

Steamhead Installation

Instructions for Standard OSS steam head to be installed by a qualified plumber

Parts Enclosed

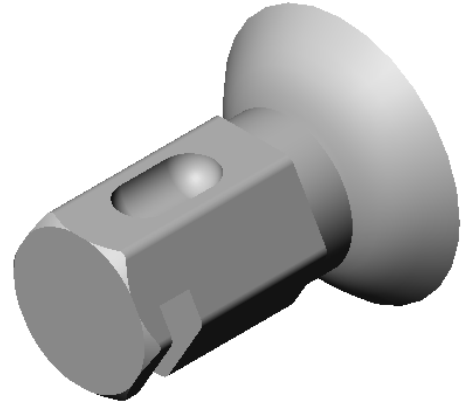
- OSS-XX Steamhead
- Escutcheon

Material Needed

- Clear Silicone

Tools Needed

- Pipe Wrench
- 7/8" cutting tool
- Silicone gun
- Other tools as required



***Prior to any work being done, turn the power and water off to the product and read these instructions in their entirety. Insure plumbing is cool enough to work on.**

1. Drill a 7/8" diameter hole in the shower wall or wall above the bathtub for the steam outlet line. Refer to figure 3A as a guide for the proper location of the hole. See Steam Generator instructions for additional information. Locate 12"-16" from steam room floor and 6" Max. from steam room corner. locate the steam head as far away from the controller and bather as possible.
2.
 - ◆ **CAUTION: The steam head is hot! And should not be located near a seat or bench! Locate at the maximum distance from user(s) as possible.**
3. Connect 1/2" F.I.P. copper pipe or copper tubing and 1/2" brass union onto the steam outlet. Run a 1/2" copper pipe from the union to the 7/8" hole in wall. Do not use galvanized pipe. See figure below.
4. Attach the steam head and escutcheon to the copper pipe, **The steamhead must be sealed to the wall to create a vapor barrier to prevent water getting into the shower walls.**

CAUTION: Do not obstruct the steam line with any shut-off valves, plugs or caps. ALL steam generators are designed to build NO PRESSURE.

- ◆ The steam line can run up, down, or horizontal; **but cannot run down and then up.** If it does, a steam trap will be produced at the low point blocking the flow of steam. Insulate the steam outlet piping if the piping run exceeds 10 feet or is exposed to cold areas. **NOTE: Use steam rated insulation (225°F Min.).**
5. You may turn power back on.

****Avoid contact with steam head! It will burn you. Avoid direct contact with the steam coming out of the steam head! It is extremely hot! It will burn you!**

