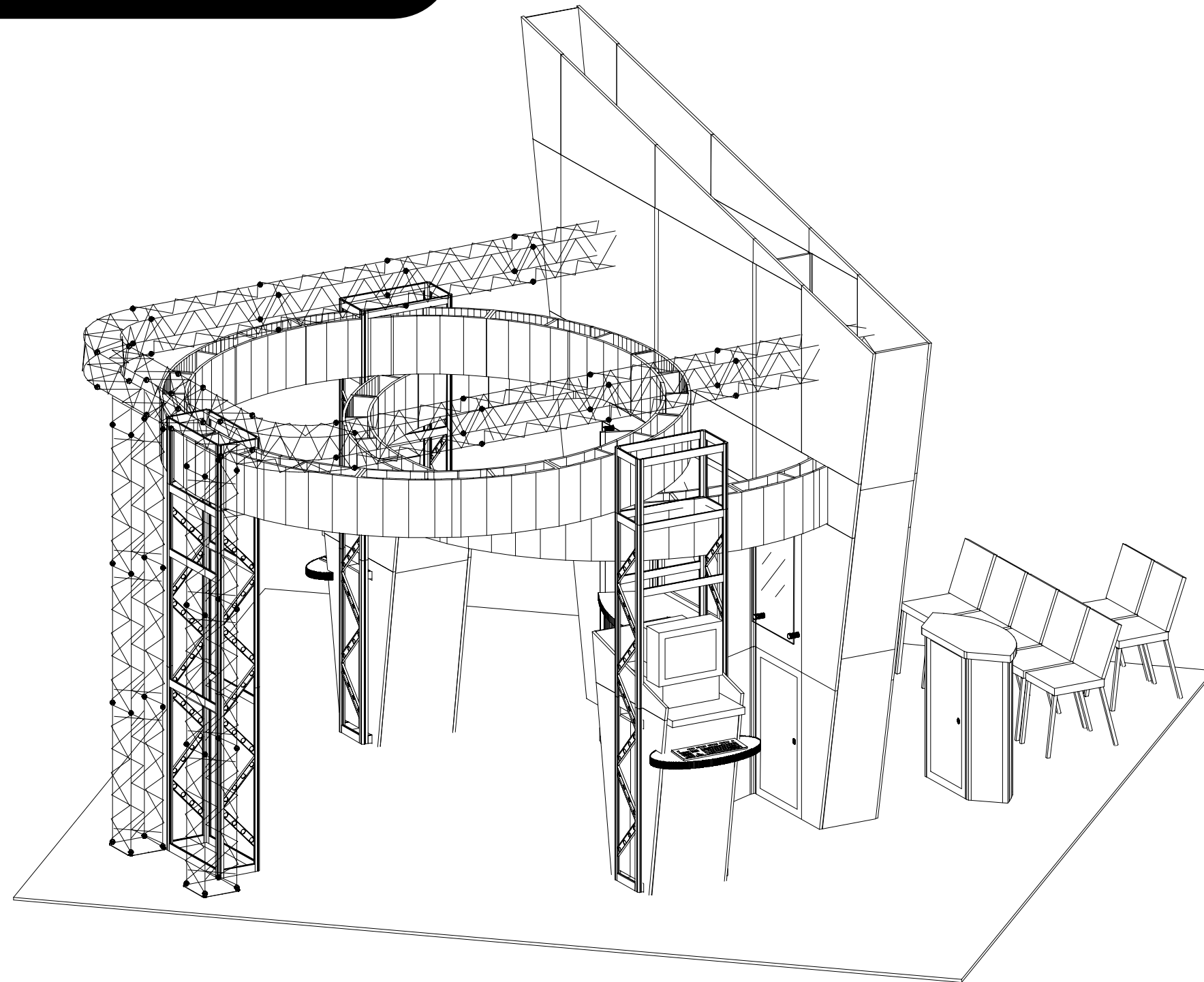


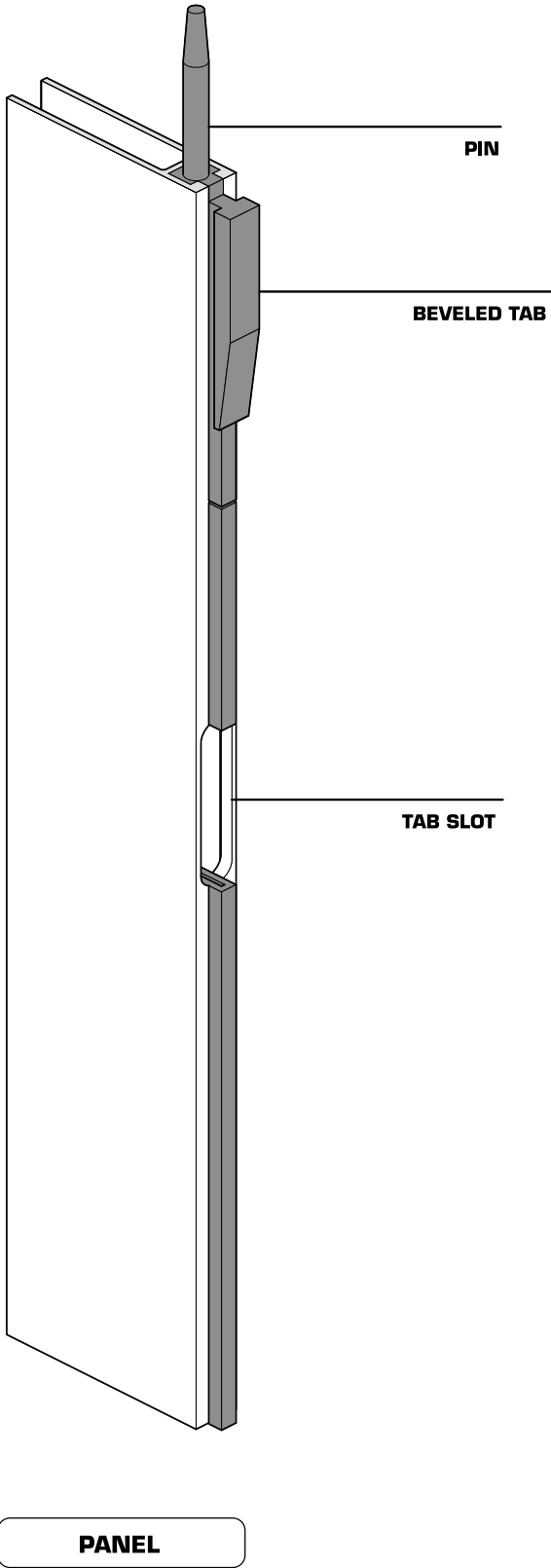
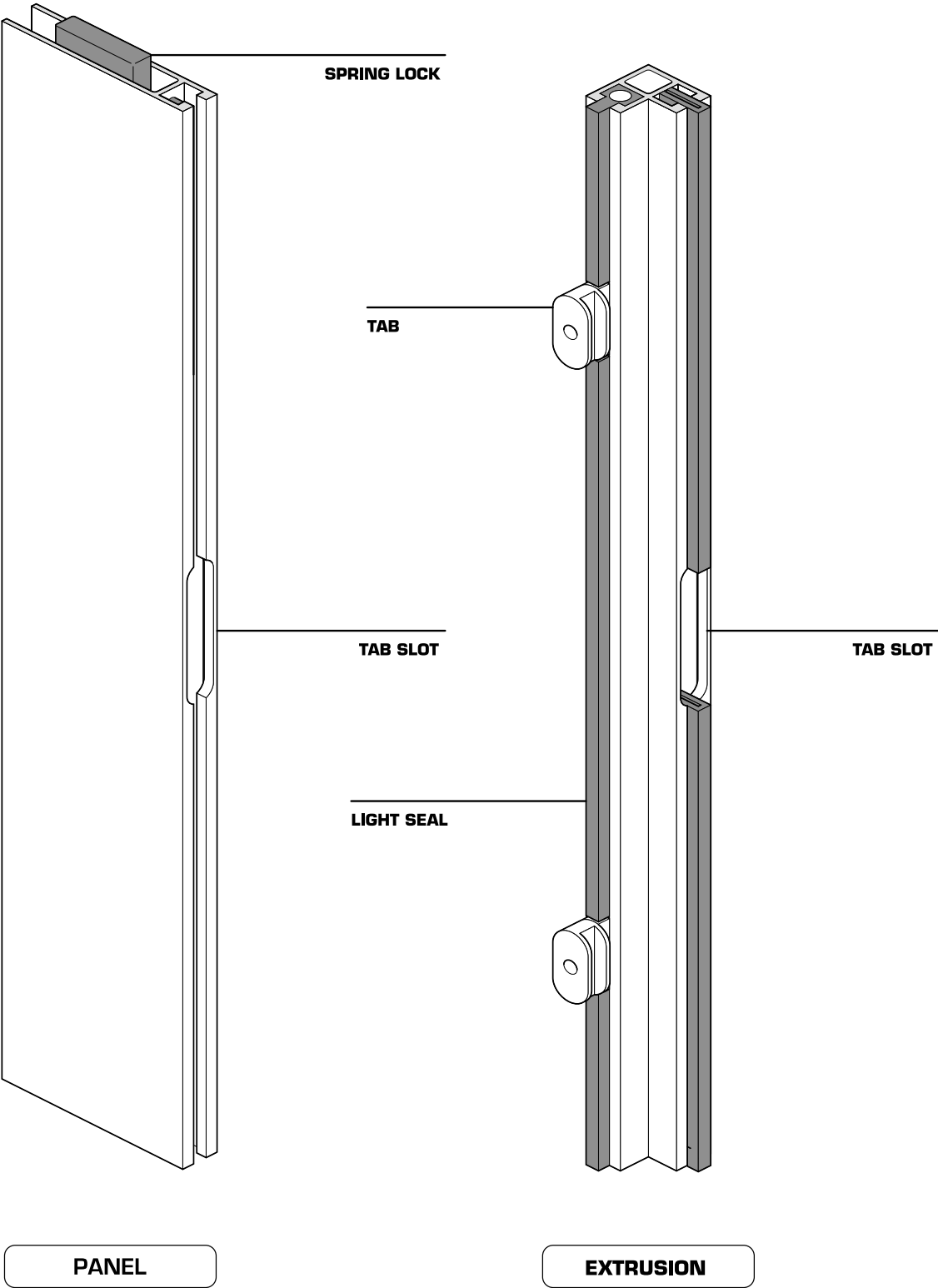


ASSEMBLY INSTRUCTIONS

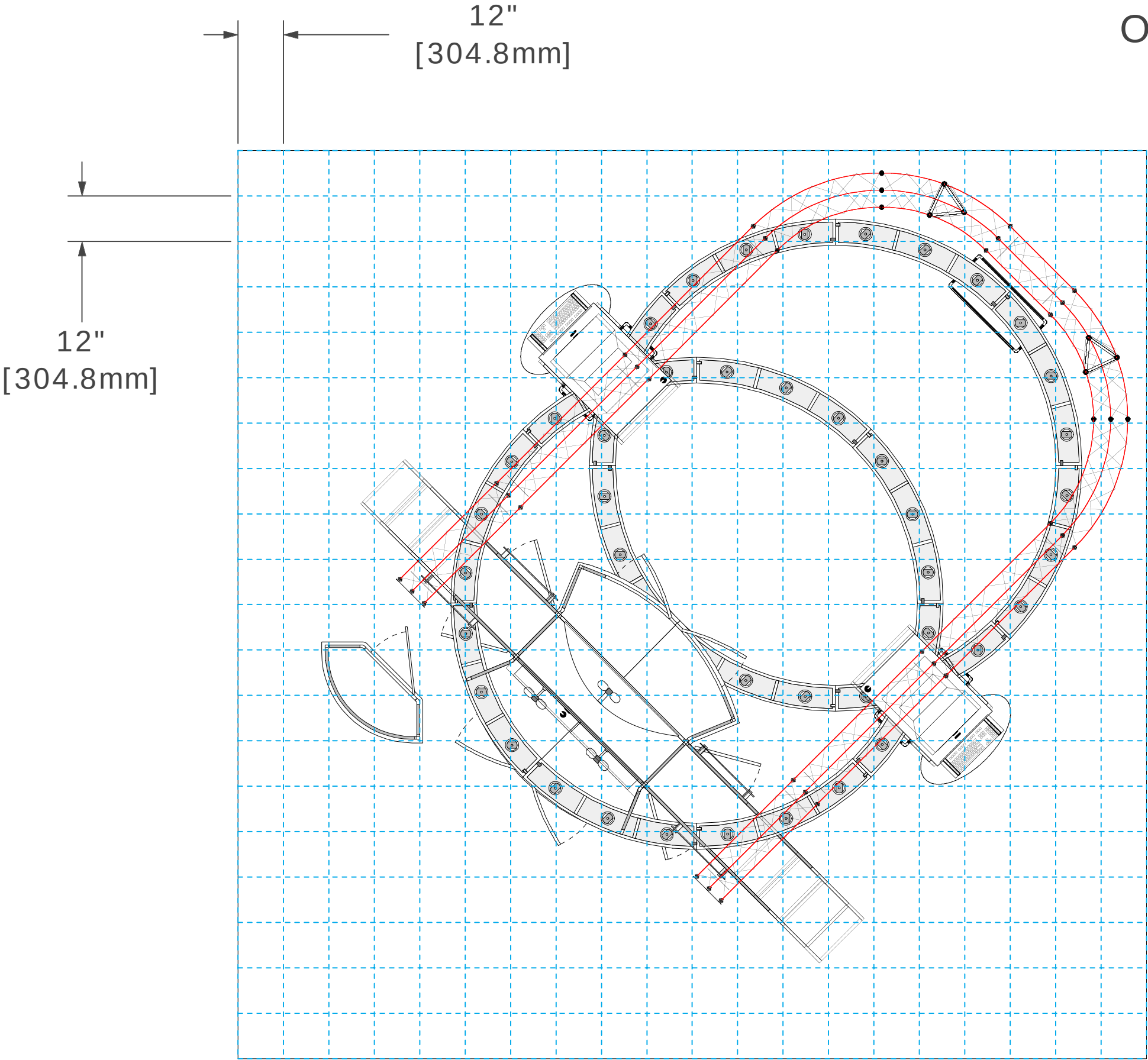
CLIENT: ABEX DISPLAY SYSTEMS
ORDER: 00000
INSTR: 2362



