

NEC

WEEE report

COLOR MONITOR **Multi Sync PA311D**

MODELS: PA311D

1st Edition

NEC DISPLAY SOLUTIONS, LTD.

201908

DISASSEMBLY

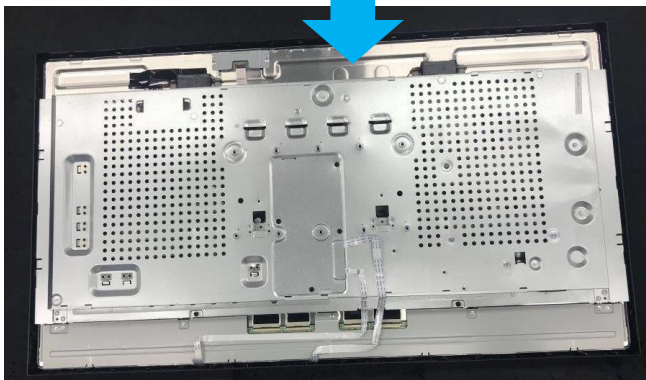
- Before you disassemble the set, turn off power and pull out the power plug.
- Use the proper screwdriver. If oversize or undersize screwdriver is used, screws may be damaged.
- Assembly is reversed process of disassembly.
- Disassembly time: ≤ 15 minutes

