

# **lekolar**®

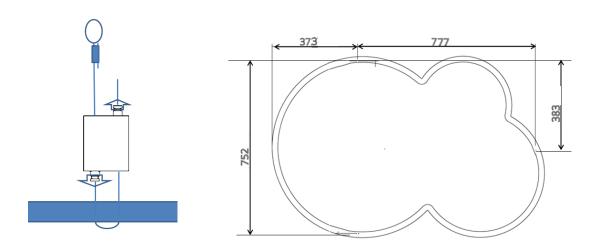
# Horizontal Acoustic Cloud

Congratulations, you have purchased ecological and highly sound absorbing Yeseco acoustic product. It is made of recycled materials and natural fibers in Finland. This will bring you comfort for years to come.

#### Installation of the cloud

Yeseco acoustic Cloud is designed for horizontal installation and to be attached to the ceiling with three wire cables. The Cloud can carry its own weight, but do not apply other load on the cloud! Do not apply excessive load to the cloud or the installation. Ensure that the wire anchors are well capable to carry the load of the installation.

Identify which side of the Cloud gets downwards, and which side up. The attachment wires connect to the cloud through the 3 pairs of small attachment holes located at the edges of the Cloud. Find the right installation place for the Cloud and install the anchors. Attach the looped ends of the wires to the anchors.



Fast grippers are wire locks for easy adjusting the length of the cable. Pulling from the small knob opens the wire lock. Take the free end of the wire, pull the knob out and push the cable end through the gripper. Push the wire though the cloud via attachment hole. Push the wire back to the gripper through the adjacent attachment hole. Push the wire thought the gripper from the opposite direction. Set the cloud height and level by adjusting the cable lengths.



### Cleaning

You can clean the panel from dust by softly brushing or by vacuum cleaning it using soft brush. You can also clean the panel with a bit moist cloth. Protect the Cloud against water or other fluids.

#### Usage

The product is designed for interior usage. The materials are safe for indoor air quality and they are fire resistant. Avoid continuous direct sun light, as it may fade the colors of the panel.

## Recycling

The product is ecological and nontoxic. You can dispose it as energy waste.

#### **Further information**

www.lekolar.se www.lekolar.no www.lekolar.fi www.lekolar.dk