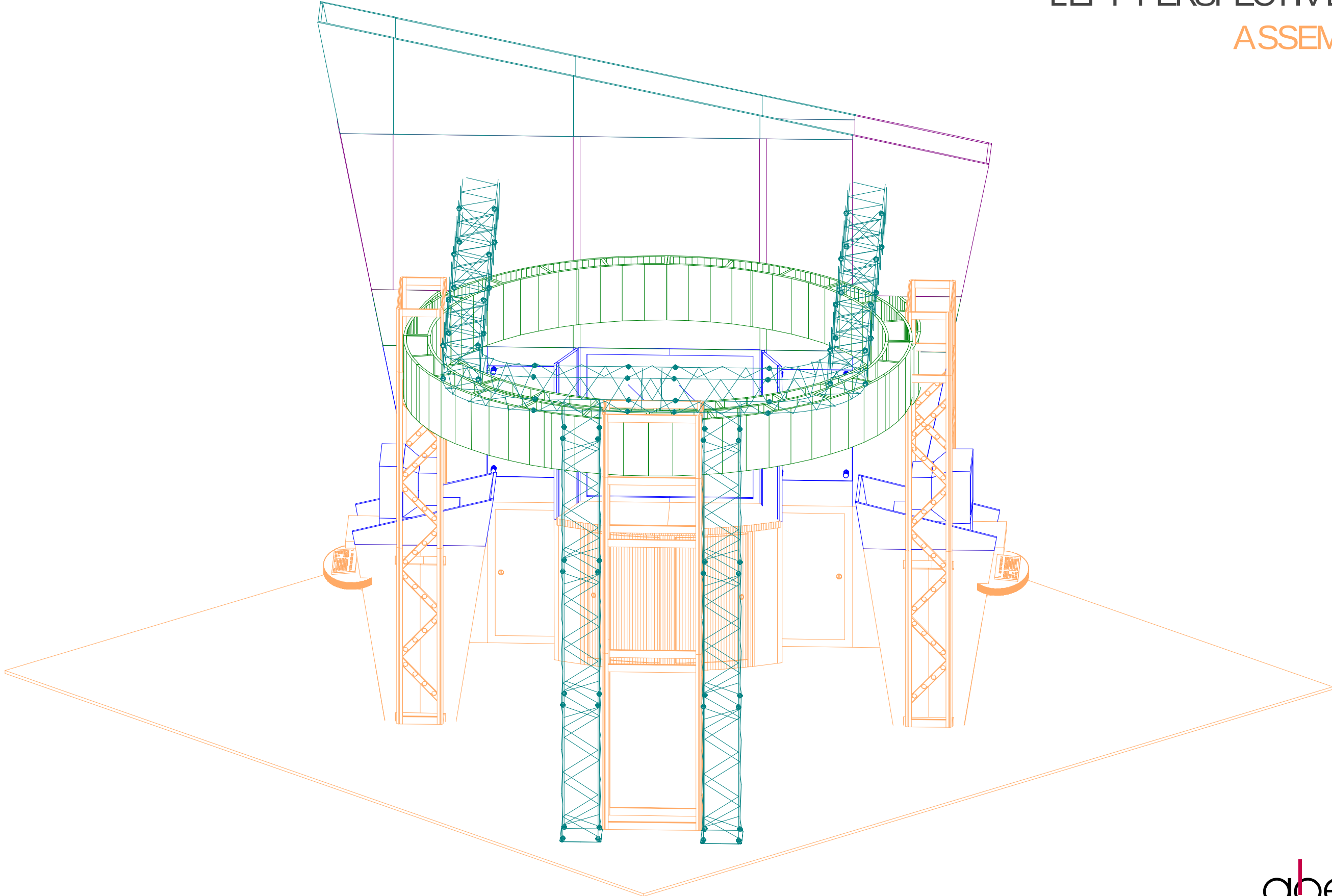
PARTS DESCRIPTION



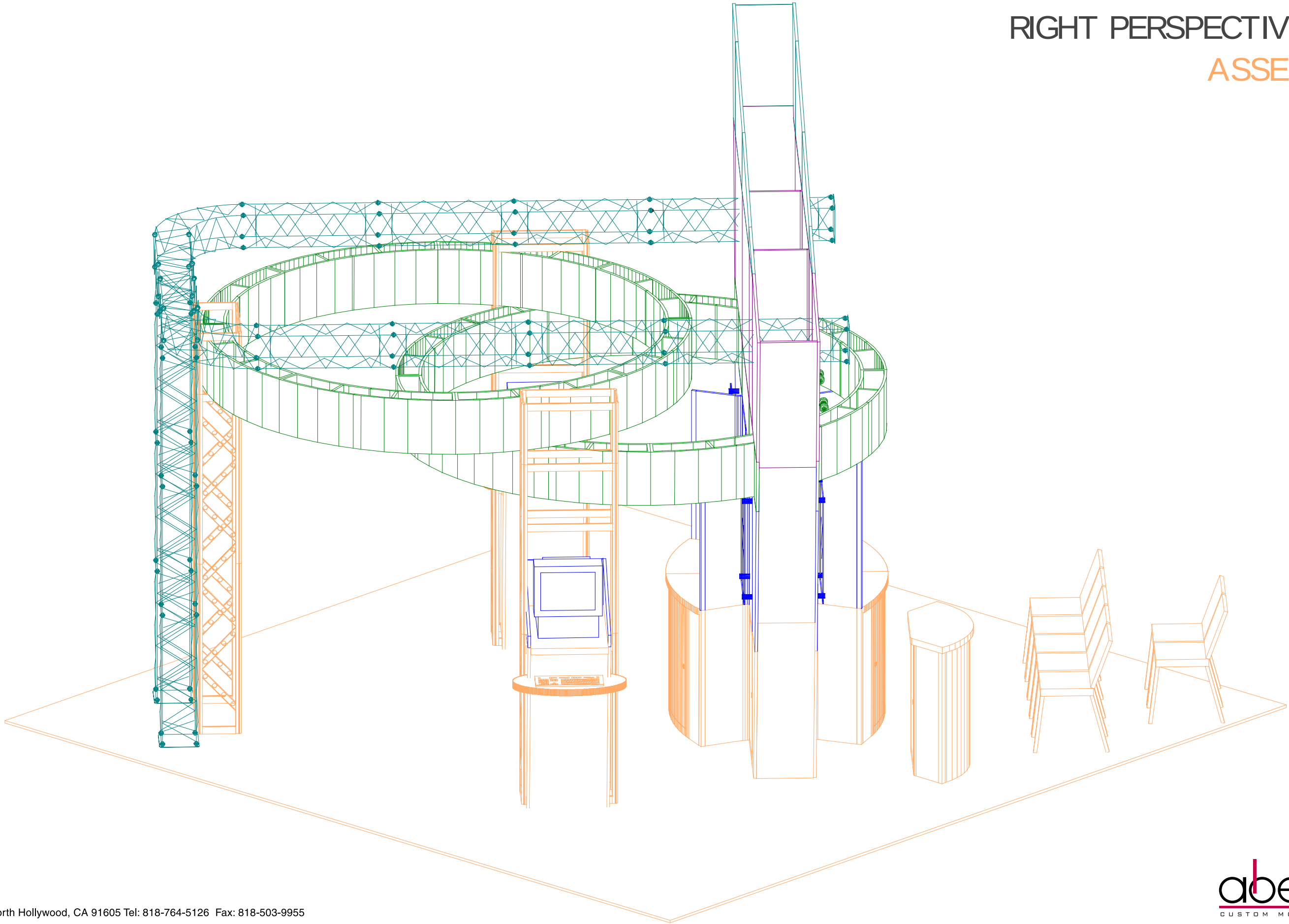
ORIENTATION DIAGRAM



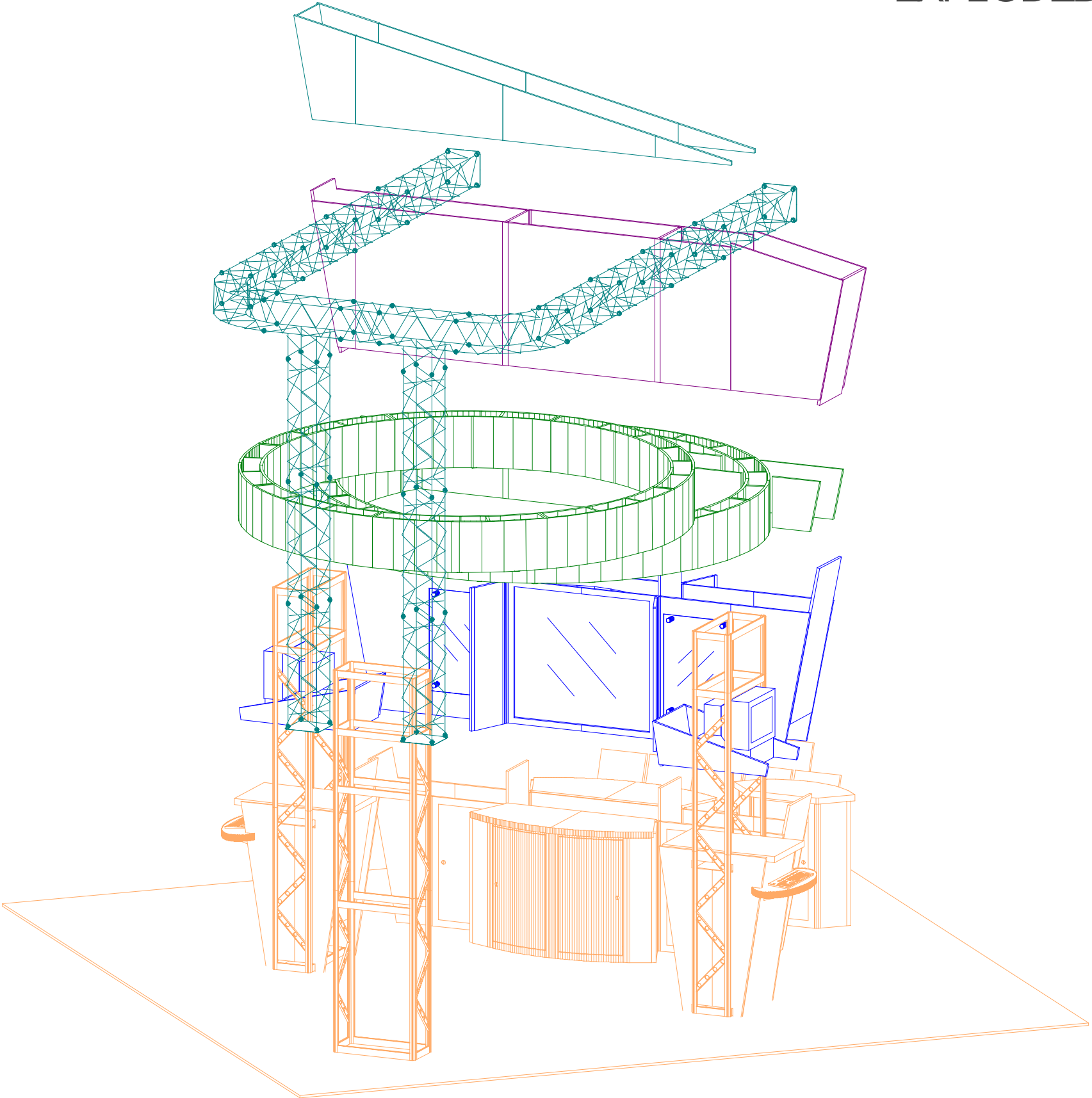
LEFT PERSPECTIVE VIEW
ASSEMBLED



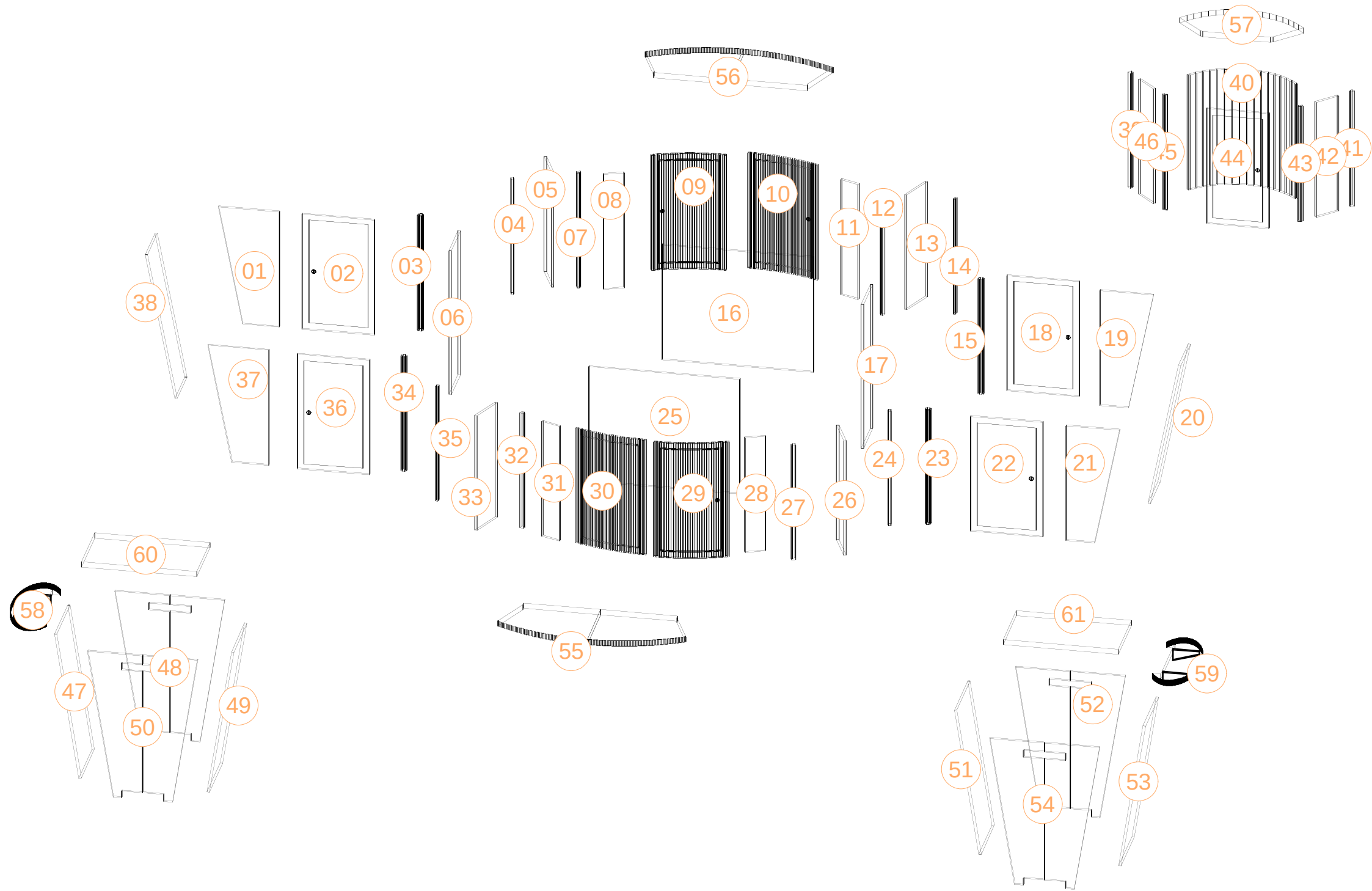
RIGHT PERSPECTIVE VIEW
ASSEMBLED



EXPLODED PERSPECTIVE VIEW
EXPLODED



EXPLODED PERSPECTIVE VIEW
LEVEL 1



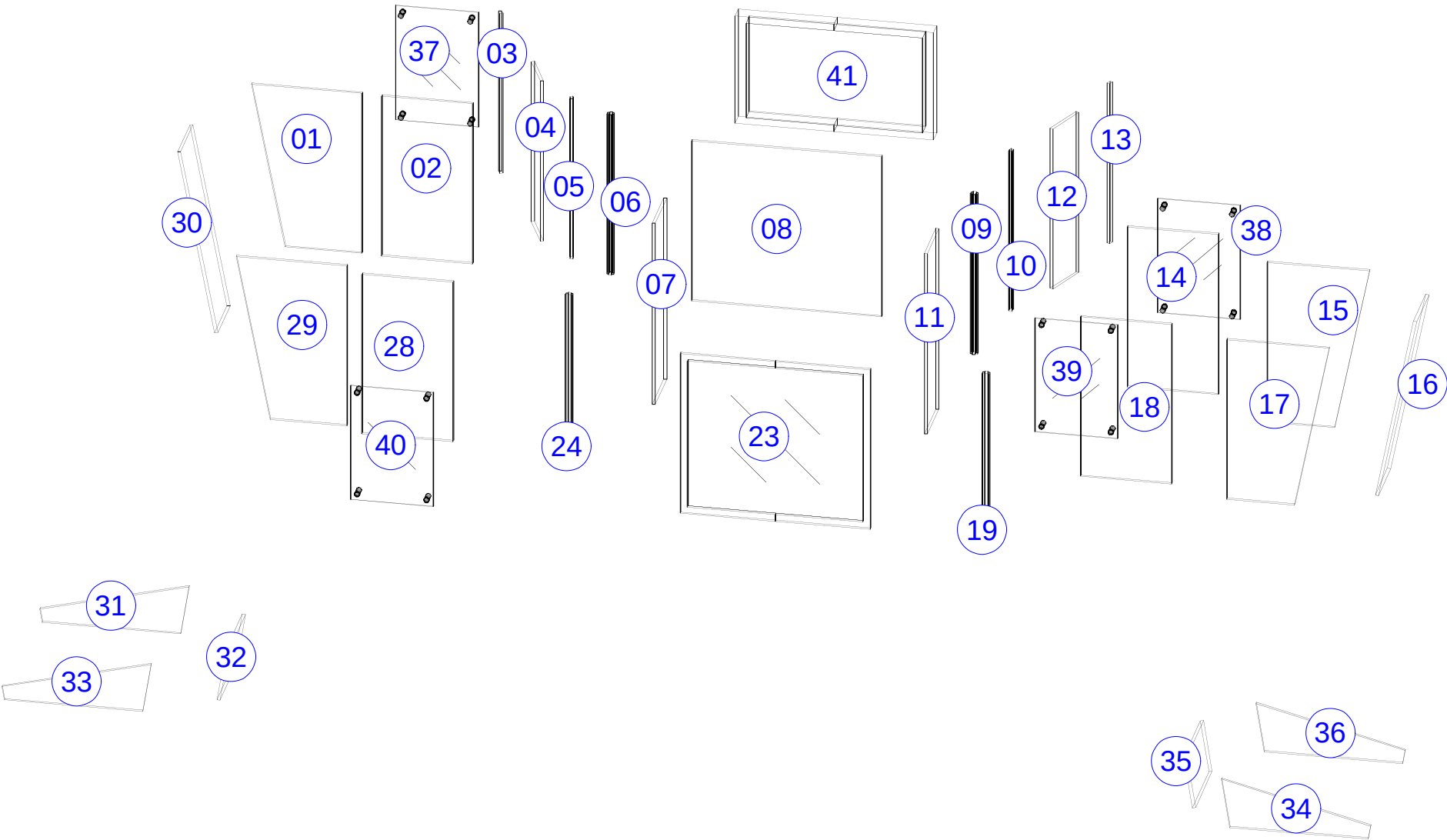


- ## PANELS

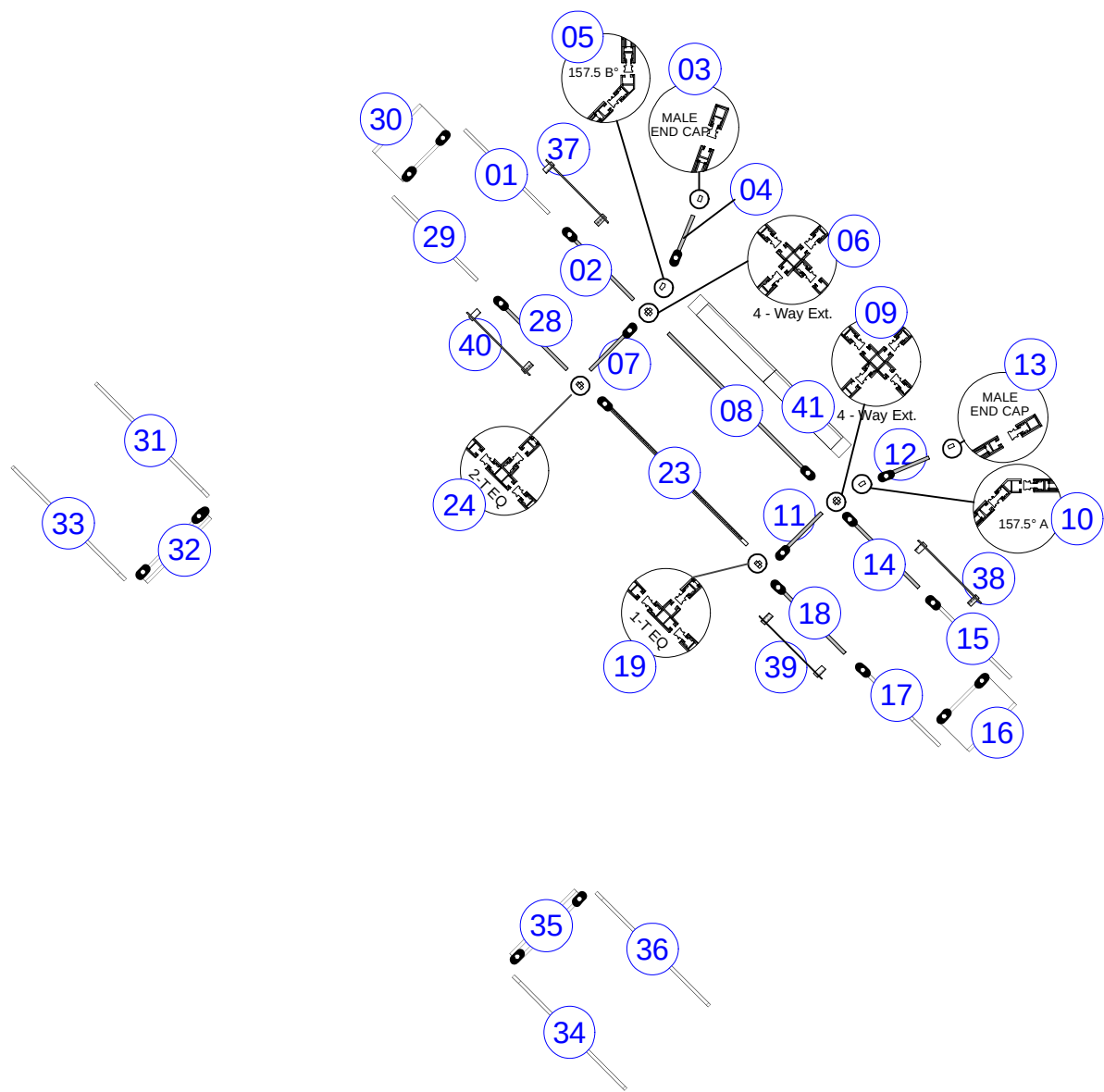
Tabs  Extrusion 
 Spring Lock  Lower Level 
 See special instructions 

EXPLODED PERSPECTIVE VIEW

LEVEL 2



PLAN VIEW
LEVEL 2



SETUP

1. Build level starting from one corner making sure tab direction is correct (tabs should face left side when viewed from the front, unless otherwise noted.)
2. Check alignment of second level and adjust if needed.
3. Tear-down should occur in reverse order.
4. Panels with hardware (such as locks) should be placed in the slots with the hardware facing the interior of the case, not the other panels.
5. Be sure to keep all joints and intersections at right angles.
