# YED254 / YED274 MOUNTING INSTRUCTION



## Preparation before Mounting

Use only mounting material supplied with sockets by Yamaichi Electronics Dtl. GmbH.

If mounting material is lost, please contact Yamaichi Electronics Dtl. GmbH.

Make sure socket surfaces are clean: No dust, lint or other substances. Also PCB surfaces must be clean from flux or other residues due to PCB manufacturing and assembly process (see PCB washing example procedure).

Use state of the art gloves for electronics assembly.

### Do not touch contact pins at all.

## Socket Orientation

Make sure, that socket is orientated correctly:

Socket Pin1 / A1 marking must be in line with PCB Pin1 / A1 marking.

**Mounting Sockets** 



Socket top view, cover hidden



Thread in Lid Base

PCB layout socket side

The YED254, YED274 and Y-RED sockets are available in different mounting versions. Please refer to socket drawing about your socket type.

Socket with screws, washers and nuts (no stiffener):









with Stiffener



During tightening, make sure the socket is pressed constantly against PCB - seating parallel and no air gap between socket and PCB!

Tighten screws (or nuts) cross wise as shown in the figure mounting sequence with steady force by hand.

Never tighten one screw completely before other screws are at least tighten by hand!

Repeat tightening cross wise as shown in the figure mounting sequence by using a torque driver.

For correct torque, please refer to table below.

All screws have to be used for mounting!

The mounting instructions need to be followed for proper performance of the socket. If not followed, the user is solely responsible for the socket's performance and damage.

#### Mounting sequence

Mounting Torques (Nm) for Stainless steel screws			
Material Screw Ø	Aluminum (AlZn5Cu3Mg)	Stainless Steel (1.4301)	Plastic (PEEK)
M1.6	0,13	0,16	0,09
M2	0,16	0,20	0,12





Thread in Lid Base



PCB washing example procedure:

Washing after component

Washing: 3x 4min @25°C Flushing: 35min @ 25°C Drying: 65min @ 60°C