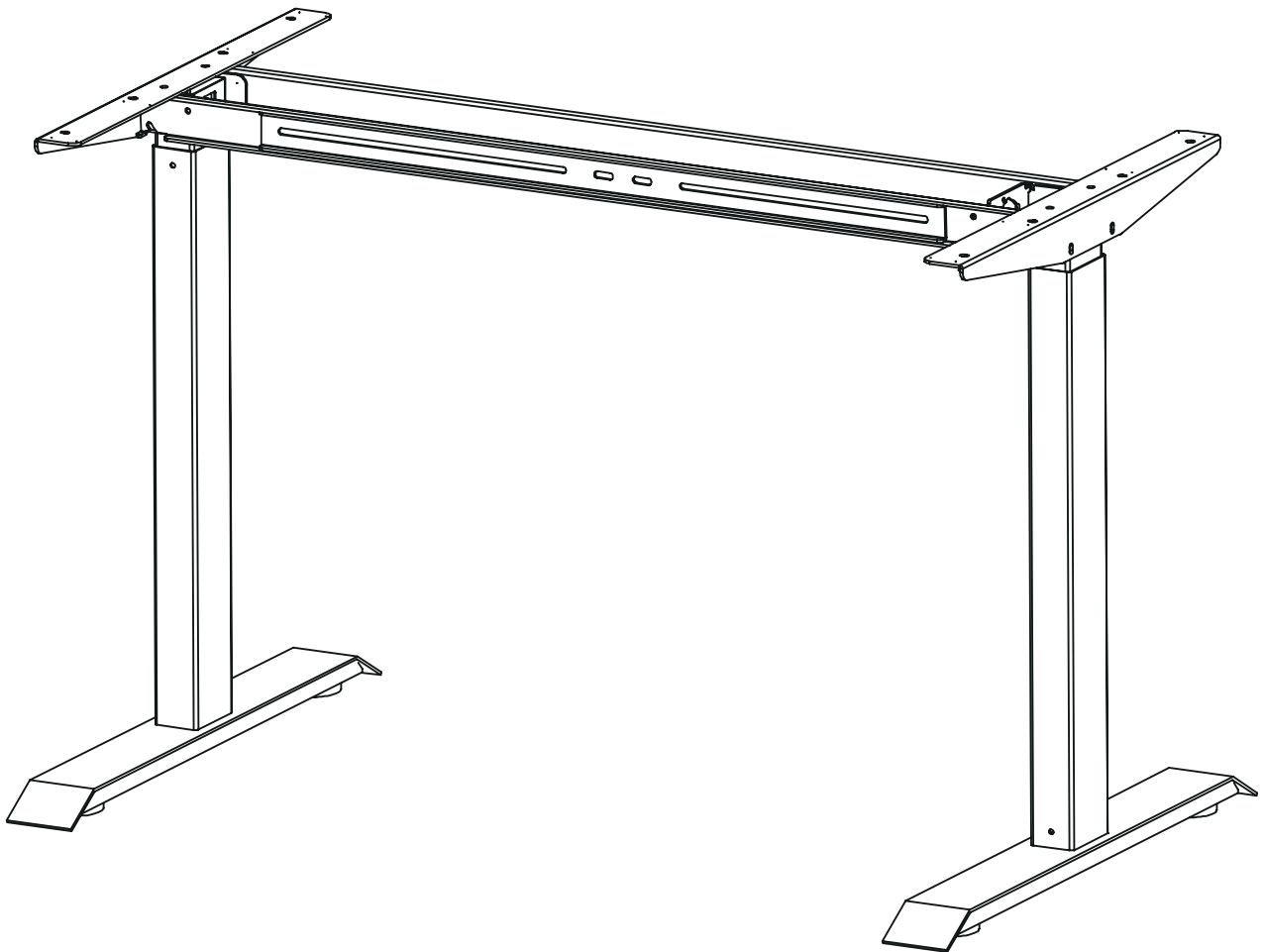
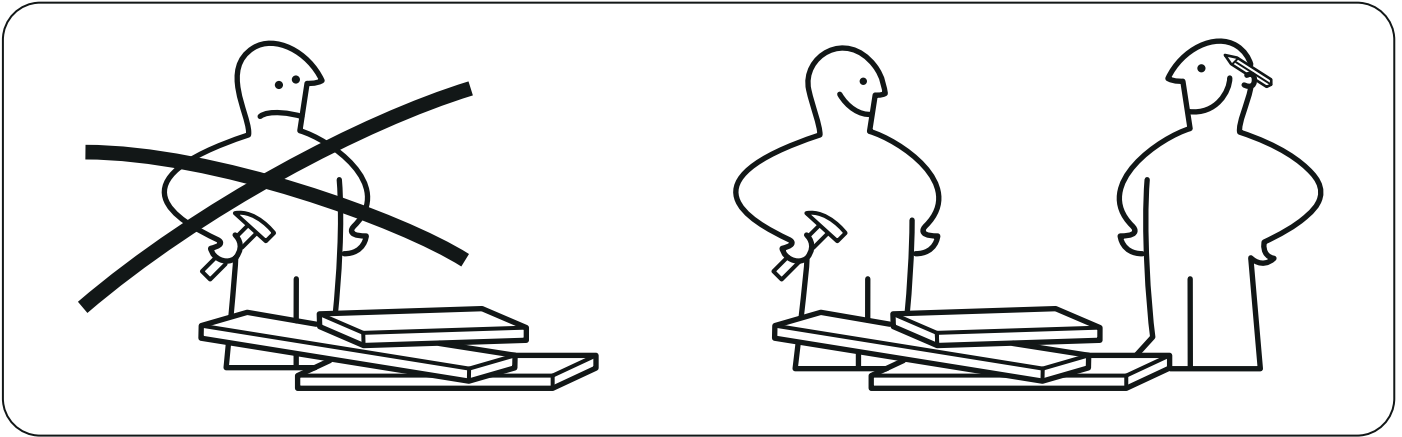