6. The panels must slide in from the bottom corner of the panel being inserted into the tracks of the panel or extrusions that is already in.
7. The pins should face upwards on the first level.

PANELS

Height - 42"

Tabs



Extrusion



Spring



Lower

Lock

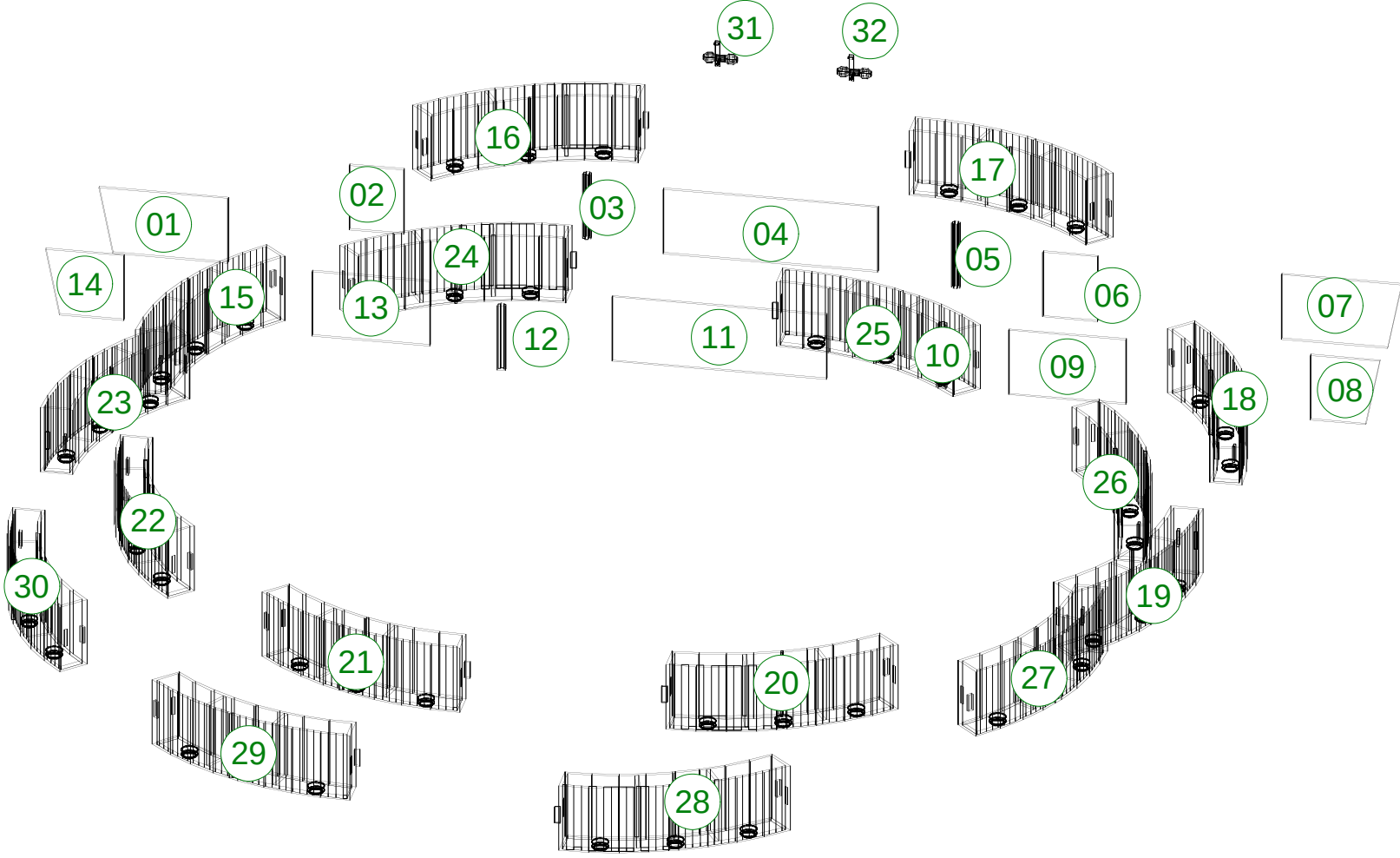


Level

See special instructions

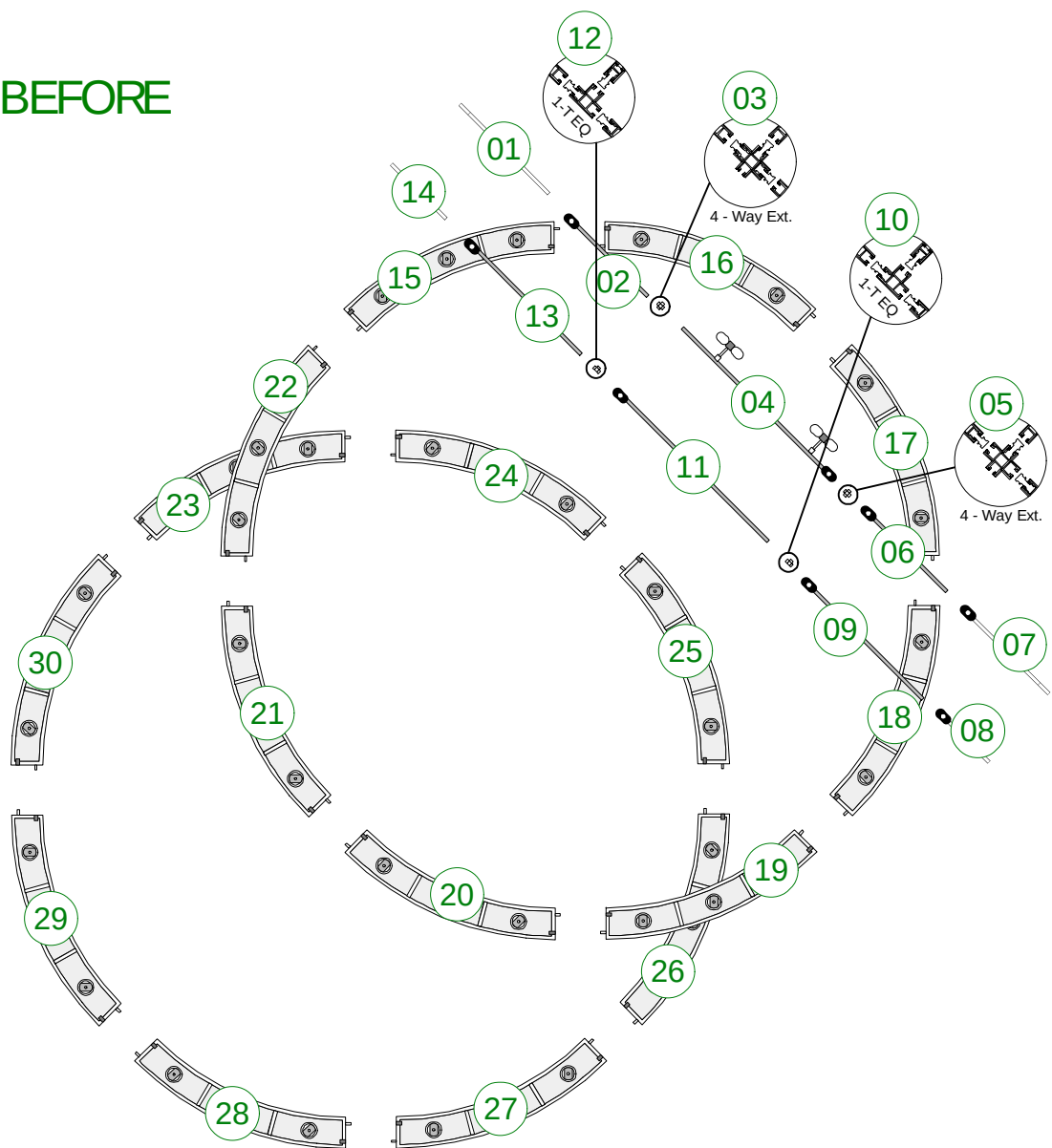


EXPLODED PERSPECTIVE VIEW
LEVEL 3



PLAN VIEW LEVEL 3

BLADE HEADERS MUST BE SET UP BEFORE
PROCEEDING TO NEXT LEVEL



SETUP

1. Build level starting from one corner making sure tab direction is correct (tabs should face left side when viewed from the front, unless otherwise noted.)
2. Check alignment of second level and adjust if needed.
3. Tear-down should occur in reverse order.
4. Panels with hardware (such as locks) should be placed in the slots with the hardware facing the interior of the case, not the other panels.
5. Be sure to keep all joints and intersections at right angles.
6. The panels must slide in from the bottom corner of the panel being inserted into the tracks of the panel or extrusions that is already in.
7. The pins should face upwards on the first level.