1 Remove stand



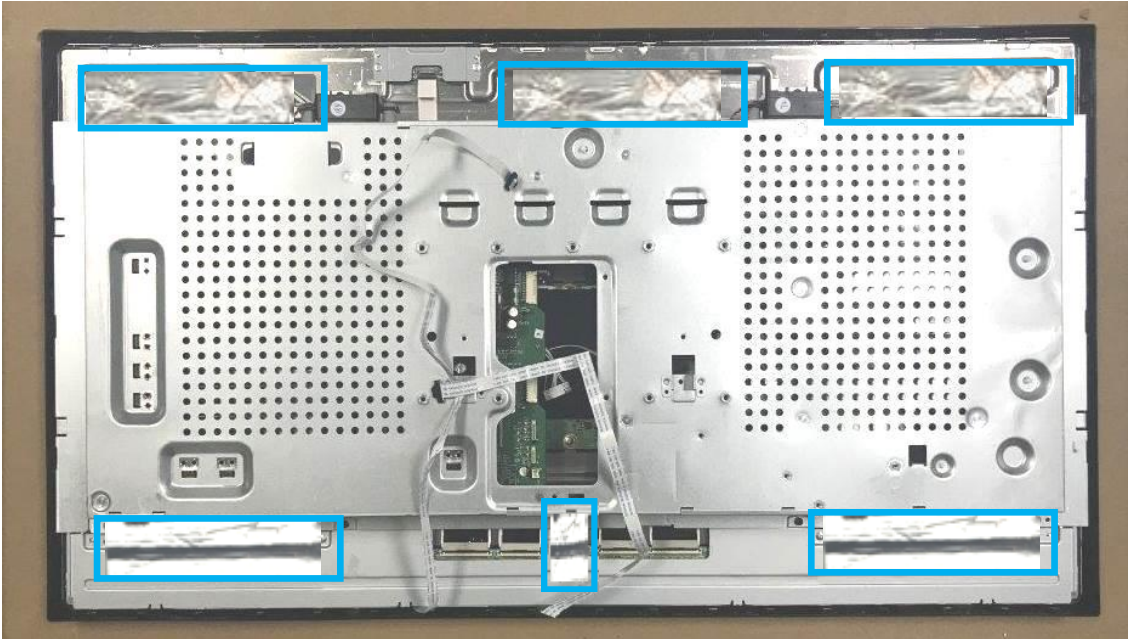
2 Remove the rear cover

- Unscrew the screw and break apart latch

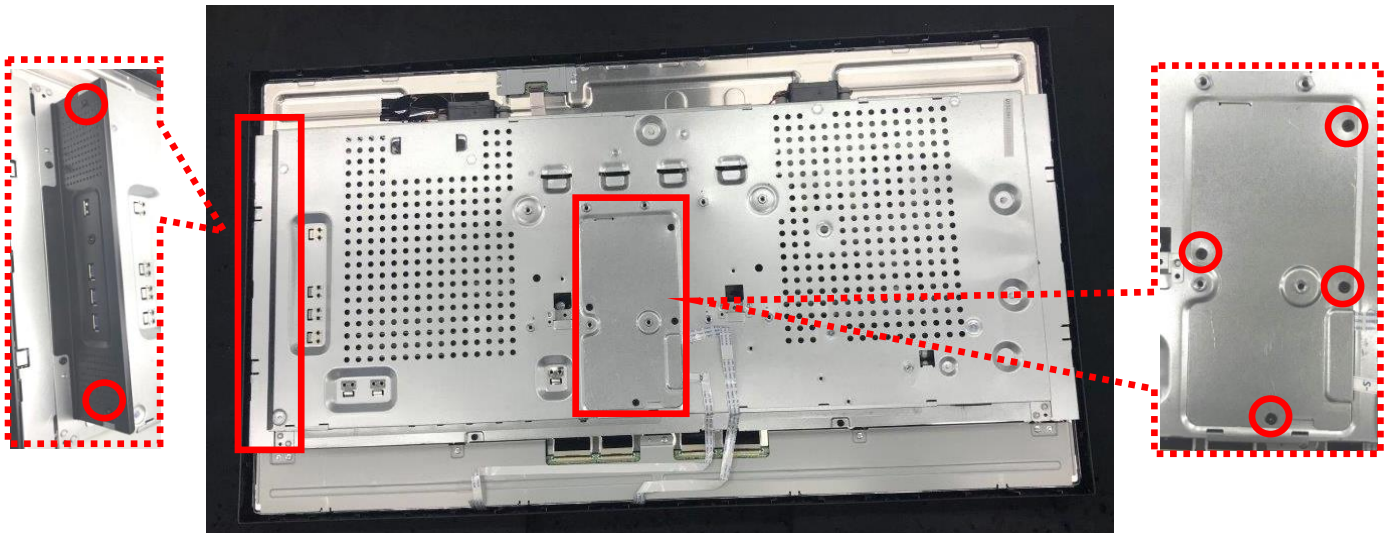


3 Remove the EMI tapes, metal covers, wires, speakers and bezel

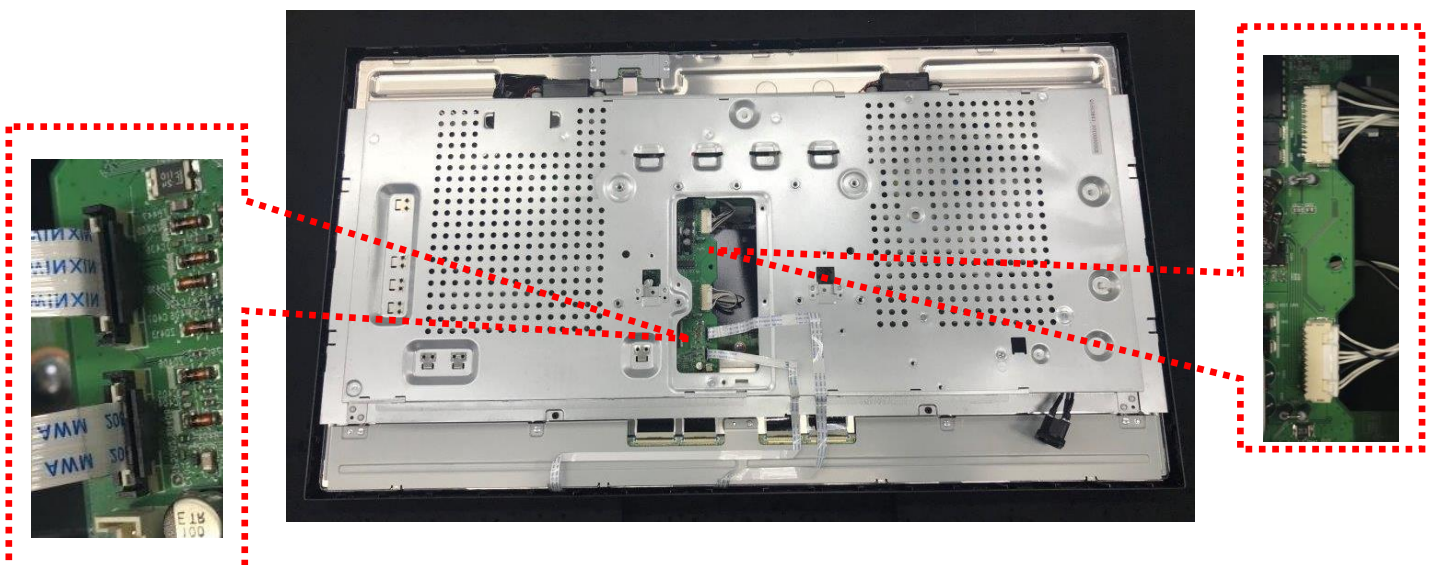