ASSEMBLY INSTRUCTIONS

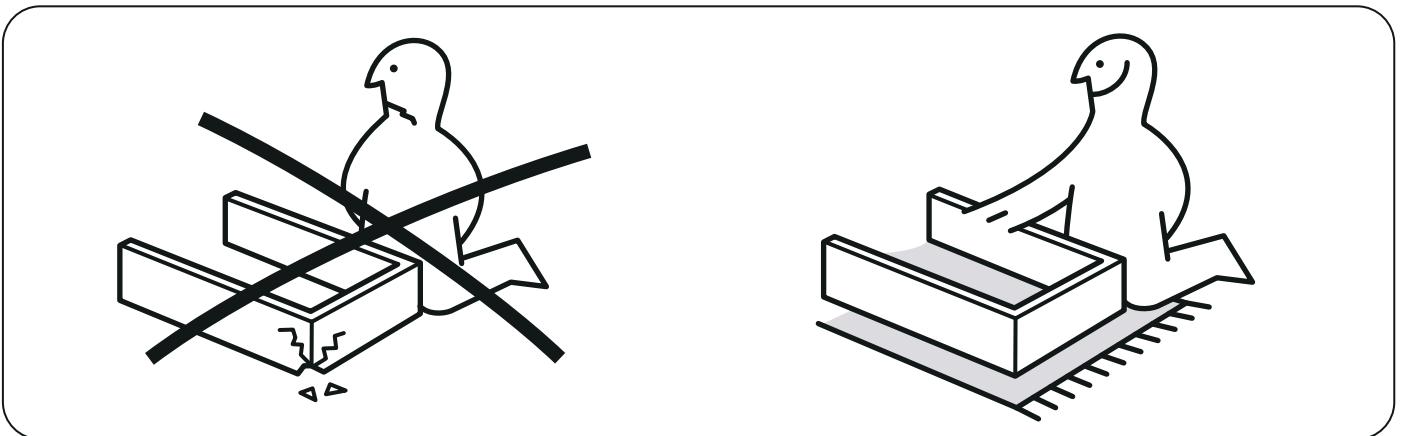
FOLDING HEIGHT ADJUSTABLE DESK



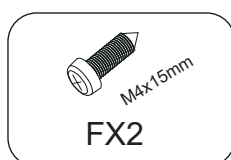
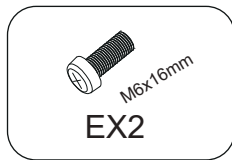
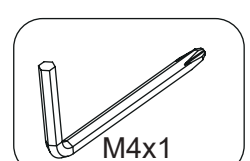
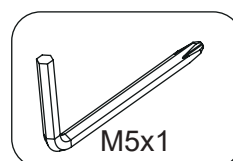
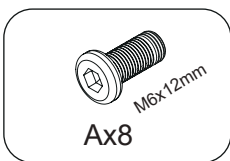
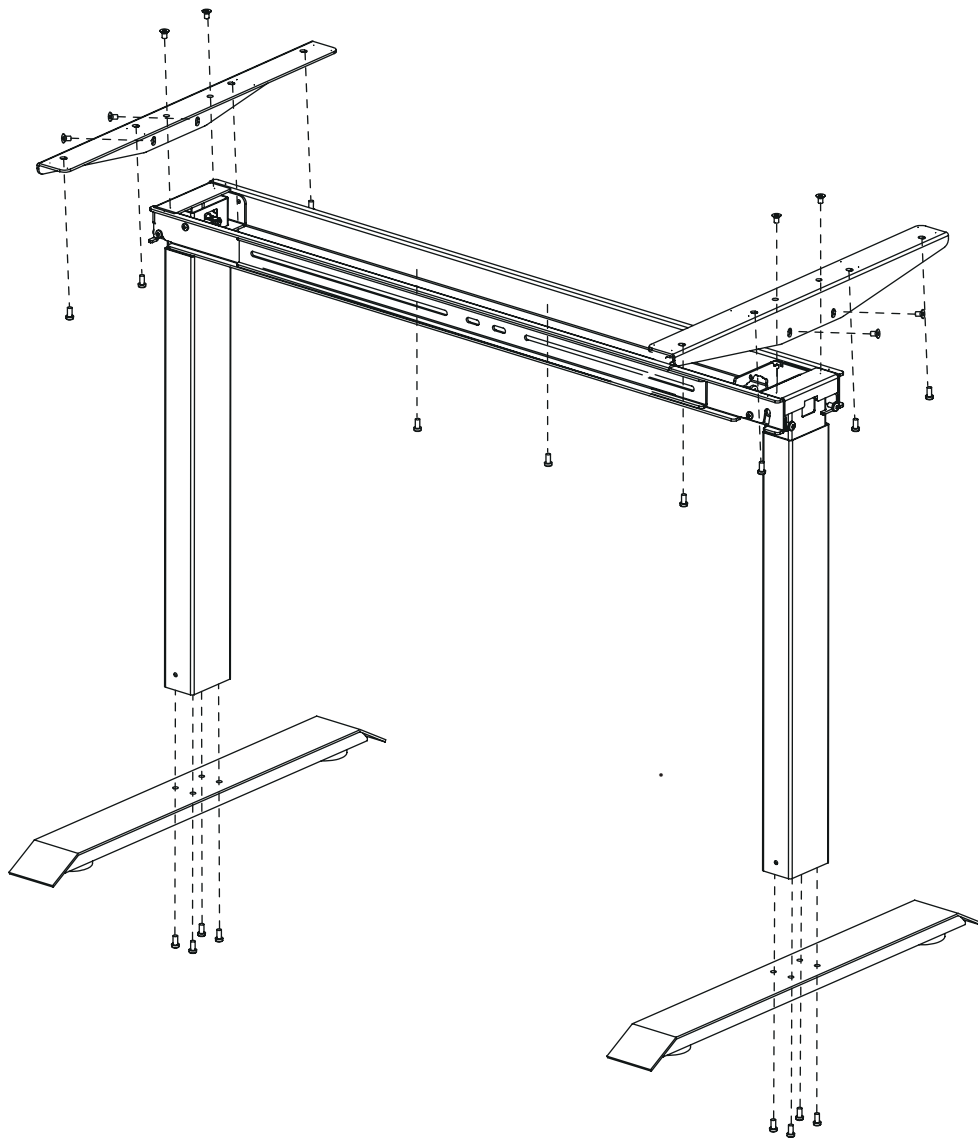
Need Two Or More People To Complete