PANELS

Height - 15"

Tabs



Extrusion



Spring



Lower

Lock



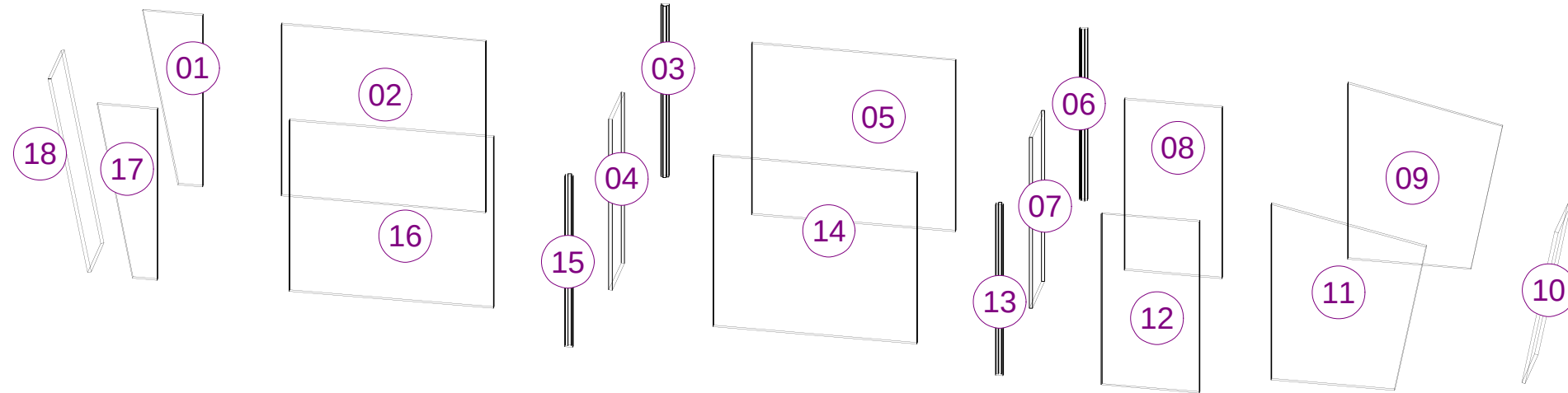
Level

See special instructions

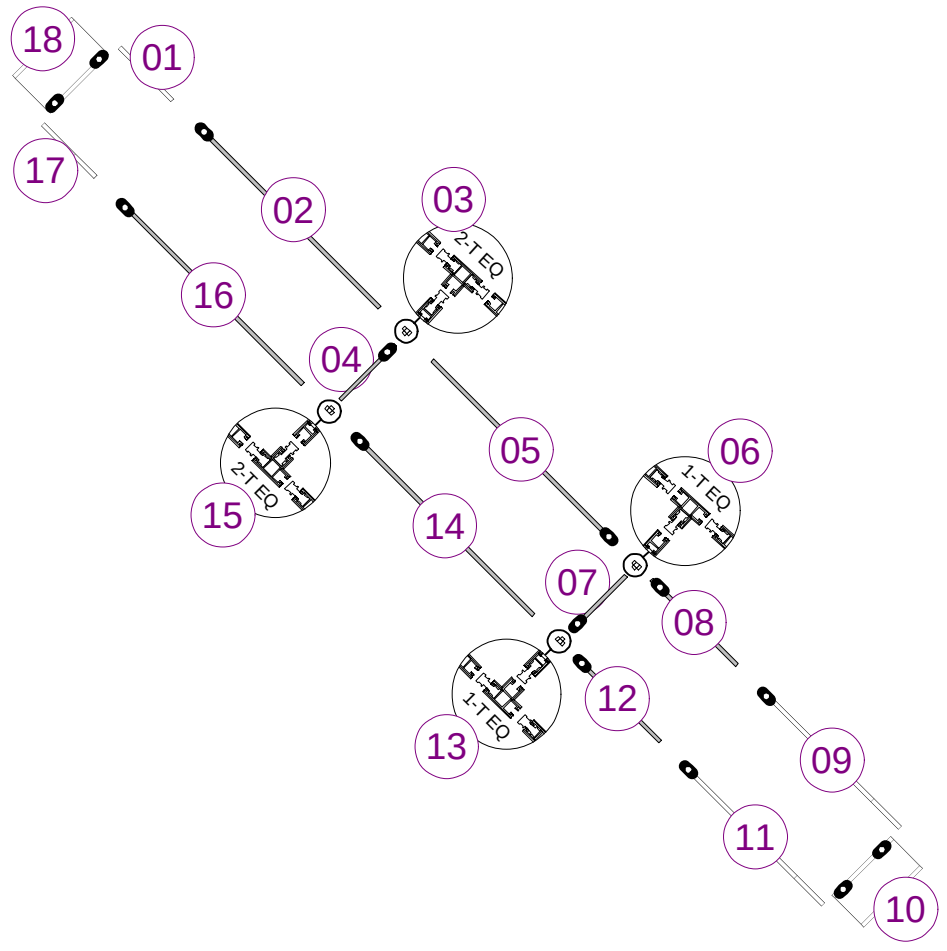


EXPLODED PERSPECTIVE VIEW

LEVEL 4



PLAN VIEW
LEVEL 4



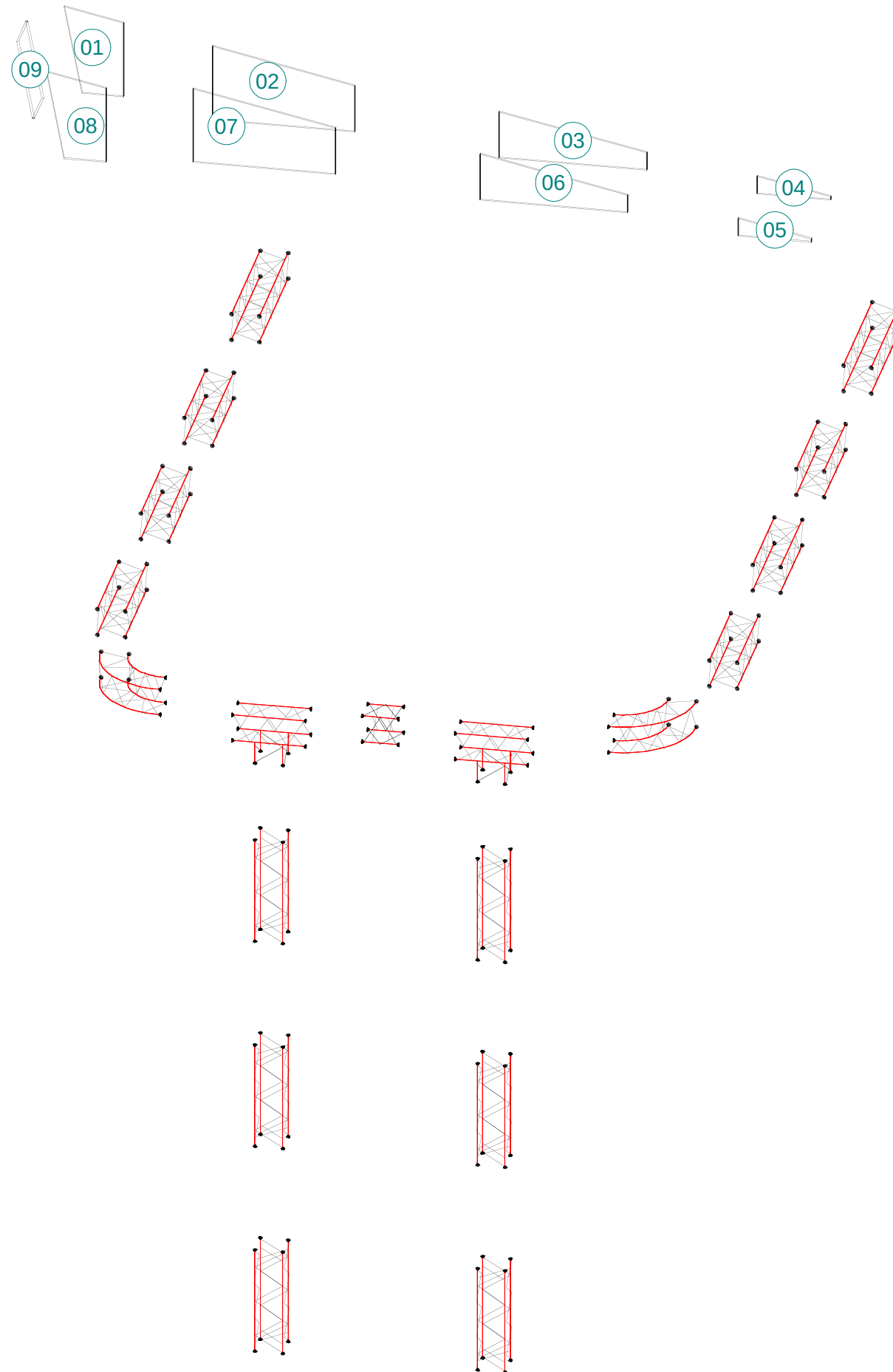
SETUP

1. Build level starting from one corner making sure tab direction is correct (tabs should face left side when viewed from the front, unless otherwise noted.)
2. Check alignment of second level and adjust if needed.
3. Tear-down should occur in reverse order.
4. Panels with hardware (such as locks) should be placed in the slots with the hardware facing the interior of the case, not the other panels.
5. Be sure to keep all joints and intersections at right angles.
6. The panels must slide in from the bottom corner of the panel being inserted into the tracks of the panel or extrusions that is already in.
7. The pins should face upwards on the first level.

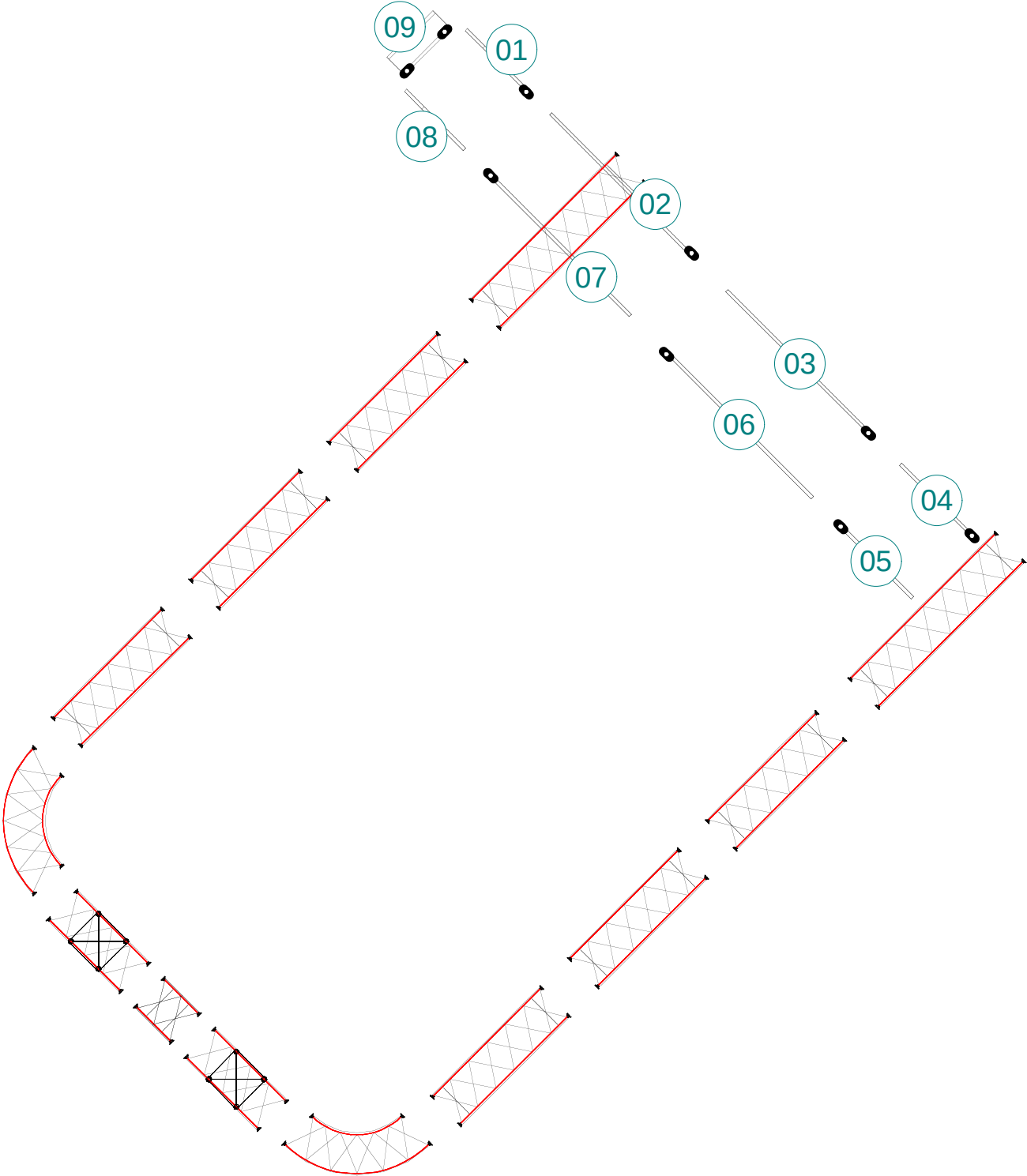
PANELS

- Height - 42"
- | | | | |
|--------------------------|---|-------------|---|
| Tabs |  | Extrusion |  |
| Spring Lock |  | Lower Level |  |
| See special instructions | | |  |

EXPLODED PERSPECTIVE VIEW LEVEL 5



PLAN VIEW
LEVEL 5



SETUP

1. Build level starting from one corner making sure tab direction is correct (tabs should face left side when viewed from the front, unless otherwise noted.)
2. Check alignment of second level and adjust if needed.
3. Tear-down should occur in reverse order.
4. Panels with hardware (such as locks) should be placed in the slots with the hardware facing the interior of the case, not the other panels.
5. Be sure to keep all joints and intersections at right angles.
6. The panels must slide in from the bottom corner of the panel being inserted into the tracks of the panel or extrusions that is already in.
7. The pins should face upwards on the first level.