- Remove the EMI tapes



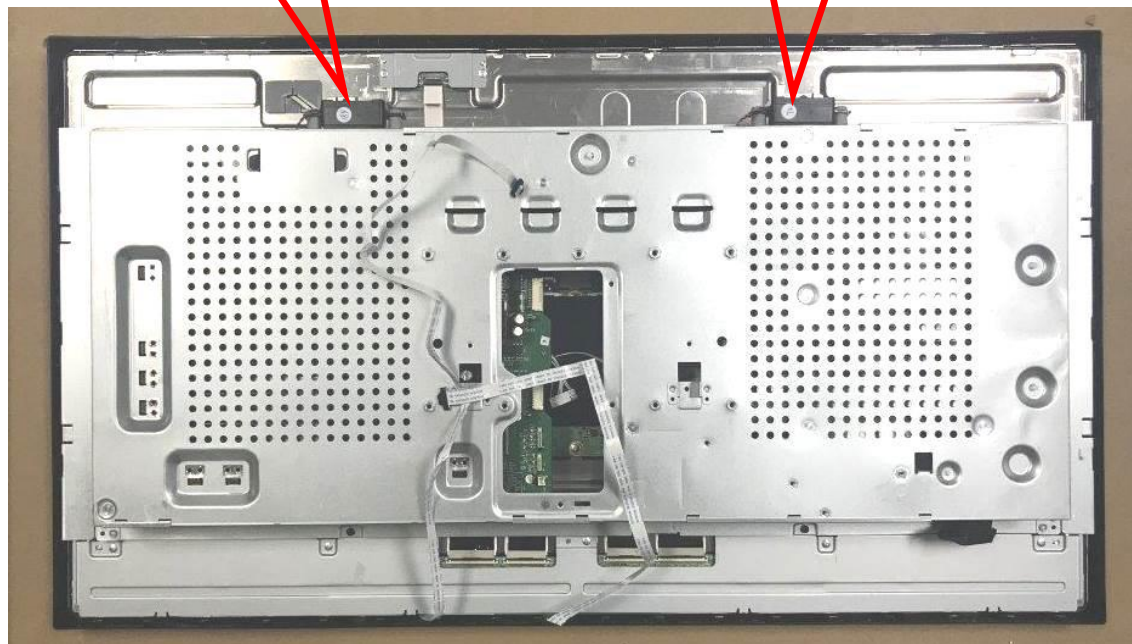
- Unscrew and remove the metal covers



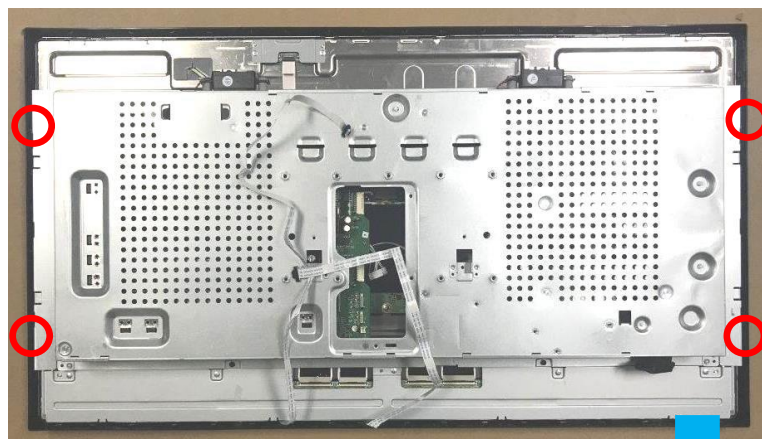
- Unlock the connector of wires



- Remove foils, unlock the wires lock and unscrew the speakers and remove the speakers