Assemble Item On a Clean Flat Surface

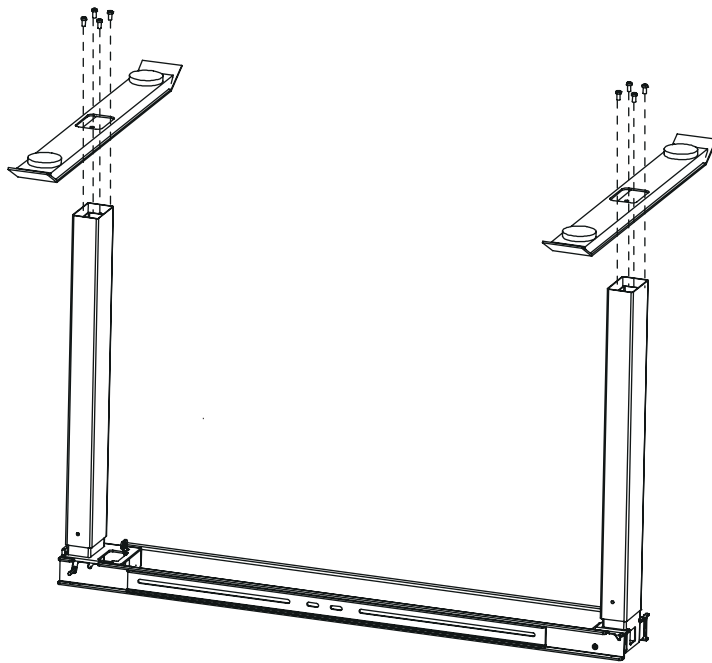
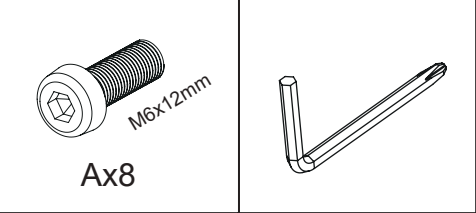


- Please check you have all hardware before assembling.
- Please ensure you have the name of the item and hardware part required and quantity.
- Please contact us by mail, if you have any questions, and we will reply you ASAP.
- Enjoy your new purchase!