PANELS

- Height - 0"
- | | | | |
|--|---|-------------|---|
| Tabs |  | Extrusion |  |
| Spring Lock |  | Lower Level | --- |
| See special instructions  | | | |

PACKING/ UNPACKING PARTS
LOCATION CHART 1

LEVEL 1

PART NO.	DESCRIPTION	CASE NO.	SLOT NO.	LAM CODE
L1-01	38" x 18 17/32" Angled Panel W/90	C2	28	A -A
L1-02	38" x 22" With Door (1)	C2	01	A -A
L1-03	38" x Connector 4way (symmetric)	C3	XBox#16	A -C
L1-04	38" x Connector 157.5°	C3	XBox#16	C-D
L1-05	38" x 11"	C3	01	C -D
L1-06	47.5" x 14.125"	C1	06	A -A
L1-07	38" x Connector 90° (sym)1	C3	XBox#16	B-B
L1-08	38" x 6.25" Panel	C3	03	B -B
L1-09	38" x Curve 1/16 With Door (1)	C1	12	B -B
L1-10	38" x Curve 1/16 With Door (1)	C1	13	B -B
L1-11	38" x 6.25" Panel	C3	03	B -B
L1-12	38" x Connector 90° (sym)1	C3	XBox#16	B-B
L1-13	38" x 11"	C3	01	C -D
L1-14	38" x Connector 157.5°	C3	XBox#16	C-D
L1-15	38" x Connector 4way (symmetric)	C3	XBox#16	A -C
L1-16	38" x 46"	C2	26	A -A
L1-17	47.5" x 14.125"	C1	06	A -A
L1-18	38" x 22" With Door (1)	C2	01	A -A
L1-19	38" x 16 9/32 Angled Panel W/90	C2	29	A -A
L1-20	47.5" x 15.125" Panel	C3	06	B -B
L1-21	38" x 16 9/32 Angled Panel W/90	C2	29	A -A
L1-22	38" x 22" With Door (1)	C2	02	A -A
L1-23	38" x Connector 4way (symmetric)	C3	XBox#16	A -C
L1-24	38" x Connector 157.5°	C3	XBox#16	C-D
L1-25	38" x 46"	C2	27	A -A
L1-26	38" x 11"	C3	01	C -D
L1-27	38" x Connector 90° (sym)1	C3	XBox#16	B-B
L1-28	38" x 6.25" Panel	C3	03	B -B
L1-29	38" x Curve 1/16 With Door (1)	C1	14	B -B
L1-30	38" x Curve 1/16 With Door (1)	C1	15	B -B
L1-31	38" x 6.25" Panel	C3	03	B -B
L1-32	38" x Connector 90° (sym)1	C3	XBox#16	B-B
L1-33	38" x 11"	C3	01	C -D
L1-34	38" x Connector 4way (symmetric)	C3	XBox#16	A -C
L1-35	38" x Connector 157.5°	C3	XBox#16	C-D
L1-36	38" x 22" With Door (1)	C2	02	A -A
L1-37	38" x 18 17/32" Angled Panel W/90	C2	28	A -A
L1-38	47.5" x 15.125" Panel	C3	09	B -B
L1-39	38" x Connector 90° (symmetric)	C3	XBox#16	B -B
L1-40	38" x Curve 23"	C1	01	B -B
L1-41	38" x Connector 90° (symmetric)	C3	XBox#16	B -B
L1-42	38" x 8" Panel	C3	02	B -B
L1-43	38" x Connector 135°	C3	XBox#16	B -B
L1-44	38" x 19" With Door (1)	C2	03	B -B
L1-45	38" x Connector 135°	C3	XBox#16	B -B
L1-46	38" x 8" Panel	C3	02	B -B
L1-47	47.5" x 20.5" W/Slots	C1	02	B -B
L1-48	47.125" x 28.5"Angled w/Slots/Tracks	C2	04	A -A
L1-49	47.5" x 20.5" Door	C1	03	B -B

LEVEL 1

PART NO.	DESCRIPTION	CASE NO.	SLOT NO.	LAM CODE
L1-50	47.125" x 28.5"Angled w/Slots/Tracks	C2	05	A -A
L1-51	47.5" x 20.5" Door	C1	04	B -B
L1-52	47.5" x 33.5" Angled Panel W/90&Slot	C2	06	A -A
L1-53	47.5" x 20.5" W/Slots	C1	05	B -B
L1-54	47.5" x 33.5" Angled Panel W/90&Slot	C2	07	A -A
L1-55	Custom A1 Counter @47"x21.5"	C1	XBox#06	C -D
L1-56	Custom A1 Counter @47"x21.5"	C3	XBox#07	C -D
L1-57	Counter 37 3/4 x 17	C3	XBox#08	C -D
L1-58	Custom Counter @30"x12 21/32" W/Support Legs	C3	XBox#09	C -D
L1-59	Custom Counter @30"x12 21/32" W/Support Legs	C3	XBox#10	C -D
L1-60	Custom Counter @ 35" x 20 1/2"	C4	XBox#11	C -D
L1-61	Custom Counter @ 35" x 20 1/2"	C4	XBox#12	C -D

LEVEL 2

PART NO.	DESCRIPTION	CASE NO.	SLOT NO.	LAM CODE
L2-01	42" x 26 19/32" Angled Panel W/90	C2	24	A -A
L2-02	42" x 22" Wood Filled	C2	18	A -A
L2-03	42" x Endcap (symmetric)	C3	XBox#15	C -D
L2-04	42" x 11"	C2	25	C -D
L2-05	42" x Connector 157.5°	C3	XBox#15	C -D
L2-06	42" x Connector 4way (symmetric)	C3	XBox#15	A -C
L2-07	47.5" x 14.125"	C1	07	A -A
L2-08	42" x 46" Wood Filled	C2	10	C -A
L2-09	42" x Connector 4way (symmetric)	C3	XBox#15	A -C
L2-10	42" x Connector 157.5°	C3	XBox#15	C -D
L2-11	47.5" x 14.125"	C1	07	A -A
L2-12	42" x 11"	C2	25	C -D
L2-13	42" x Endcap (symmetric)	C3	XBox#15	C -D
L2-14	42" x 22" Wood Filled	C2	18	A -A
L2-15	42" x 24 21/32 Angled Panel W/90	C2	17	A -A
L2-16	47.5" x 15.125" Panel	C3	11	B -B
L2-17	42" x 24 21/32 Angled Panel W/90	C2	21	A -A
L2-18	42" x 22" Wood Filled	C2	19	A -A
L2-19	NOT FOUND	C3	XBox#15	-
L2-20	NOT FOUND	C3	XBox#15	-
L2-21	NOT FOUND	C2	25	-
L2-22	NOT FOUND	C3	XBox#15	-
L2-23	42" x 46" With Lightbox (38.5" x 42.5" plex)	C2	15	A -A
L2-24	NOT FOUND	C3	XBox#15	-
L2-25	NOT FOUND	C3	XBox#15	-
L2-26	NOT FOUND	C2	25	-
L2-27	NOT FOUND	C3	XBox#15	-
L2-28	42" x 22" Wood Filled	C2	19	A -A
L2-29	42" x 26 19/32" Angled Panel W/90	C2	16	A -A
L2-30	47.5" x 15.125" Panel	C3	12	B -B
L2-31	12.5"x36" Angled Panel W/90	C3	05	A -A
L2-32	13.25" x 20.5" Angled Panel	C3	14	B -B
L2-33	12.5"x36" Angled Panel W/90	C3	05	A -A
L2-34	12.5"x36" Angled Panel W/90	C3	05	A -A
L2-35	13.25" x 20.5" Angled Panel	C3	14	B -B
L2-36	12.5"x36" Angled Panel W/90	C3	07	A -A
L2-37	Plex Sign - w/ 4 Standoffs 30x20 (no graphic)	C5	XBox#13	-
L2-38	Plex Sign - w/ 4 Standoffs 30x20 (no graphic)	C5	XBox#13	-
L2-39	Plex Sign - w/ 4 Standoffs 30x20 (no graphic)	C5	XBox#14	-
L2-40	Plex Sign - w/ 4 Standoffs 30x20 (no graphic)	C5	XBox#14	-

PACKING/ UNPACKING PARTS
LOCATION CHART 2

LEVEL 3

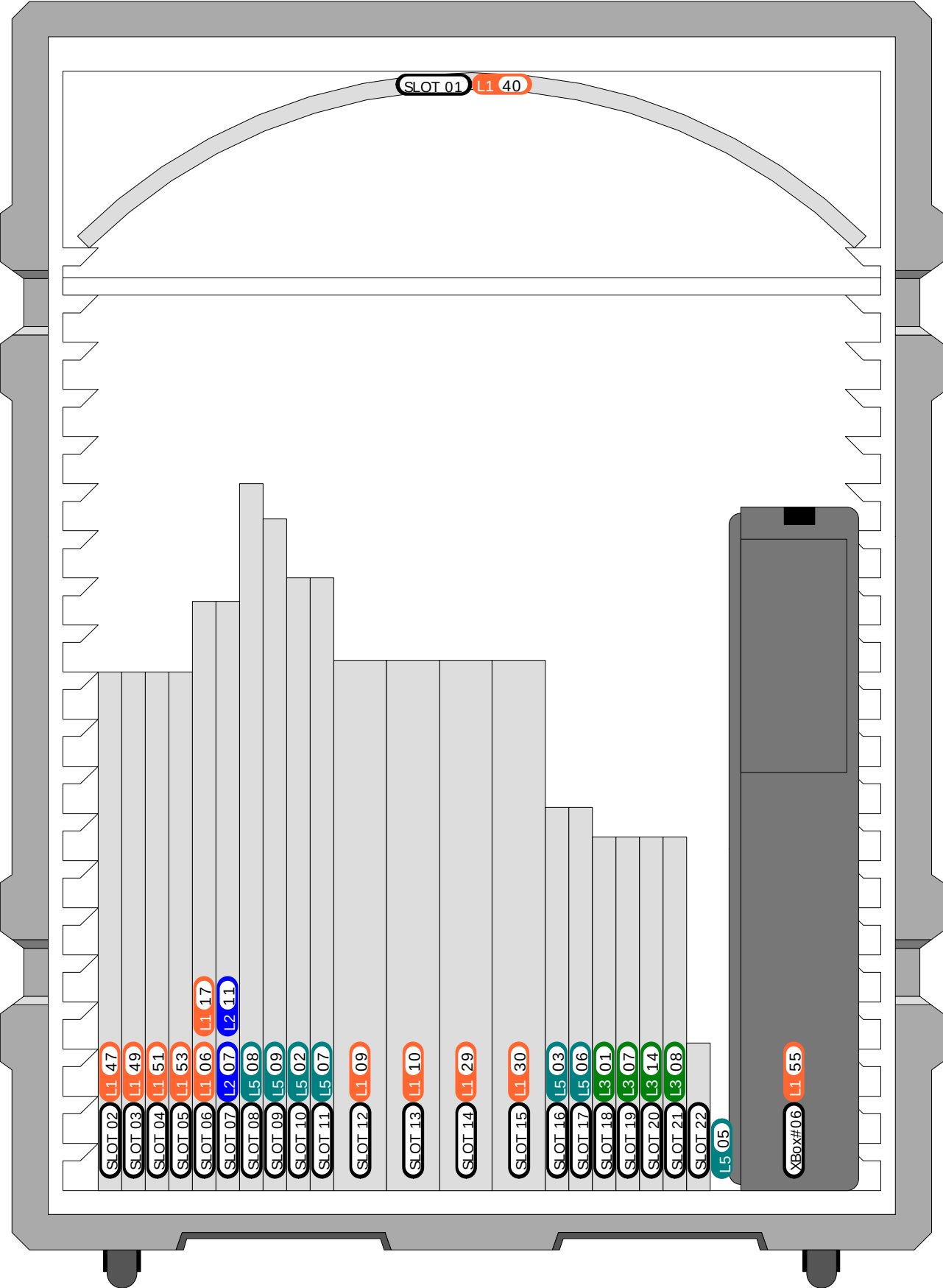
PART NO.	DESCRIPTION	CASE NO.	SLOT NO.	LAM CODE
L3-01	15" x 29 3/8" Angled Panel W/90	C1	18	A-A
L3-02	15" x 11 11/16" Angle Panel	C3	14	A-A
L3-03	15" x Connector 4way (symmetric)	C3	XBox#17	A-A
L3-04	15" x 46"	C3	04	A-A
L3-05	15" x Connector 4way (symmetric)	C3	XBox#17	A-A
L3-06	15" x 11 11/16" Angle Panel	C3	14	A-A
L3-07	15" x 27 7/8" Angled Panel W/90	C1	19	A-A
L3-08	15" x 16 3/8" Angled Cut W/90	C1	21	A-A
L3-09	15" x 25 1/8" Angled Panel	C3	08	A-A
L3-10	15" x Connector T (symmetric)	C3	XBox#17	A-A
L3-11	15" x 46"	C3	04	A-A
L3-12	15" x Connector T (symmetric)	C3	XBox#17	A-A
L3-13	15" x 25 1/8" Angled Panel	C3	13	A-A
L3-14	15" x 18" Angled Panel W/90	C1	20	A-A
L3-15	Blade Header Curved 57 - 15"h (swivel lights)	C8	Box	B-B
L3-16	Blade Header Curved 57 - 15"h (swivel lights)	C7	Box	B-B
L3-17	Blade Header Curved 57 - 15"h (swivel lights)	C7	Box	B-B
L3-18	Blade Header Curved 57 - 15"h (swivel lights)	C8	Box	B-B
L3-19	Blade Header Curved 57 - 15"h (swivel lights)	C8	Box	B-B
L3-20	Blade Header Curved 57 - 15"h (swivel lights)	C7	Box	B-B
L3-21	Blade Header Curved 57 - 15"h (swivel lights)	C7	Box	B-B
L3-22	Blade Header Curved 57 - 15"h (swivel lights)	C8	Box	B-B
L3-23	Blade Header Curved 57 - 15"h (swivel lights)	C6	Box	C-C
L3-24	Blade Header Curved 57 - 15"h (swivel lights)	C6	Box	C-C
L3-25	Blade Header Curved 57 - 15"h (swivel lights)	C5	Box	C-C
L3-26	Blade Header Curved 57 - 15"h (swivel lights)	C5	Box	C-C
L3-27	Blade Header Curved 57 - 15"h (swivel lights)	C6	Box	C-C
L3-28	Blade Header Curved 57 - 15"h (swivel lights)	C5	Box	C-C
L3-29	Blade Header Curved 57 - 15"h (swivel lights)	C5	Box	C-C
L3-30	Blade Header Curved 57 - 15"h (swivel lights)	C6	Box	C-C

