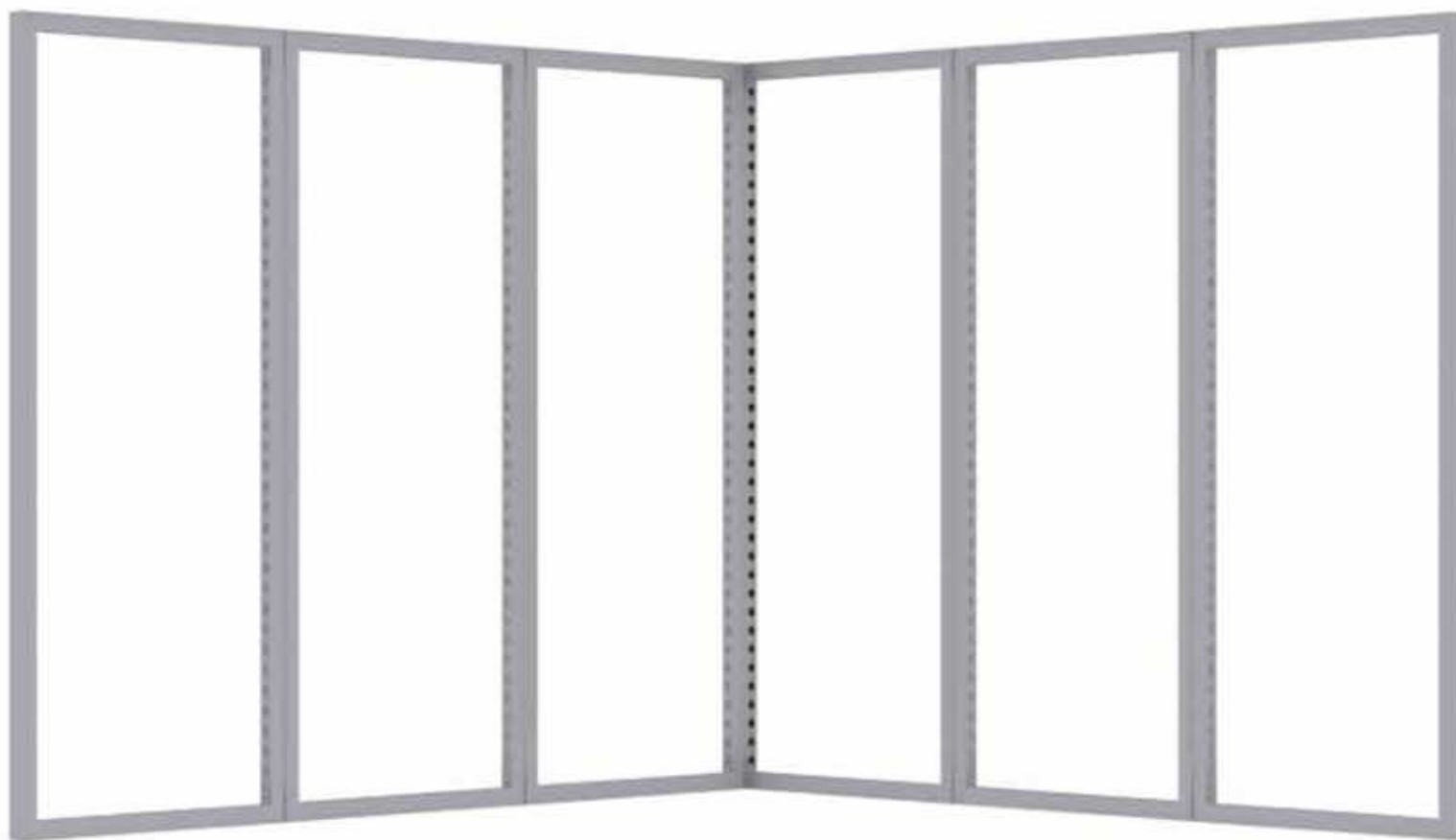
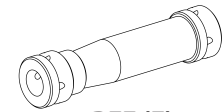
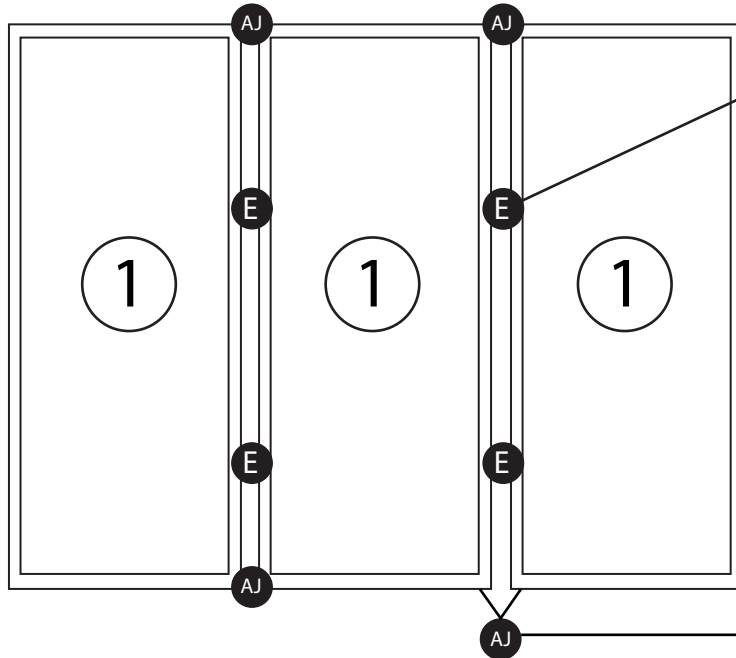


