# **Useful Information**

# For more information visit RF Connectors website - Technical Information

### SEMI-RIGID CABLE SOLDERING TIPS

- · Always avoid excessive heat when soldering.
- Use an active flux such as Kester #2331 when soldering semi-rigid cable to nickel-plated connector bodies.
- Fixture cable and solder ferrule or cable and connector body firmly when soldering to the jacket of semi-rigid cable.
- Work rapidly during soldering operations and cool the new joints by brushing with alcohol.
- Carefully follow the semi-rigid cable manufacturer's instructions for cable thermal cycling procedures.

## **CONNECTOR MATING TIPS**

- · Before joining connectors, inspect mating surfaces for dirt, dust, debris and bent or broken contacts.
- When mating connectors, always turn the coupling nut rather than the body.
- In general, the tighter you make the coupling mechanism, the better the performance. However, many connectors are destroyed by over-torquing the coupling nut. Paired connectors tend to be inductive due to gaps of various types.
- Use a torque wrench for mating threaded adapters or cable assembly terminations when the reciprocal connector is mounted to equipment. Over torquing of plugs can damage the instrument mounted jack and the adapter or cable connector. This will also void most equipment warranties.

## STANDARD/METRIC CONVERSIONS

#### LENGTH

Inch x 25.40 = Millimeters Millimeters x 0.03937 = Inches Feet x 0.3048 = Meters Miles x 1.609 = Kilometers

#### MASS

Ounce x 28.35 = Gram Gram x 0.03527 = Ounce Pound x 0.4536 = Kilogram Kilogram x 2.205 = Pound Kilogram/Im x 0.6214 = Pounds/kft Pounds/kft x 1.4881 = Kilogram/km

#### AREA

Sq. Inch x 6.452 = Sq. Centimeter Sq. Centimeter x 0.1550 = Sq. Inch Sq. Foot x 0.0929 = Sq. Meter Sq. Meter x 10.76 = Sq. Foot Sq. Miles x 2.590 = Sq. Kilometer Sq. Kilometer x 0.3861 = Sq. Miles Circular Mil x 0.7854 = Sq. Mil

#### VOLUME

Cu. Inch x 16.39 = Cu. Centimeter Cu. Cm. x 0.06102 = Cu. Inch Cu. Foot x 0.02832 = Cu. Meter Cu. Meter x 35.31 = Cu. Foot



REFERENCE