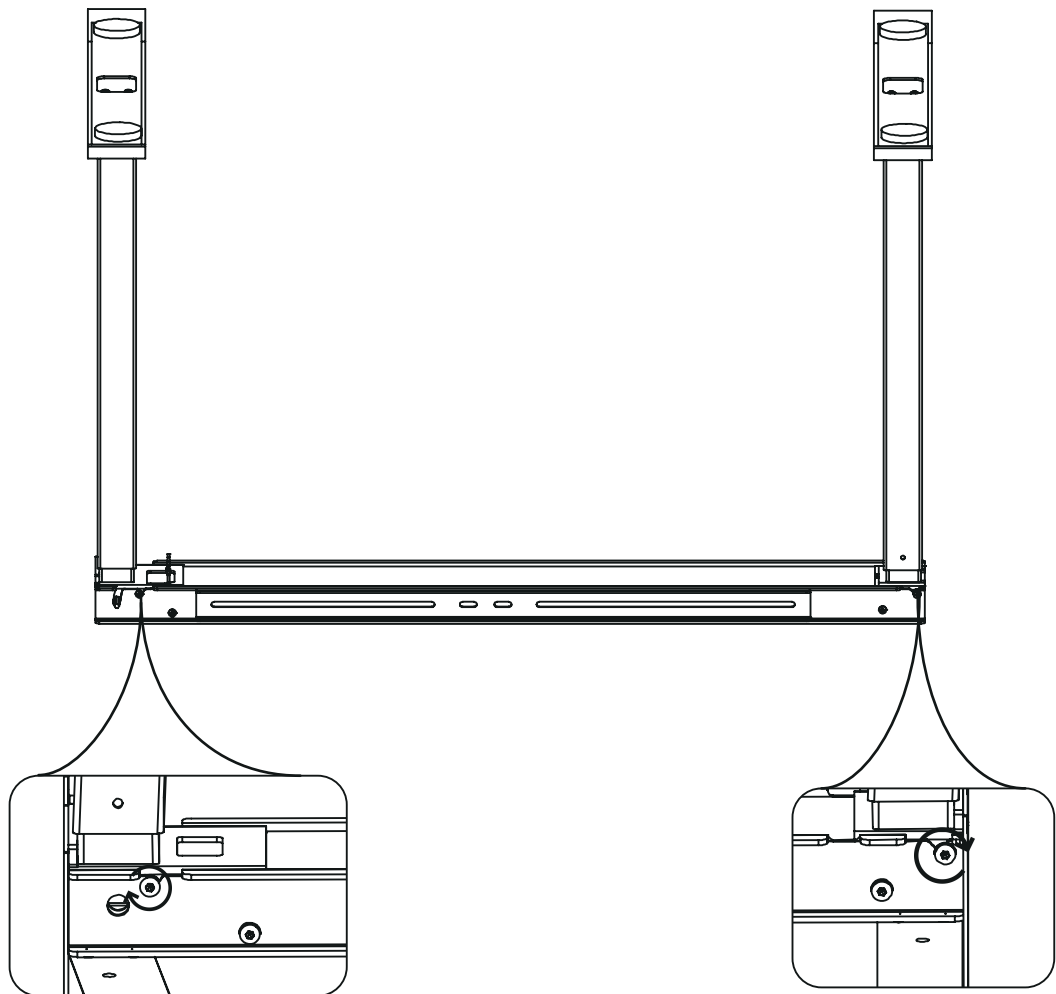


**A、 B、 C Pre-Assemble
on the leg**





Open the frame to the right angle position. Assemble the base.