MODCO 13 - 10X10

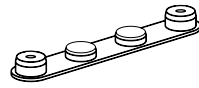
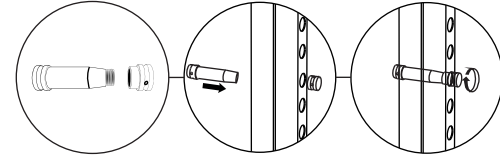


MODCO 13 - 10X10

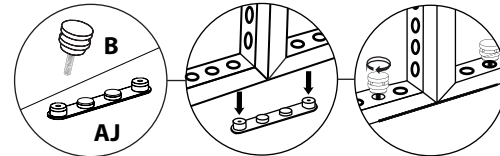
- Use PARTS LIST to reference parts. Repeat twice for two walls.



REF (E)
MOD-CLA-CON



REF (AJ) / (B)
MOD-180D-CON / MOD-PC

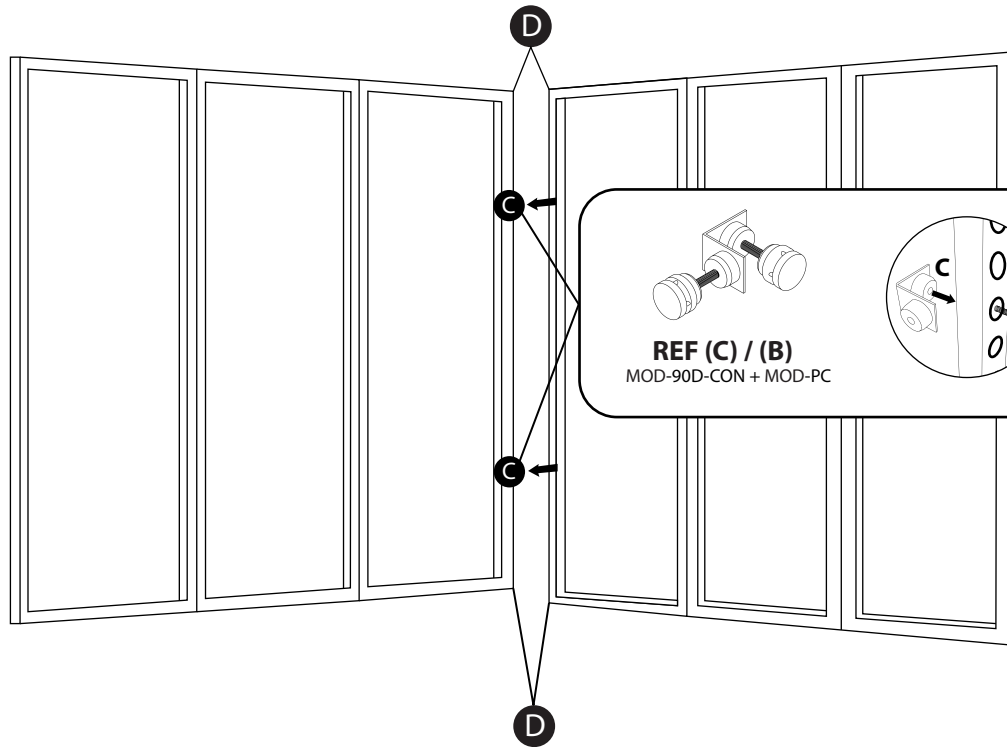


PARTS LIST

REF	QTY	PART NO.	DESCRIPTION
1	6	MOD-FRM-992x2418	Straight Frame, Corner Screw Connect 992mm x 2418mm
B	24	MOD-PC	Pin Connector
C	2	MOD-90D-CON	90° Connector
