



EVOLUTION TOUCH INSTALLATION INSTRUCTIONS



WATCH VIDEO >>

COMPONENTS SUPPLIED WITH EVOLUTION TOUCH:

1 x Touch Release
1 x Backplate
4 x Screws

TOOLS REQUIRED



Tape Measure



Phillips Head
Screw Driver



Cordless Drill
Plus Drill & Driver bit



22mm Spade bit

1. INSTALL THE EVOLUTION CAVITY POCKET

Install the cavity pocket into the frame opening using the installation instructions provided with the cavity unit or scan the QR code to see Evolution Cavity Installation video

EVOLUTION CAVITY
INSTALLATION VIDEO



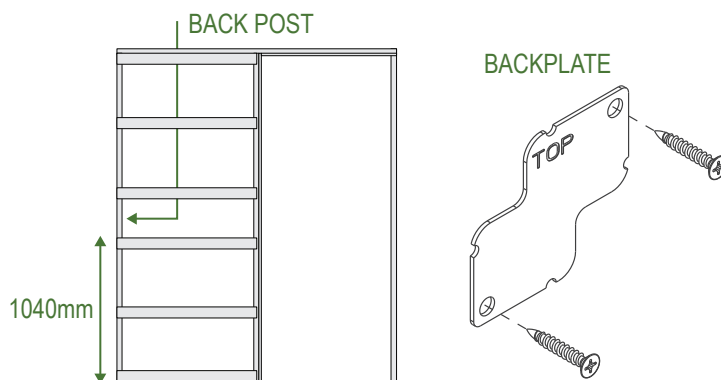
2. INSTALL THE BACKPLATE

On the inside of the back post, remove any existing rubber stops so the back post is free from obstructions. Measure and mark 1040mm from the bottom of the cavity back post.

NOTE: 1040mm is the back plate position for all cavity units regardless of the overall unit height.

Centre the Backplate on the mark. Ensure centred horizontally on the back post and then fix with the screws provided.

Complete the cavity unit instructions to prepare for the door



3. INSTALL THE TOUCH RELEASE

Prepare your door as per the Evolution Cavity unit instructions.

On the back stile of the door, measure and mark 1020mm from the bottom of the door.

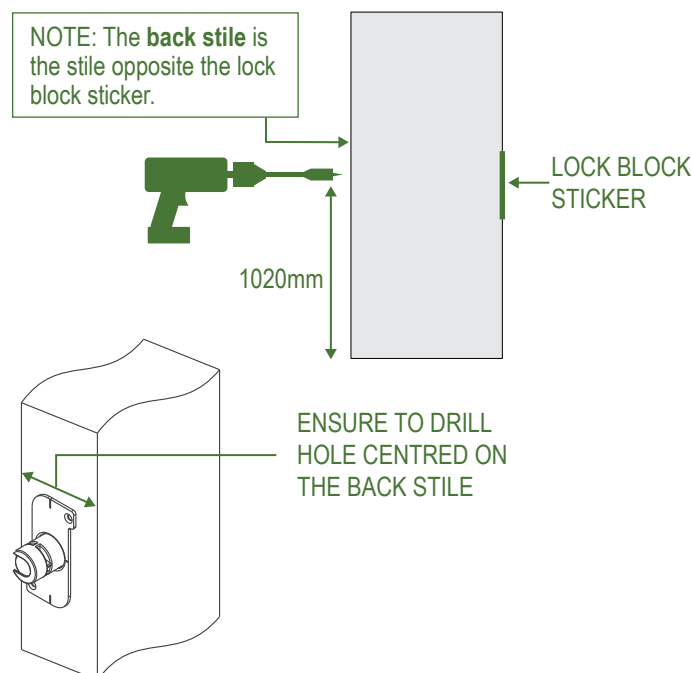
NOTE: 1020mm is the Touch Release position for all cavity doors regardless of the overall door height.

Using a 22mm spade bit, drill a hole centred on the back stile of the door to a depth of 75mm. Less for hollow core doors.

Important: Drill holes must be square and parallel to the door edge.

Insert the Touch Release and tighten with the screws provided, making sure the unit sits flat on the door stile.

Insert the door with Evolution Touch Release going into the cavity unit first so it makes contact with the backplate.



IMPORTANT INFORMATION

The Evolution Touch is designed to work with the Evolution Cavity unit only. Hume Doors cannot guarantee it will work with any other products.

**THIS PRODUCT CAN BE
FACTORY FITTED FOR YOU**

For more information contact your state office:
www.humedoors.com.au