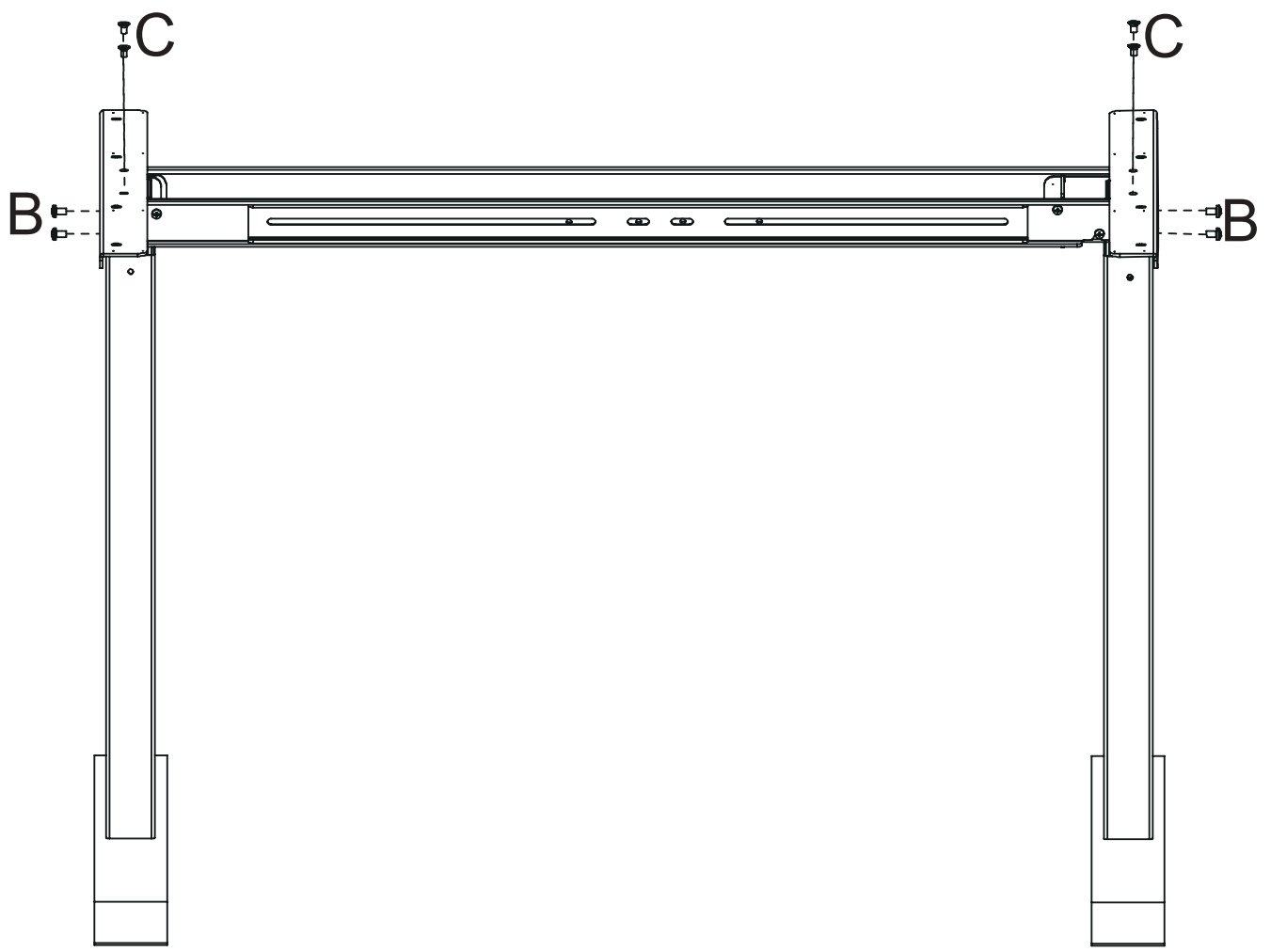
Tighten the screws for the foot. And don't forget tighten the folding legs.

