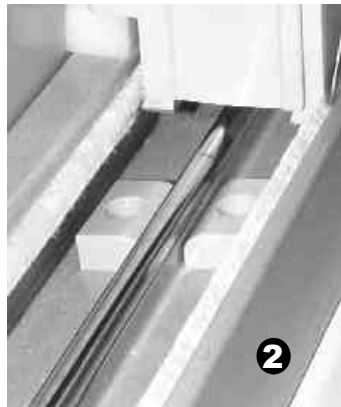


TOOLS REQUIRED: Drill with 3/64" Bit, Tape Measure and Phillips Head Screwdriver

- 1) Complete fully the procedure for installing the Sliding Patio Door unit.
- 2) Make sure the operating panel is adjusted to the proper height and closed securely. If contact stops have already been placed by the manufacturer, skip ahead to Step 7, if not, then continue on to Step 3.



- 3) To measure for contact stop placement, the operating panel needs to be fully closed. Place a mark on the stainless steel track approximately 5/8" from the operating panel. **Photo 1**
- 4) The contact stops have a curved edge on one side. Place the stops tightly against the roller track, with the curved edge facing in, at the 5/8" mark. **Photo 2**
- 5) Using the a drill with the 3/64" bit, pre-drill the screw holes through the holes in the contact stops. **Photo 3**
- 6) Attach the contact stops to the sill using the two supplied #8 1/2" flat head screws. **Photo 4**



- 7) At this point, make sure the operating panel glides smoothly over the contact stops. If panel movement is impaired, the panel height will need to be adjusted. To do this, remove the hole plugs at the bottom rail of the operating panel. This gives access to the roller hardware in the door. Using a phillips head screwdriver, raise the panel by by rotating the hardware screws counter-clockwise. A height adjustment between 1/16" or 1/8" should be all that's needed.

- 8) Remove the footbolt security lock from the hardware kit and depress button to put it into the locking mode. The steel prongs should be protruding from the base of the lock when activated. **Photo 5**



- 9) Place the open lock on the bottom edge of the operating panel. The footbolt should be flush with the bottom of the operating panel. **Photo 5**
- 10) Using the 3-1/2" screws provided, screw the Footbolt Security Lock into place. When installed correctly, the activated Footbolt Security Lock should only allow the operating panel to be moved approximately 1/8". **Photos 6 & 7**