LEVEL 4

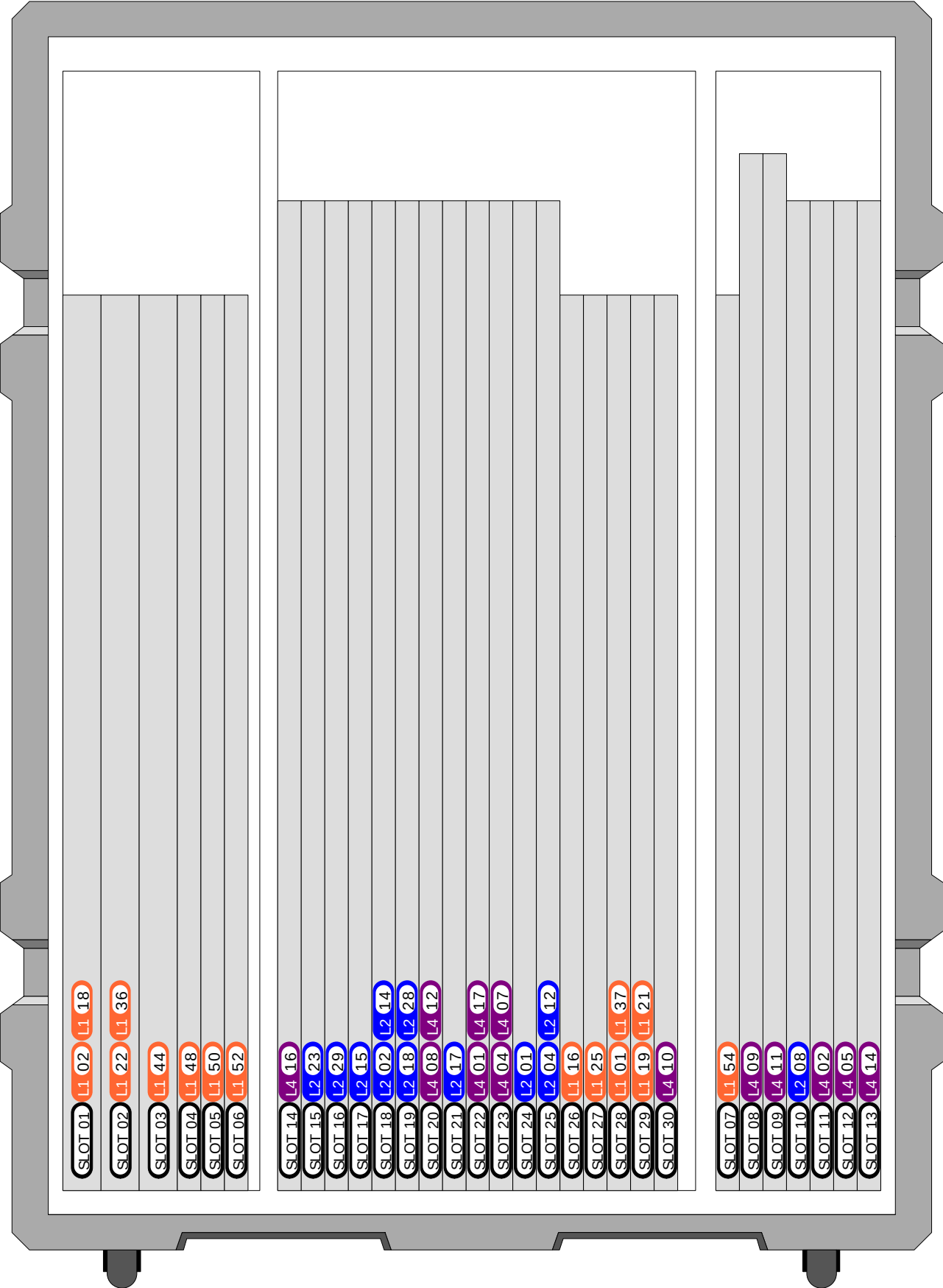
PART NO.	DESCRIPTION	CASE NO.	SLOT NO.	LAM CODE
L4-01	42" x 13.5 Angled Panel W/90	C2	22	A-A
L4-02	42" x 46" W/Cutout @ 11.5"x11.5"	C2	11	A-A
L4-03	42" x Connector T (symmetric)	C3	XBox#15	A-A
L4-04	42" x 14.125"	C2	23	A-A
L4-05	42" x 46"	C2	12	A-A
L4-06	42" x Connector T (symmetric)	C3	XBox#15	A-A
L4-07	42" x 14.125"	C2	23	A-A
L4-08	42" x 22"	C2	20	A-A
L4-09	43 3/16" x 34 27/32" Angled W/90&Cutout@11.5"x11.5"	C2	11	A-A
L4-10	38 3/8" x 15.125" CUSTOM	C2	30	B-B
L4-11	43 3/16" x 34 27/32" Angled W/90&Cutout@11.5"x11.5"	C2	11	A-A
L4-12	42" x 22"	C2	20	A-A
L4-13	42" x Connector T (symmetric)	C3	XBox#15	A-A
L4-14	42" x 46"	C2	13	A-A
L4-15	42" x Connector T (symmetric)	C3	XBox#15	A-A
L4-16	42" x 46" W/Cutout @ 11.5"x11.5"	C2	14	A-A
L4-17	42" x 13.5 Angled Panel W/90	C2	22	A-A
L4-18	47.5" x 15.125" Panel	C3	10	B-B

LEVEL 5

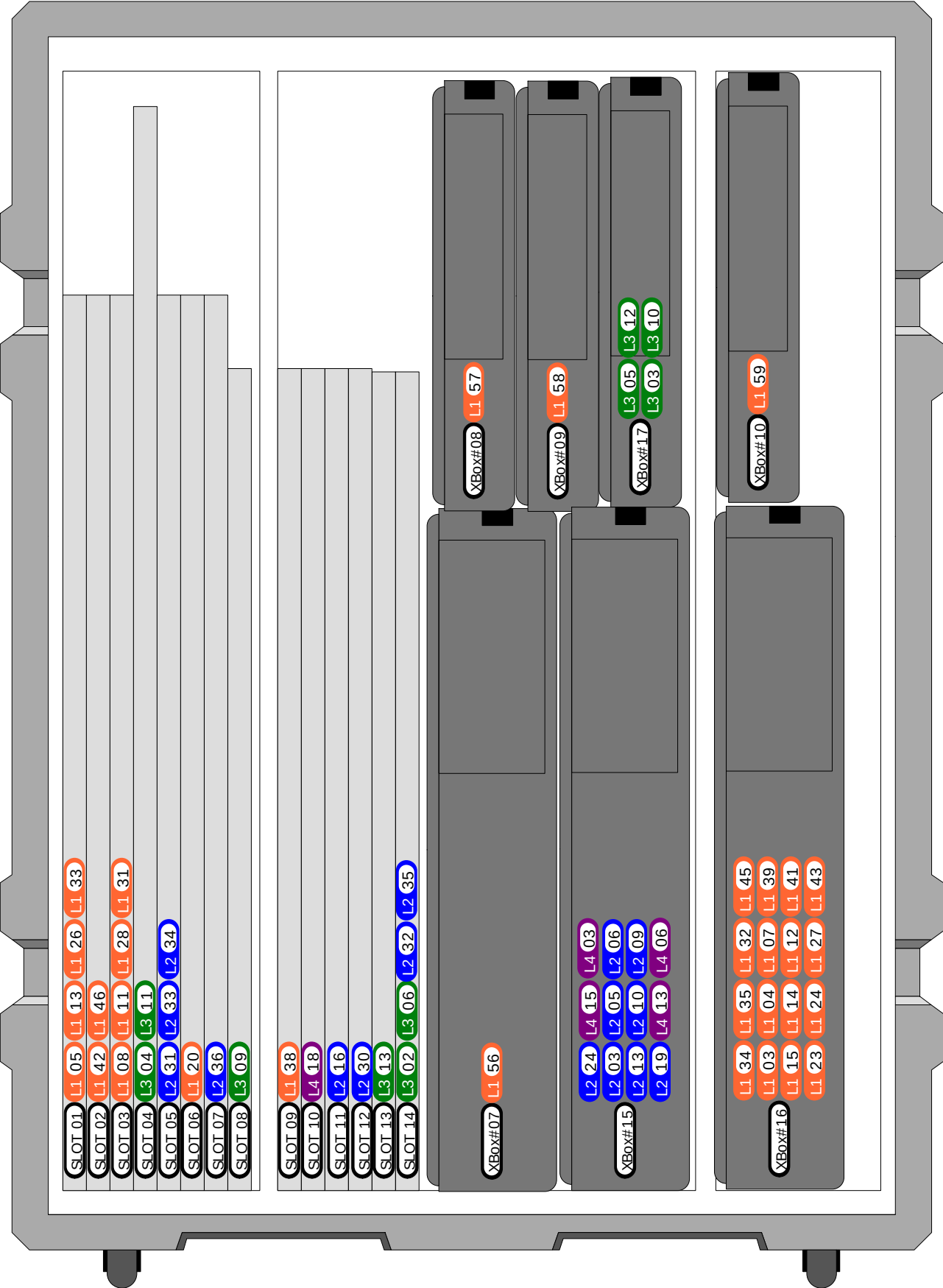
PART NO.	DESCRIPTION	CASE NO.	SLOT NO.	LAM CODE
L5-01	30" x 19.25" Angled Cut	C1	01	A-A
L5-02	26" x 46" Angled Cut	C1	07	A-A
L5-03	16.125" x 47.75" Angled Cut	C1	09	A-A
L5-04	6.125" x 23.75" Angled Cut	C1	11	A-A
L5-05	6.125" x 23.75" Angled Cut	C1	11	A-A
L5-06	16.125" x 47.75" Angled Cut	C1	10	A-A
L5-07	26" x 46" Angled Cut	C1	08	A-A
L5-08	30" x 19.25" Angled Cut	C1	01	A-A
L5-09	27" x 15.125" CUSTOM	C1	02	B-B