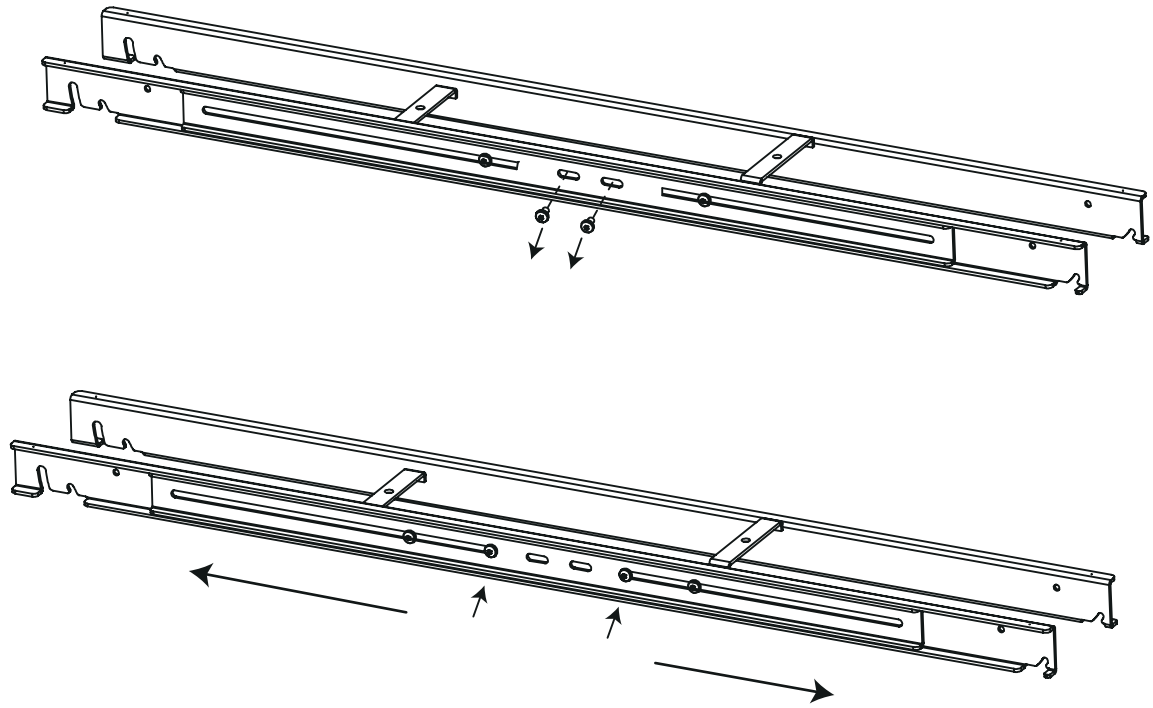


BX4

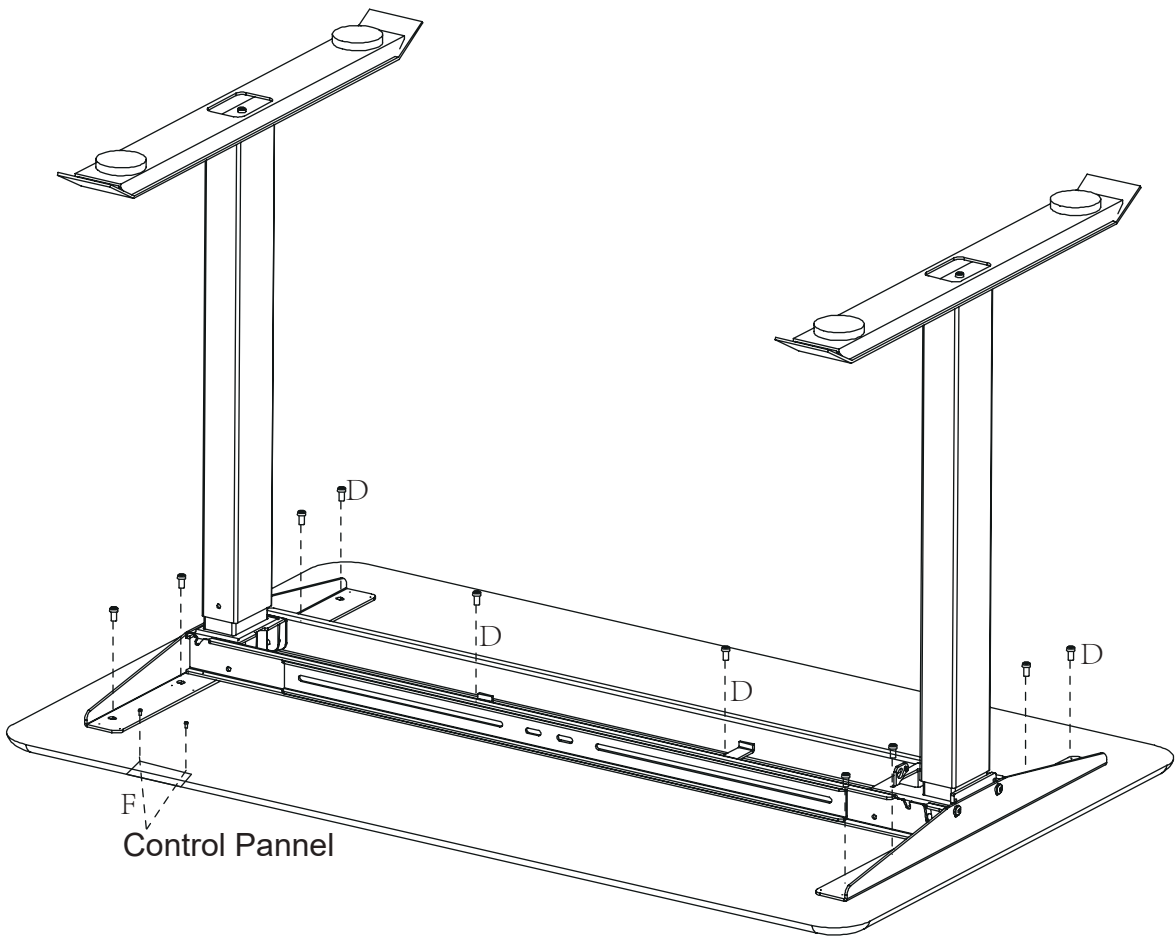
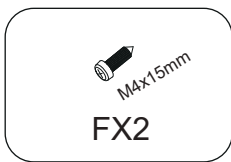
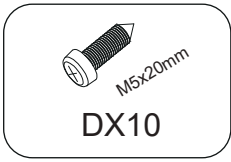


