

Curtain Installation Instructions

HEPACART® or DUSTBUGGY® Mobile Containment Cart

If there is physical damage or you are in need of replacement parts reach out to your HEPACART customer service representative at 913-789-9590 or info@hepacart.com.

1 ENCLOSURE CURTAIN INSTALLATION

TOOLS			
Impact	3/16" Allen Head Socket	Step Stool	Spring Clamps
PARTS			
(1) Enclosure Curtain	(1) Enclosure Clamping Material Set	(4) Corner Clamps	(8) 1/4-20 Socket Head Cap Screws
Electrical Tape (Not Included)			

WASH HANDS PRIOR TO HANDLING CURTAIN!

- 1.1 Clean Unit to Prepare for Enclosure Curtain install.
 - Sweep up the area
 - Wipe off any residue that could transfer to the enclosure curtain
- 1.2 Get clamping material and lay inside of unit. See Figure 1.1
 - Short sections on top of NAM
 - Long sections on floor of unit.
- 1.3 Ready enclosure curtain.



Figure 1.1: CLAMPING MATERIAL AND CURTAIN

1.4 Hanging the Curtain Enclosure Short Ends. See Figure 1.2

- NOTE: Passthroughs go on the ends. Helps to align properly and corner seams go in the corner.
- Unfold curtain enclosure and place inside of cart. Enter cart and stand inside of the curtain.
- Pick one end and line up the seams with the corners. Make sure to align the corner of the curtain with HALO pigtail with the electrical corner of the cart.
- Start in one corner and press about 3" of clamping material down over the lower lip of the enclosure frame. Clamping the top 1" of curtain enclosure material onto the enclosure frame. (Use spring clamps as necessary to facilitate holding the curtain enclosure on)
- Go to the opposite corner and press about 3" of clamping material down on that side.
- Press clamping material down for the rest of the length.
- Repeat for the other short end.

1.5 Hanging the Curtain Enclosure Long Ends

- Pinch the corner of the curtain enclosure and press one end of the long clamping material down leaving this pinched section raised in the corner. (Use spring clamps as necessary to facilitate holding the curtain enclosure on)
- Press clamping material down until about halfway down the long side.
- Repeat pinching and clamping from the opposite corner.
- Work your way back to center clamping the curtain to frame with clamping material.
- Repeat for the other long side.