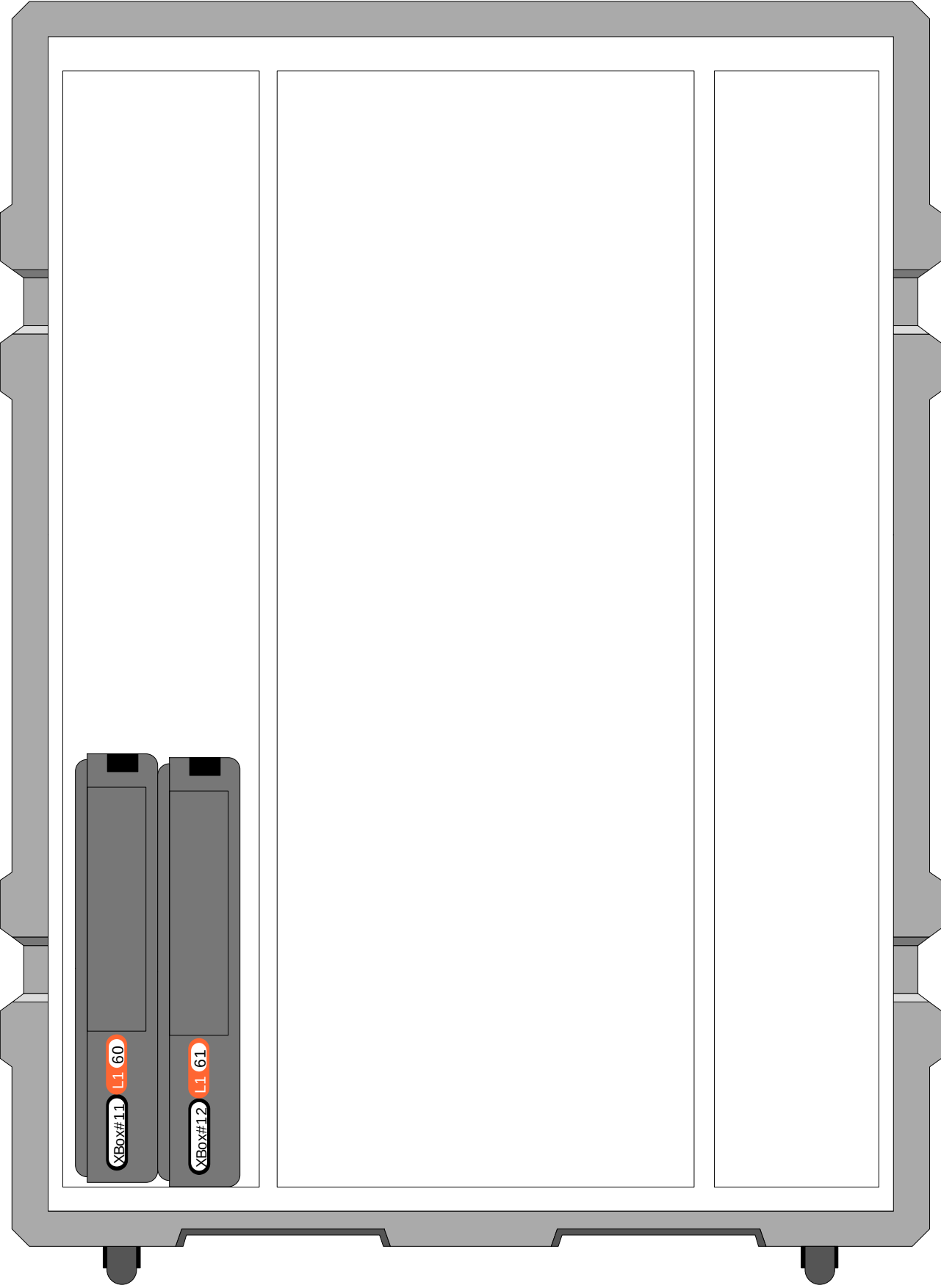
CASE 1



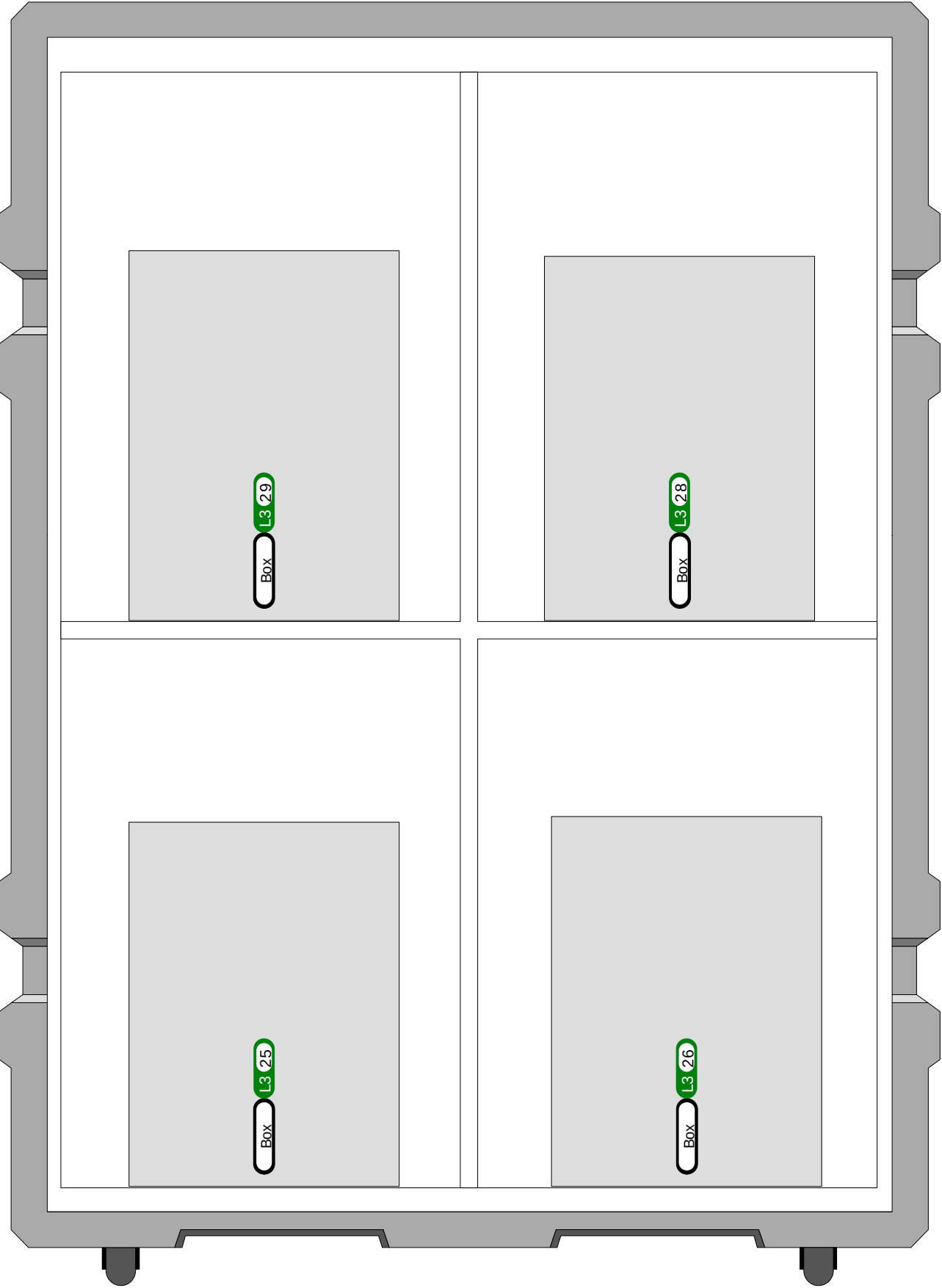
CASE 2



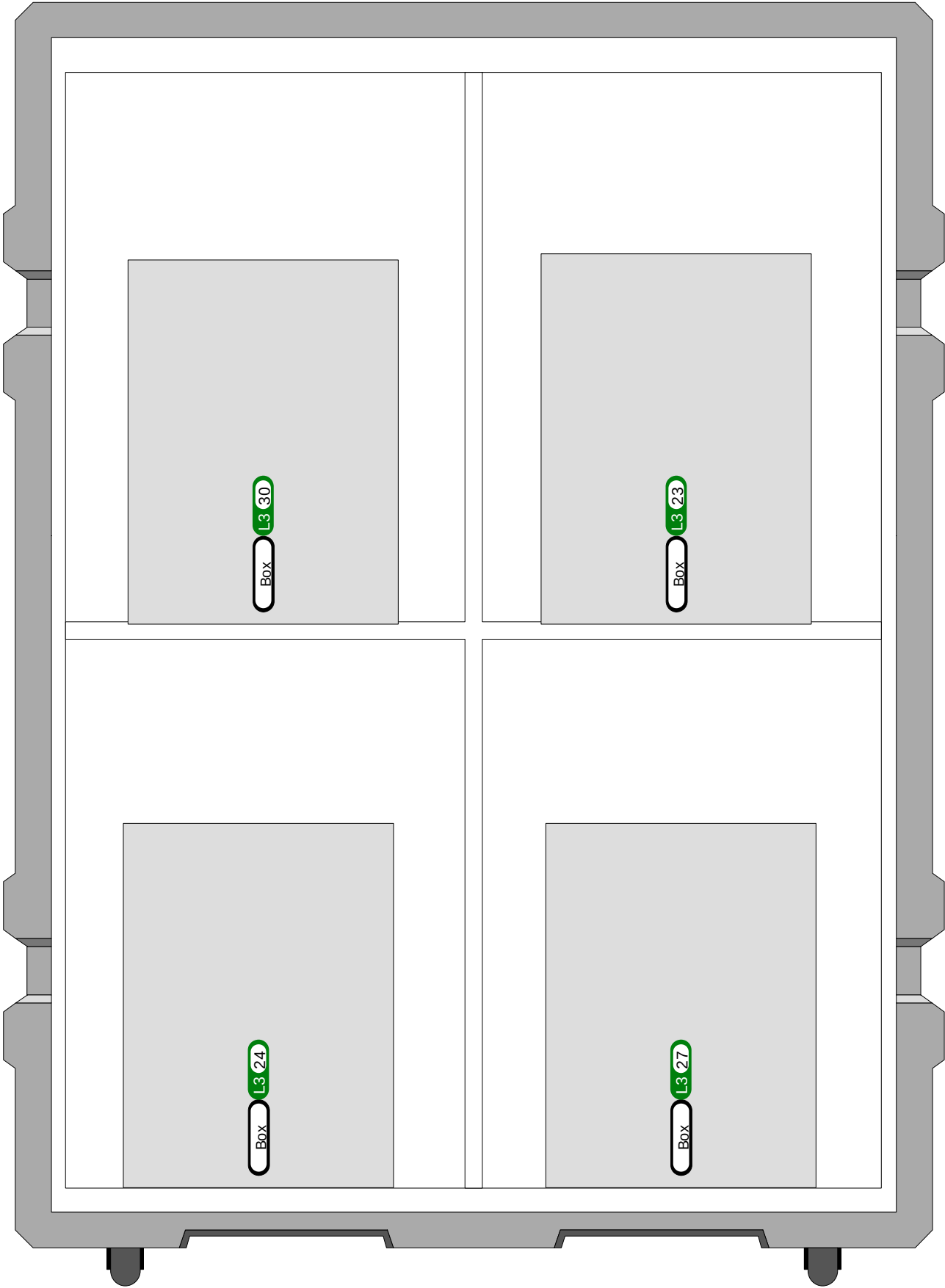
CASE 3



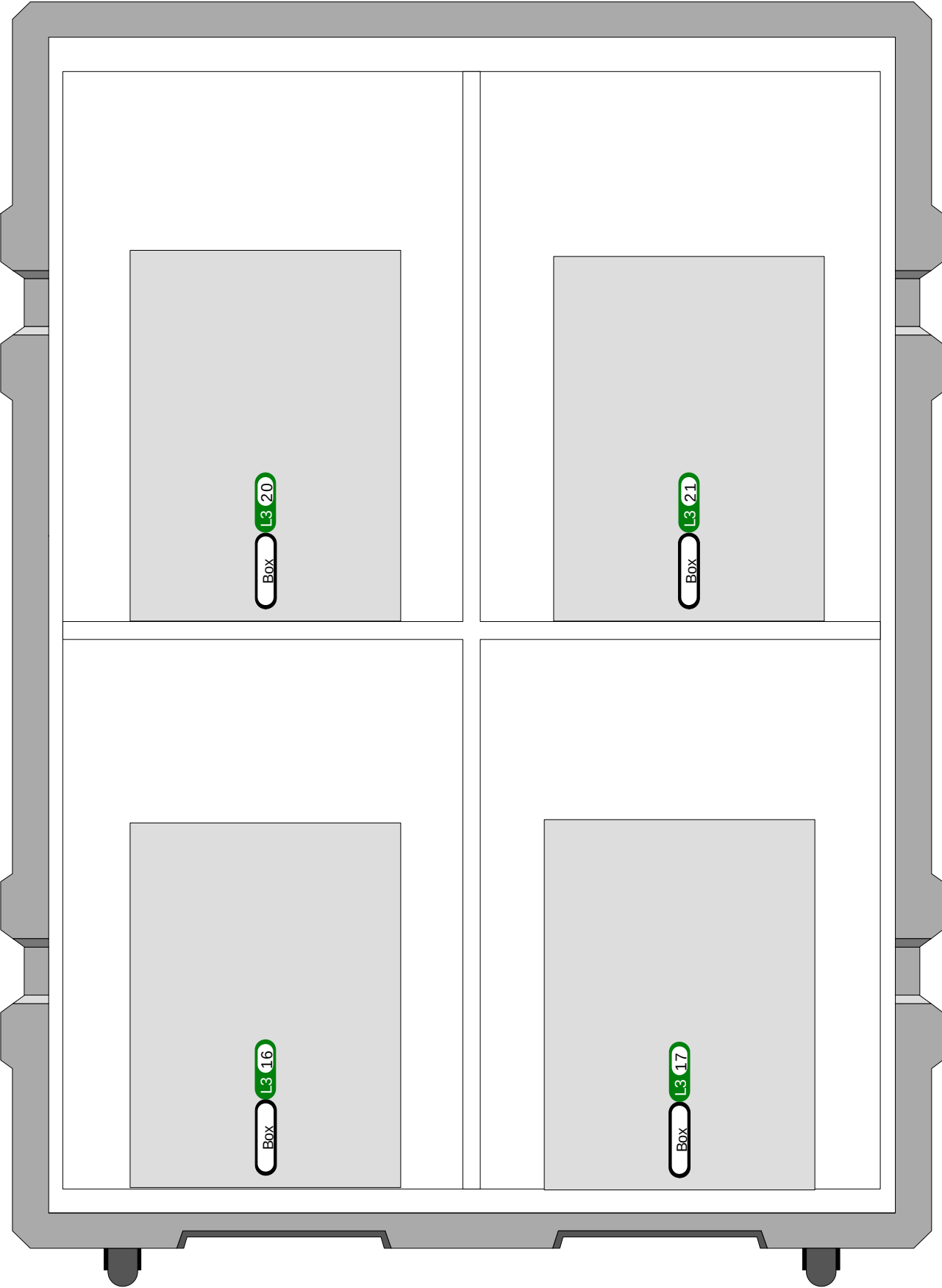
CASE 4



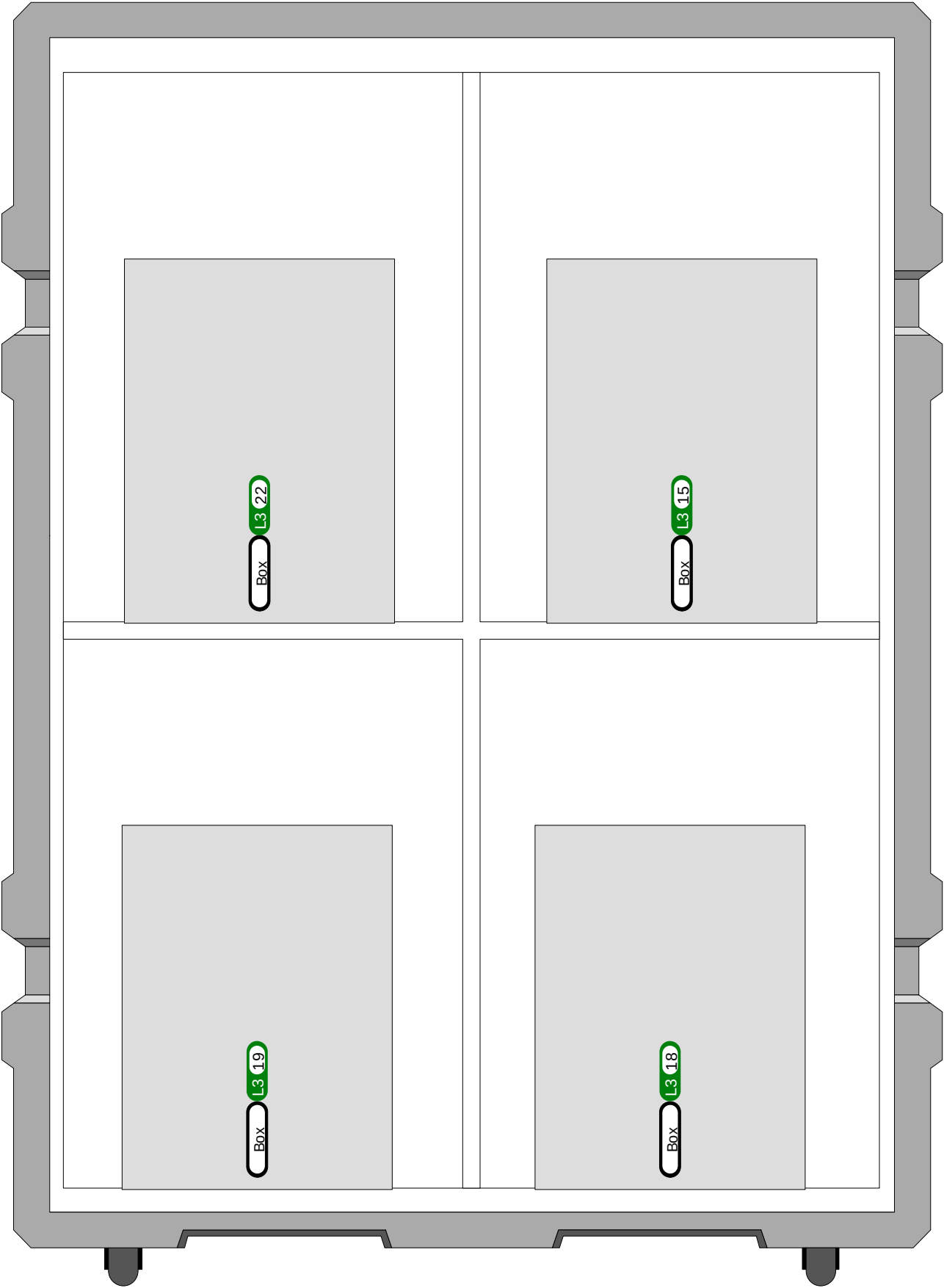
CASE 5



CASE 6

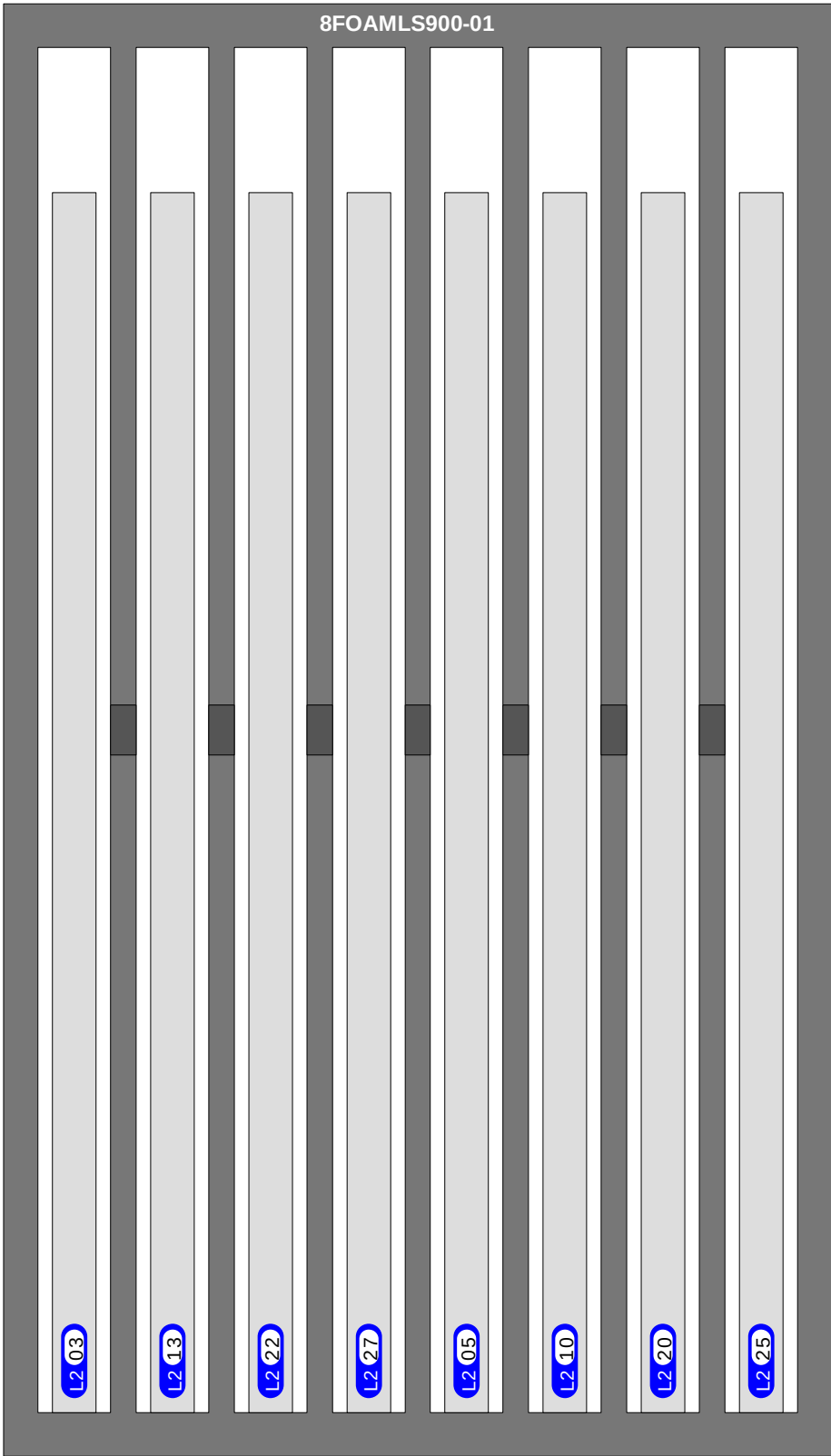


CASE 7

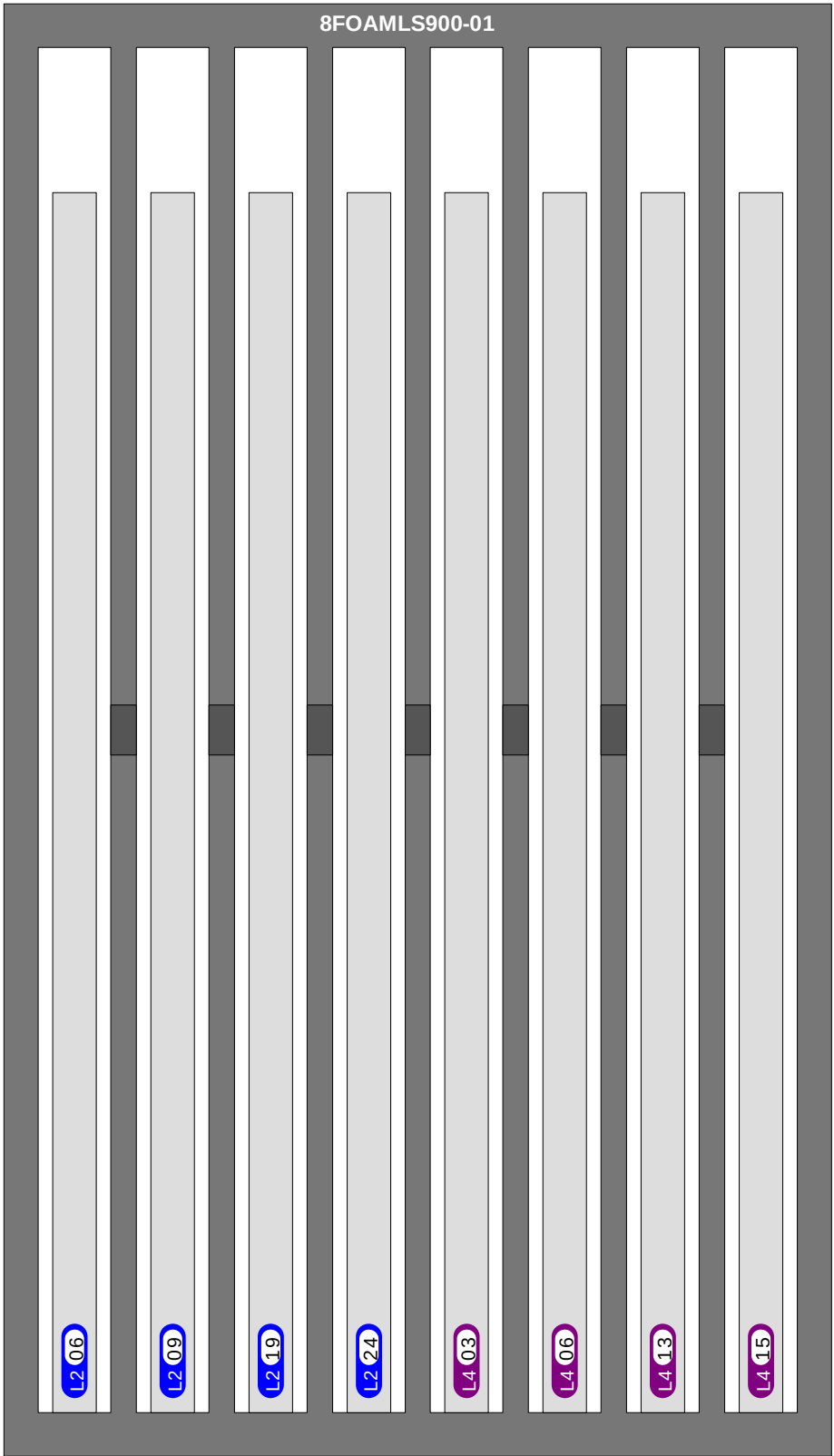


CASE 8

PACKING/ UNPACKING