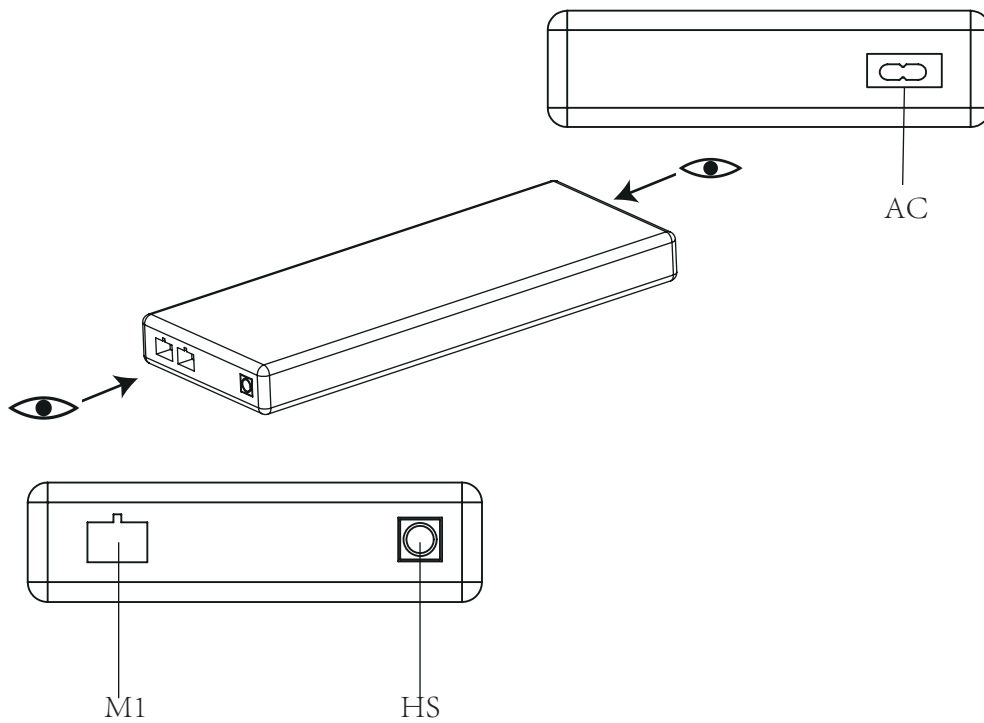
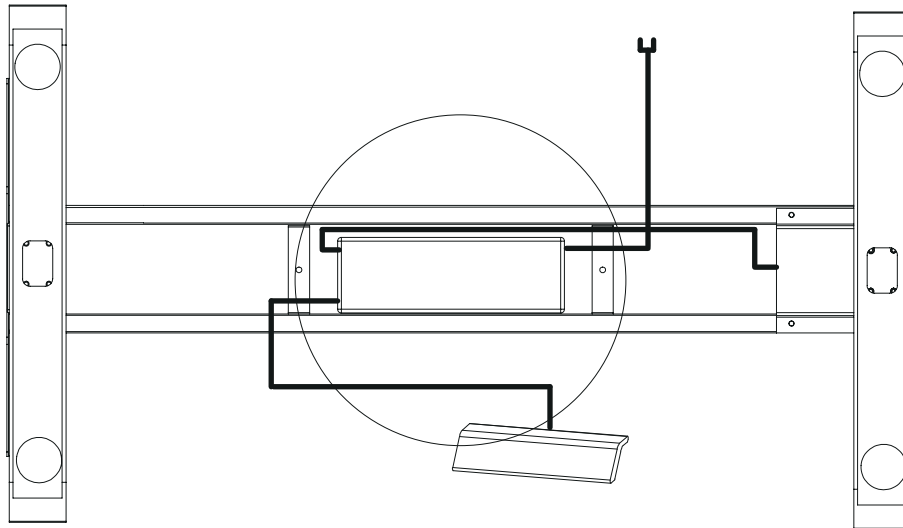
CX4



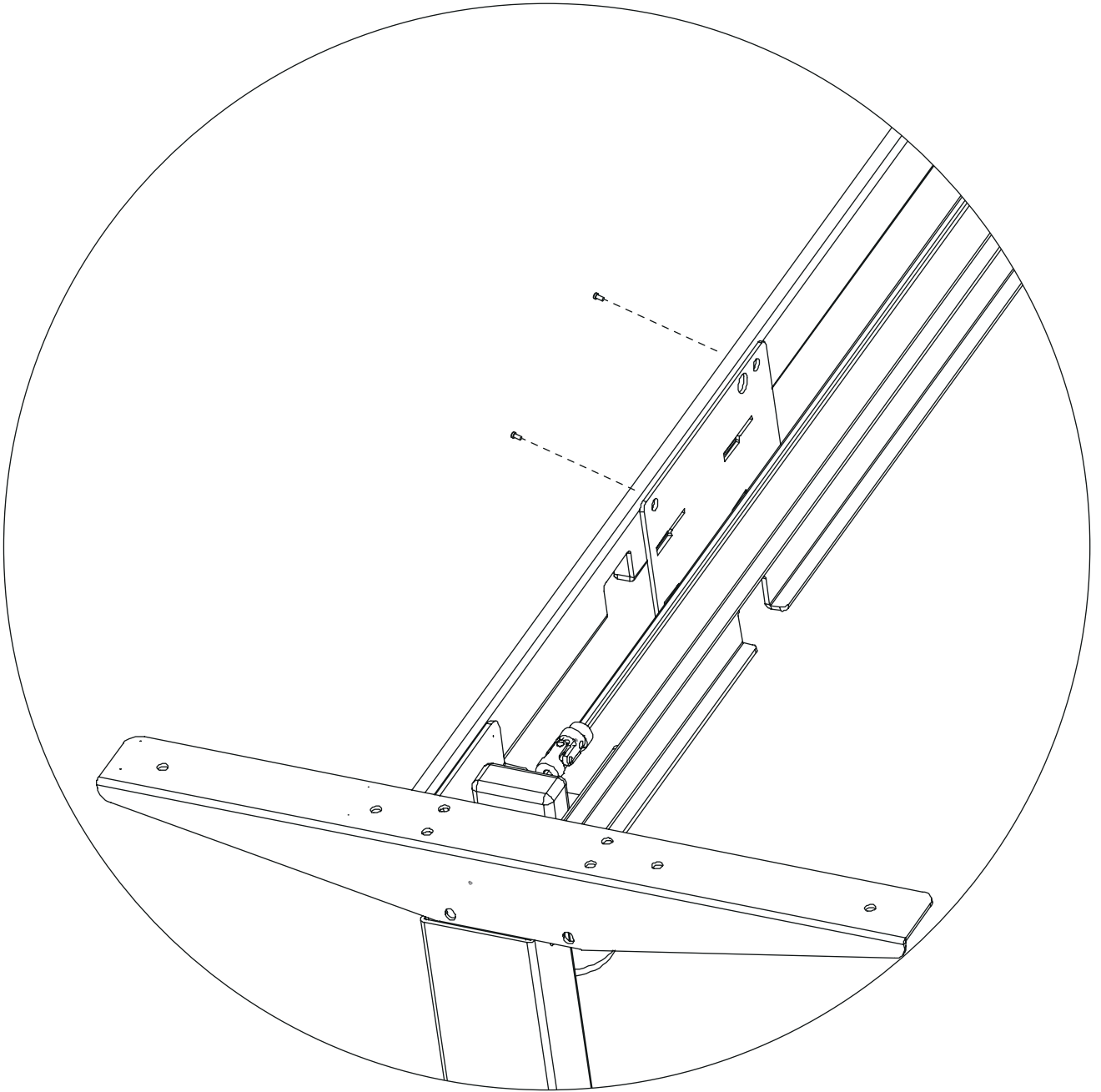
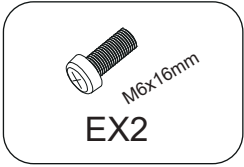