D	2	MOD-SM90D-CON	90° Connector
E	8	MOD-CLA-CON	Clamp Connector
AJ	8	MOD-180D-CON	180 Degree Connector

MODCO 13 - 10X10

- Connect each wall to make a 90° corner.



REF (C) / (B)
MOD-90D-CON + MOD-PC

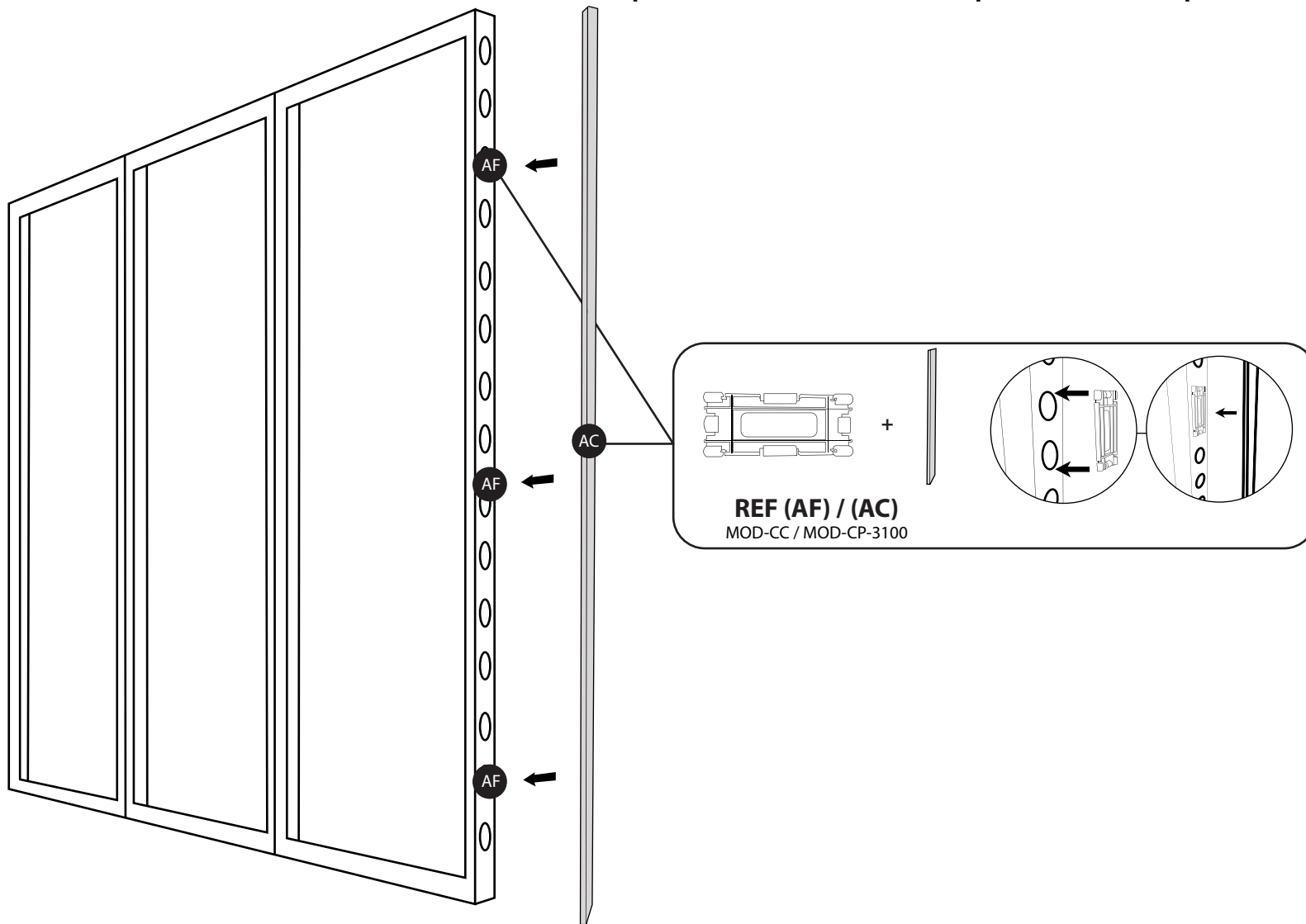
This inset diagram shows the assembly of callout 'C'. It includes a 3D exploded view of a corner connector and a circular inset showing the connector being inserted into a hole in the frame. A QR code is located to the right of the inset.

