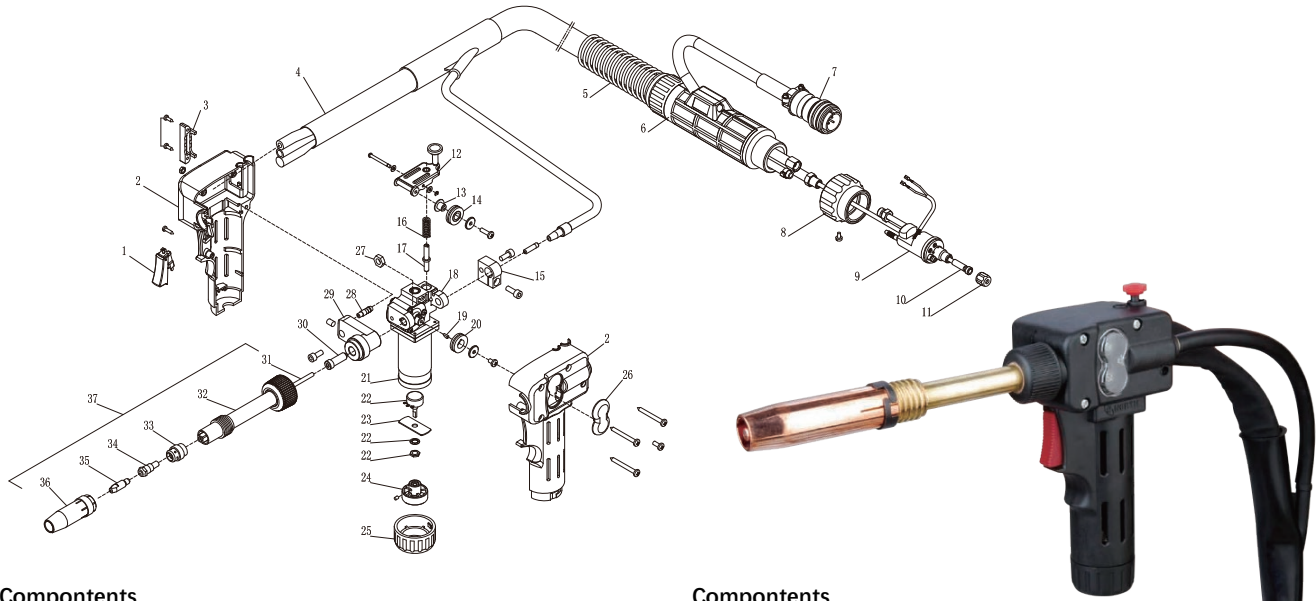


Push Pull Torch

- Type of cooling: Air Cooled
- Rating: 350A CO₂
300A Mixed Gas
- Duty cycle: 60%
- Wire size: Ø0.8-1.2mm



Components

No.	Part Number	Description
1	EJ0003	Trigger Switch
2	LTH2101	Gun Handle
3	LTH2111	Cable Clamp
4	LTL2060	Cable Assembly 6m
5	SS5201	Back Spring Cable Support
6	SH5201	Back Handle
7	MV0010	10 Pin Connector
8	EP3001	Gun Plug Nut
9	LTU2001	Euro Gun plug
10	LTR2210-6	Steel Liner 0.8-1.0mmx6mm
	LTR3212-6	Steel Liner 1.0-1.2mmx6mm
	LTR2310-6	Teflon Liner 0.8-1.0mmx6mm
	LTR3312-6	Teflon Liner 1.0-1.2mmx6mm
11	EU1011	Nut M10x1
12	LTY2001	Press Arm Shaft
13	LGX2015	Bearing
14	LGX2016*	Push Roll .030/.035 (0.8/0.9mm)
	LGX2017	Push Roll .047 (1.2mm)
15	LTX2015	Clamp
16	LGX2012	Press Arm Spring
17	LGX2011	Press Arm Bolt
18	LTX2001	Gearbox Assembly
19	LGX2018	Key
20	LGX2019*	Drive Roll .030/.035 (0.8/0.9mm)
	LGX2020	Drive Roll .047 (1.2mm)
21	LZ3601	Motor
22	Q8210*	Potentiometer 10KΩ
	Q8205	Potentiometer 5KΩ
	Q8201	Potentiometer 1KΩ
23	LTZ2012	Potentiometer Housing
24	LTZ2013	WFS Control Knob

Components

No.	Part Number	Description
25	LTH2112	Nut, Handle
26	LGH2011	Cover, Drive Roll
27	LGF2111	Nut
28	LTX2013	Gas Connector
29	LTX2012	Contact Adaptor
30	LTX2011	Pin, Head Tube
31	LTR21134*	Liner, Used with Gun Neck 180°
	LTR21142	Liner, Used with Gun Neck 45°
32	LTF2111	Straight Conductor Tube
	LTF2112	Goose Conductor Tube
33	ED2001	Diffuser
34	EC2001	Contact Tip Socket
35	EB2208	Contact Tip 0.8mm
	EB2210*	Contact Tip 1.0mm
	EB2212	Contact Tip 1.2mm
36	EA22125	Nozzle 12.5mm
37	LTF21180*	Gun Neck 180°
	LTF2245	Gun Neck 45°
38	LTR31160*	Liner, Used with Gun Neck 180°
	LTR31168	Liner, Used with Gun Neck 45°
39	LTF3111	Straight Conductor Tube
	LTF3112	Goose Conductor Tube
40	ED3001	Diffuser
41	EC3002	Contact Tip Socket M8x32
42	EB3210*	Contact Tip 1.0mm M8x10x30 Ecu
	EB3212	Contact Tip 1.2mm M8x10x30 Ecu
	EB3210L	Contact Tip 1.0mm M8x10x30 CuCrZr
	EB3212L	Contact Tip 1.2mm M8x10x30 CuCrZr
43	EA3216	Nozzle 16mm
44	LTF31180*	Gun Neck 180°
	LTF3245	Gun Neck 45°

*Denotes Standard Build