Loose the screws firstly,
choose an ideal width,
then tighten the screws in the position.

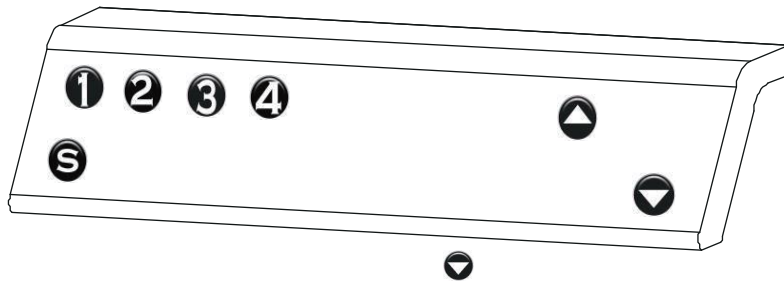




Put the control box in the cable tray.
-insert the motor plug in M1
-insert the control panel plug in HS
-insert the power plug in AC



Assemble the control box



Function	Button operation instruction
Reset	In the condition of "E10, E20 and E60" or basic position mode, long press 3 seconds, loosen it until it shows "rES", the desk runs to the bottom and rebounds to certain height, reset finishes and shows lowest position height.
Manu-up	Press and display real height
Manu-down	Press and display real height
Memory Position 1	After press , the interface flashes and set memory position, press until H1 appears, release button and it comes back to current height.
Memory Position 2	After press , the interface flashes and set memory position, press until H2 appears, release button and it comes back to current height.
Memory Position 3	After press , the interface flashes and set memory position, press until H3 appears, release button and it comes back to current height.
Memory Position 4	After press , the interface flashes and set memory position, press until H4 appears, release button and it comes back to current height.
call memory position 1	Press until 1 appears, release the button, it runs to corresponding height and displays current position.
call memory position 2	Press until 2 appears, release the button, it runs to corresponding height and displays current position.
call memory position 3	Press until 3 appears, release the button, it runs to corresponding height and displays current position.
call memory position 4	Press until 4 appears, release the button, it runs to corresponding height and displays current position.
Metric and English unit conversion	Press for 3 seconds and it will display S--, double press , it shows "In" or "SI", Press or to choose the English Unit(In) or Metric Unit(SL), press to confirm and it will adjust in three seconds.
	Press for 3 seconds and it will display S--, double press , it shows "In" or "SI", Press or to choose the English Unit(In) or Metric Unit(SL), press to confirm and it will adjust in three seconds.
Rebound set; L1: OFF L2:Light level L3: Normal level L4: Heavy level	L1: Press for 3 seconds and it will display S--, press it will shows "Un" Press or until it shows "CF", press to confirm. Press or to choose "OFF",press to confirm.
	L2: Press for 3 seconds and it will display S--, press it will shows "Un" Press or until it shows "CF", press to confirm. Press or to choose "L",press to confirm.
	L3: Press for 3 seconds and it will display S--, press it will shows "Un" Press or until it shows "CF", press to confirm. Press or to choose "N",press to confirm.
	L4: Press for 3 seconds and it will display S--, press it will shows "Un" Press or until it shows "CF", press to confirm. Press or to choose "H",press to confirm.
Handle brightness set: 3-level adjustable: low, normal,high	Press for 3 seconds and it will display S--, press it will shows "Un" Press or until it shows "Br", press to confirm. Press or to choose "L", "N", "H" press to confirm.