Figure 1.2: SHORT END CLAMPING MATERIAL

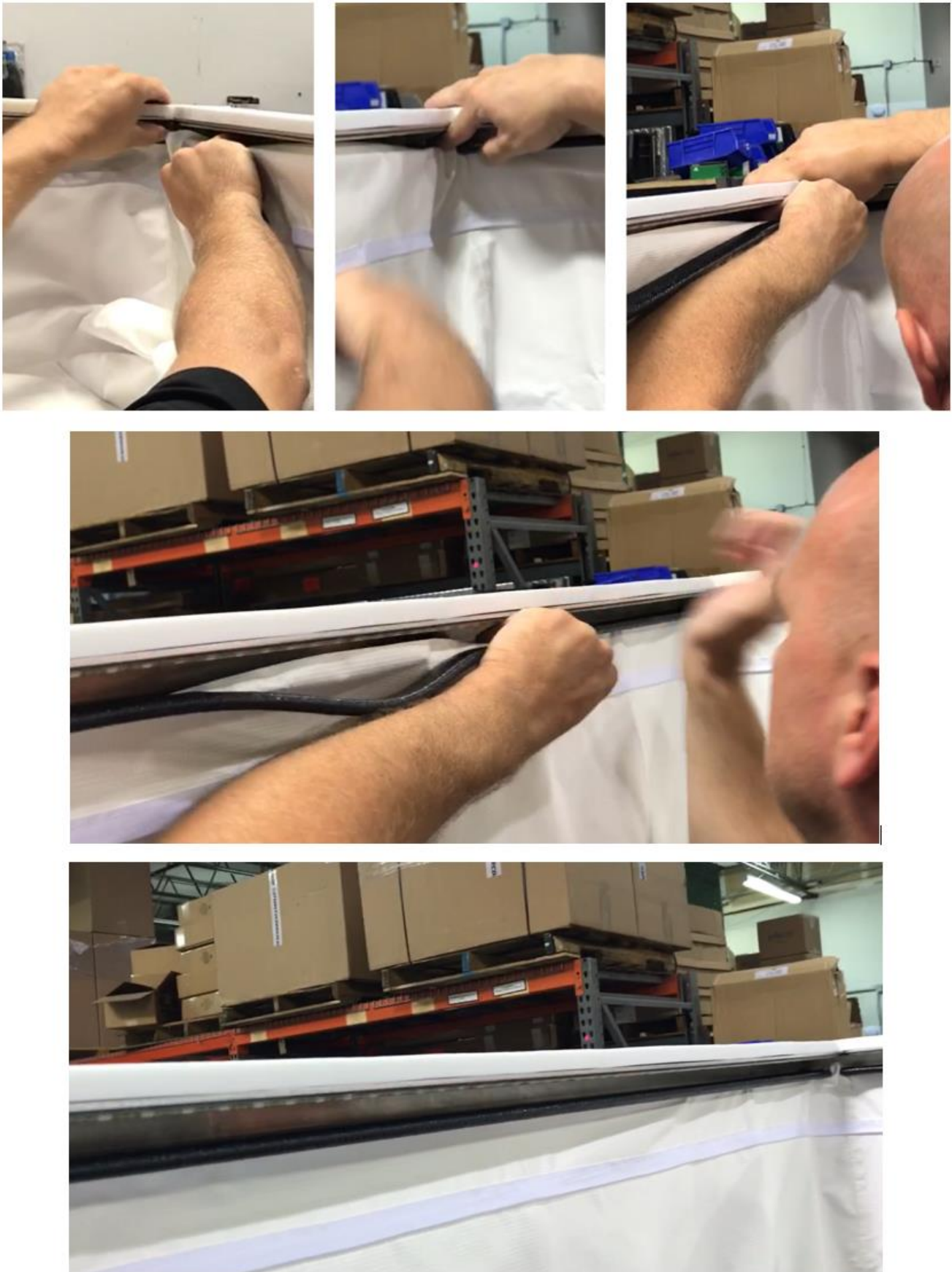


Figure 1.3: LONG SIDE CLAMPING MATERIAL

1.6 Put on corner clamps.

- Exit cart and set step stool at one corner.
- Standing on step stool reach over top of unit and place corner clamp into channel in the corner.
- From the outside start (2) two Hex Head Machine screws
- Carefully cinch down hex head machine screws tight.
 - a. Take care not to pinch curtain material with screw head.
- Repeat for remaining (3) three corners.



Figure 1.4: CORNER CLAMPS

1.7 Plug in Halo Strip Pigtail into Curtain Extension.

- Halo Pigtail and curtain extension wires should both be at the same corner. The same corner as cord reel and electronics.
- Plug in the Halo Pigtail and curtain extension.
- Use electrical tape to tape the connectors together.
- Pass the plugs through the corner of the zipper.
- Fold wire over and tuck into curtain
 - a. Verify that the black portion of the wire is pointed up as you tuck wires into curtain. This is so that the wire can be pulled out from the bottom in a later step.



Figure 1.5: CURTAIN EXTENSION WIRES

1.8 Raise Curtain

- Raise poles part way on one side.
- Raise poles part way on the opposite side.
- Raise poles all the way on first side.
- Raise opposite side poles all the way.



Figure 1.6: POLES RAISED

1.9 Back at the electrical corner. Pull curtain extension wires down. Should have a couple of feet of slack now.



Figure 1.7: CURTAIN WIRES BOTTOM

- 1.10 Place wires into unit.
- 1.11 Adhere the bottom of the curtain enclosure to the top flange of the cart using clamping material in the same fashion as the top. (Use spring clamps as necessary to facilitate holding the curtain enclosure on)
- 1.12 Wrap Halo Wires around power cord (3) three times and plug into corresponding ports. See figure 1.7