REF (D) / (B)
MOD-SM90D-CON / MOD-PC

This inset diagram shows the assembly of callout 'D'. It includes a 3D exploded view of a corner connector and a circular inset showing the connector being inserted into a hole in the frame. A QR code is located to the right of the inset.

MODCO 13 - 10X10

- Insert clip connector into holes (exposed side). Attach cover profile to each exposed side (3 sides total). Cover profile locks into clip connectors.



REF (AF) / (AC)
MOD-CC / MOD-CP-3100

COVER PROFILES & ACCESSORIES

REF	QTY	PART NO.	DESCRIPTION
AC	3	MOD-CP-992x2418	Cover Profile for Frame 992x2418. Flat Model. Anodized
AF	9	MOD-CC	Clip Connector Cover Connects Cover Profile

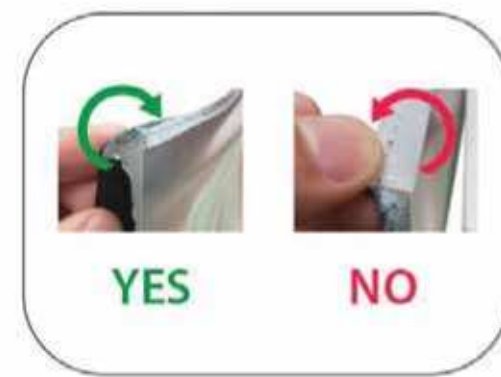
GRAPHIC INSTALL



Place graphic over the front of the frame.



Begin inserting SEG beading at each corner.



Insert the silicone beading with the fabric folded over. The silicone beading should not be exposed.



Using your fingers, push both fabric and silicone beading completely into the extrusion channel.



Continue to push in the remaining silicone beading on each side.



Check the perimeter of the frame for any excess beading that hasn't been pushed in. Graphic should be taut.