EXTRUSION BOX DIAGRAM #15



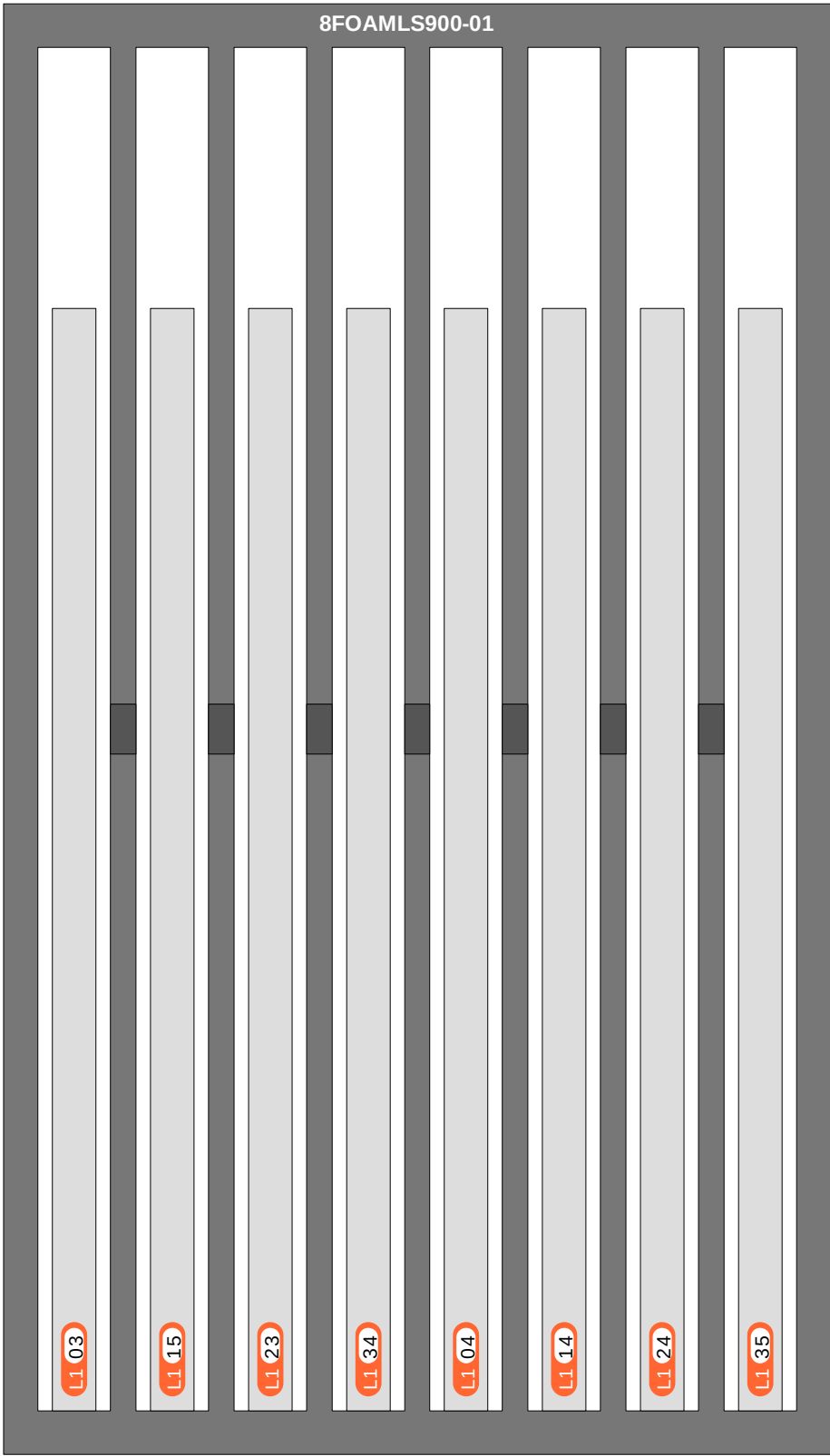
Lower Level



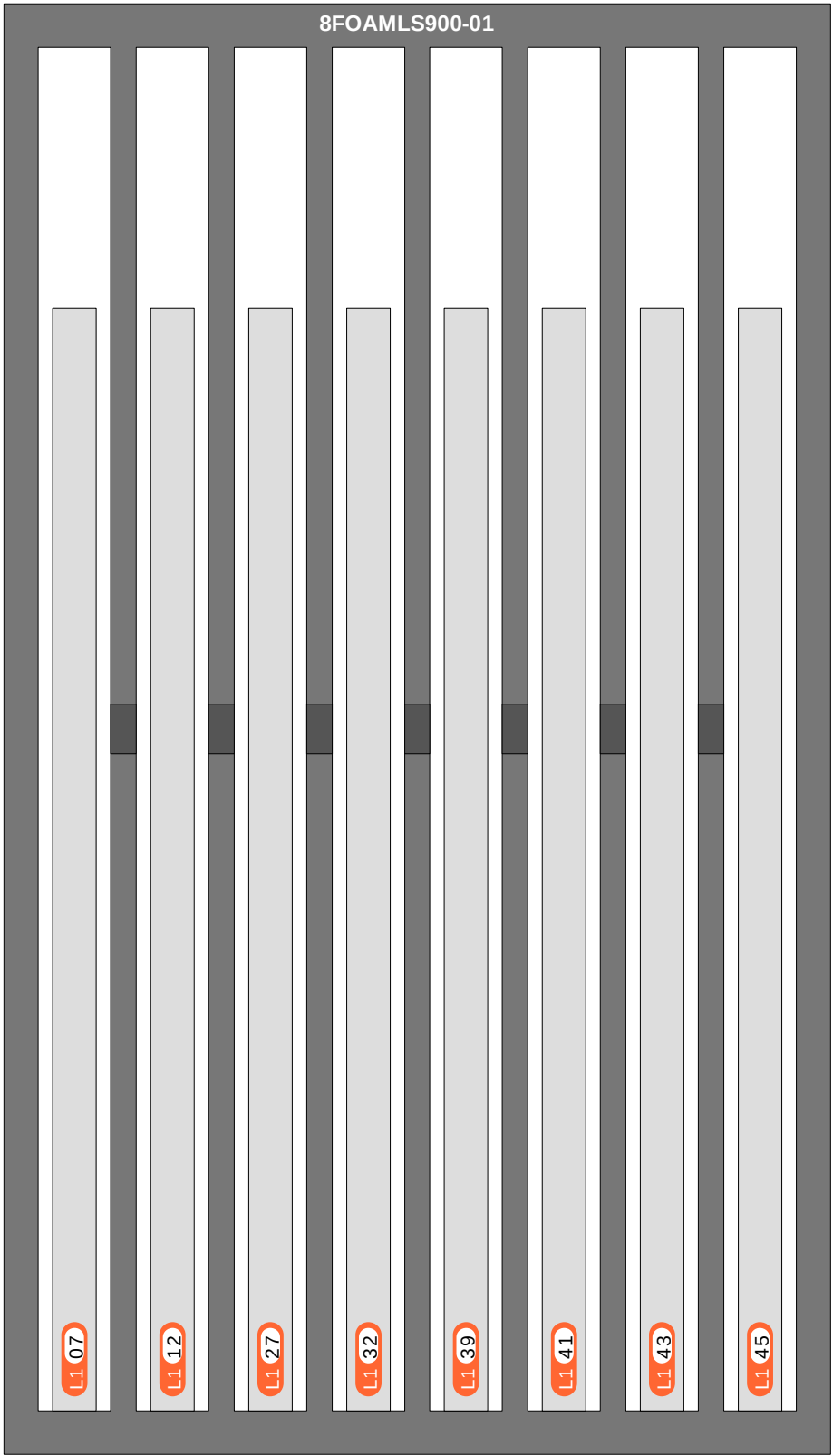
Upper Level

L-8R3051-02
Xbox #15

PACKING/ UNPACKING
EXTRUSION BOX DIAGRAM #16



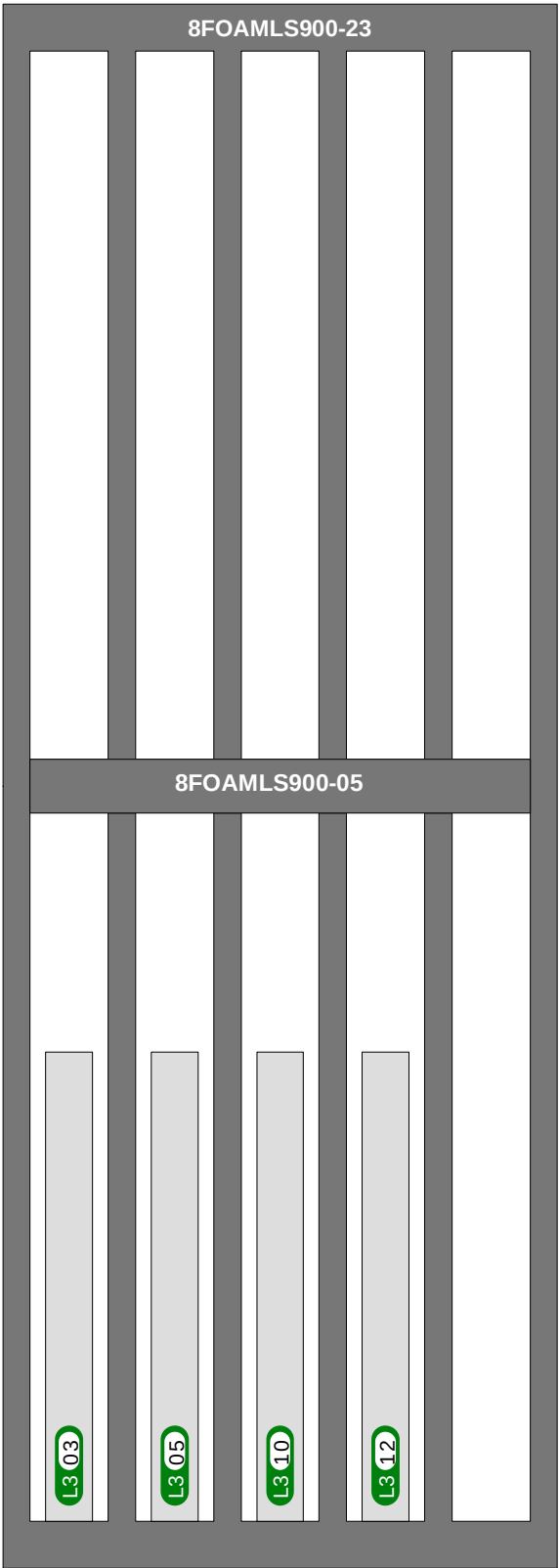
Lower Level



Upper Level

L-8R3051-02
Xbox #16

PACKING/ UNPACKING
EXTRUSION BOX DIAGRAM #17



L-8R1851-01
Xbox #17