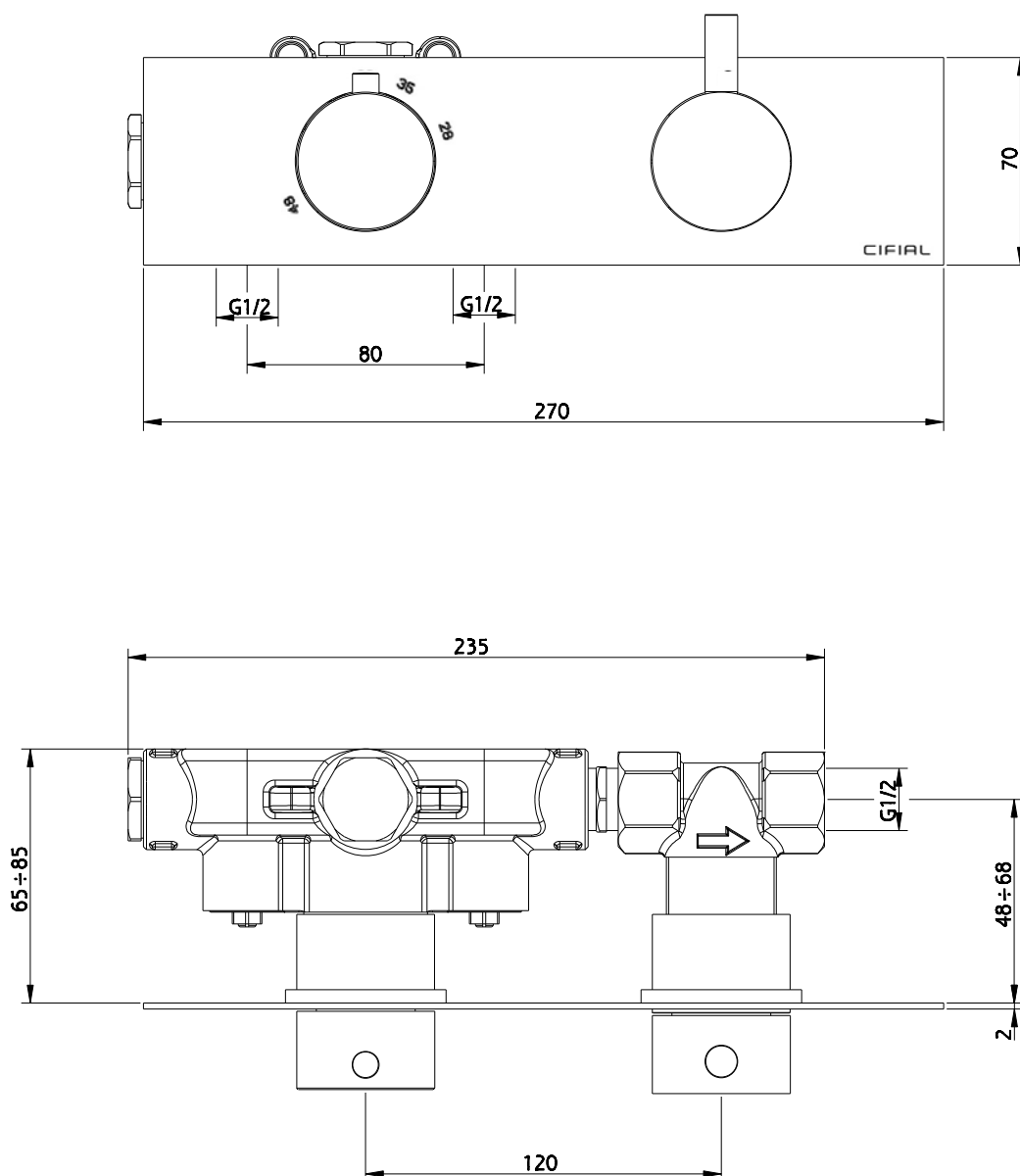


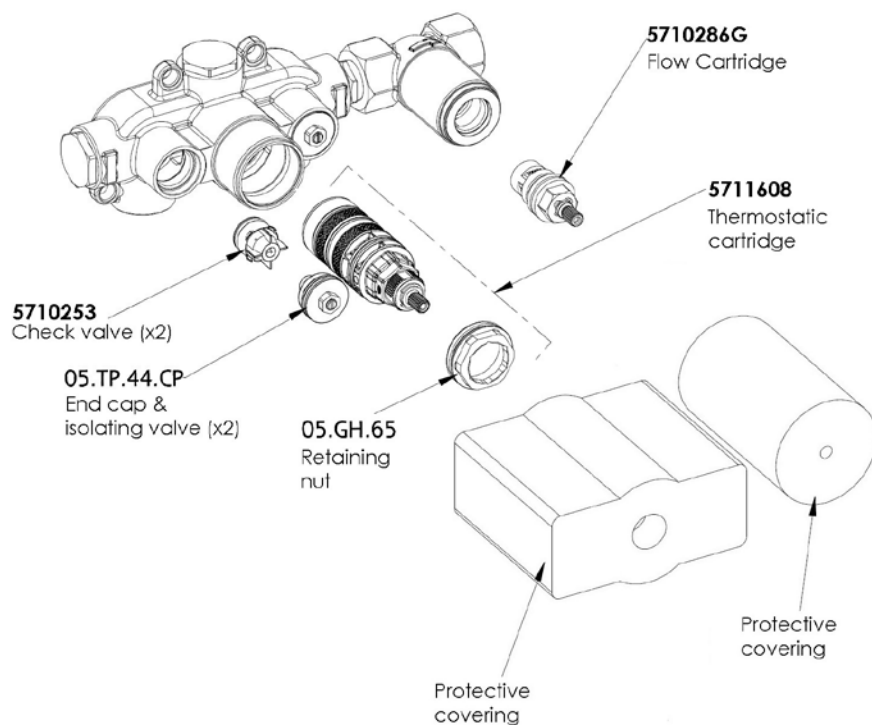
SLIM - techno

**2 control landscape thermostatic shower valve
(1 outlet)**



ZBL1904004

Concealed Thermostatic Valve Rough

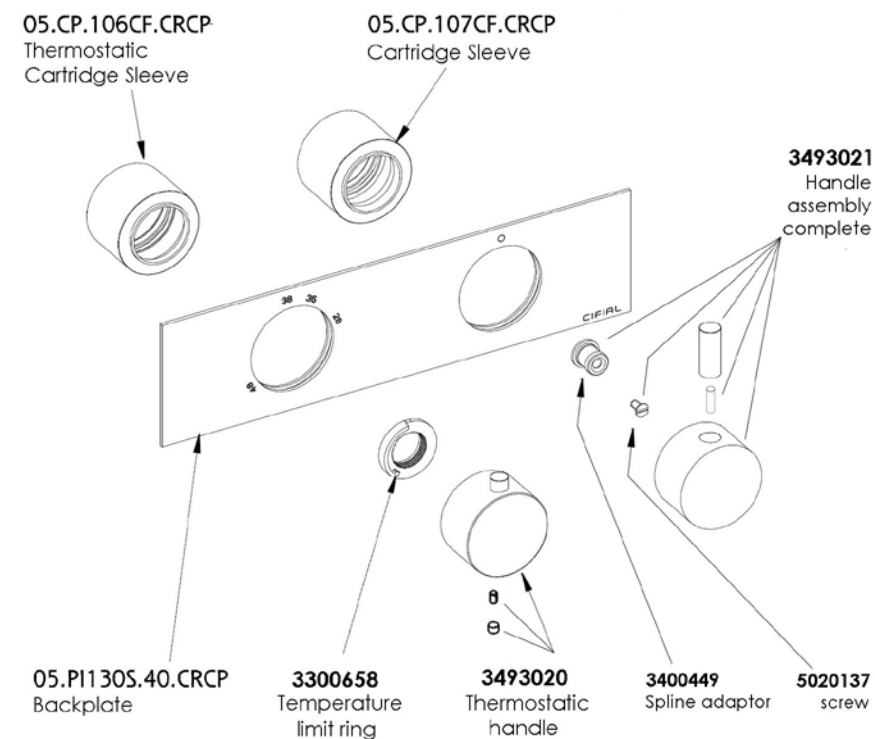


NOTES:

1) The red dot on the temperature limit ring must be aligned with the number 38 on the backplate

2) valve rough ZBL1904004 pre-assembled at the factory

Installer: Please leave all leaflets with the building owner to file for future reference



apertar/dsapertar
tighten/untighten
haste manipulo
handle extension



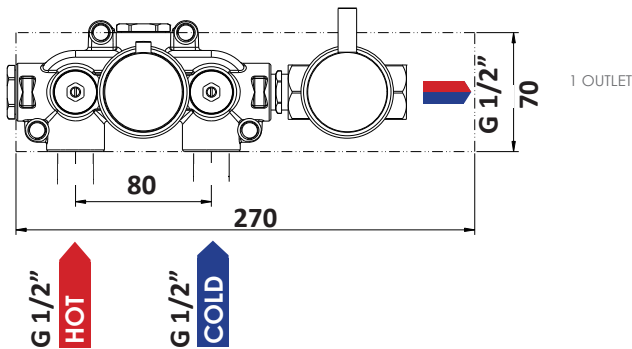
Operation

Requires medium pressure (minimum 0.5 bar)

Right Control = on/off valve
Left Control = thermostat with temperature override

Flow rates

BAR	FLOW RATES
0.5	11
1	16
1.5	19
2	23
3	28



Prior to use - Setting the temperature

- 1. With both flow controls in the off position, remove the thermostatic valve handle and the temperature limit ring.
- 2. Put back on the thermostatic valve handle and turn clockwise until the cartridge "clicks". This is now set at fully cold.
- 3. Turn on one of the flow controls and turn the thermostatic valve handle anti-clockwise until the desired temperature is reached, ie 38°C. Use a thermometer to check if the temperature is correct (Fig. A)
- 4. Turn off the flow control, remove the thermostatic valve handle and replace the temperature limit ring with the red dot in the 12 o'clock position, ie corresponding with the 38°C on the etched plate (Fig. B).
- 5. Replace the thermostatic valve handle with the temperature override button position just prior to the 38°C (Fig. C)
- 6. Your thermostatic valve is now ready for use.

IMPORTANT: it is recommended that on a regular basis you rotate the thermostatic control handle between the maximum and minimum temperature limits by pressing the override button and with the water running. This way you prevent limestone incrustation that could build up and block the thermostatic cartridge.

Fig. A

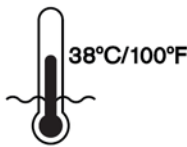


Fig. B
Red mark aligned with the mark 38°C.

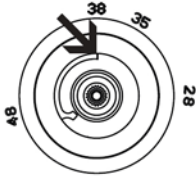


Fig. C
Temperature override button