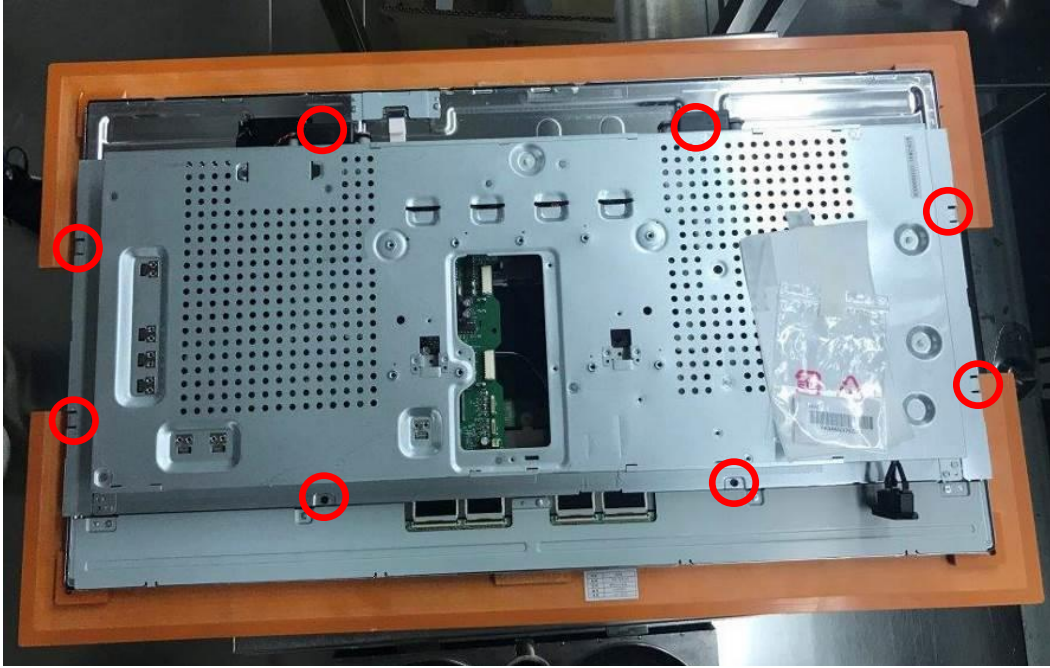


- Unscrew the marked screws to remove the bezel

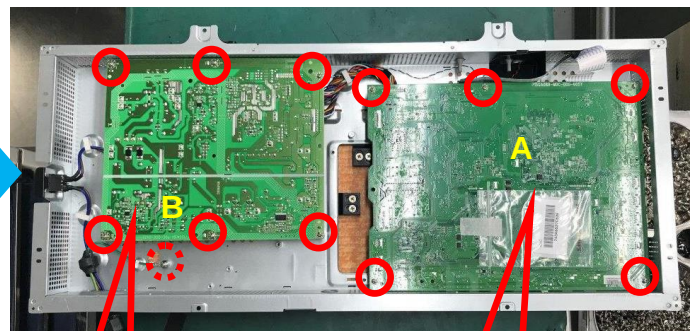


4 Remove the mid-frame, then remove the board

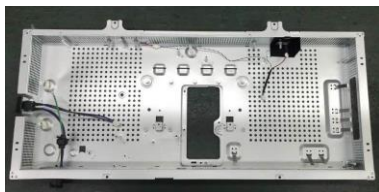
- Unscrew the screw marked below to remove the mid-frame



- Unlock the FFC wire, unscrew the screw marked below to remove the boards

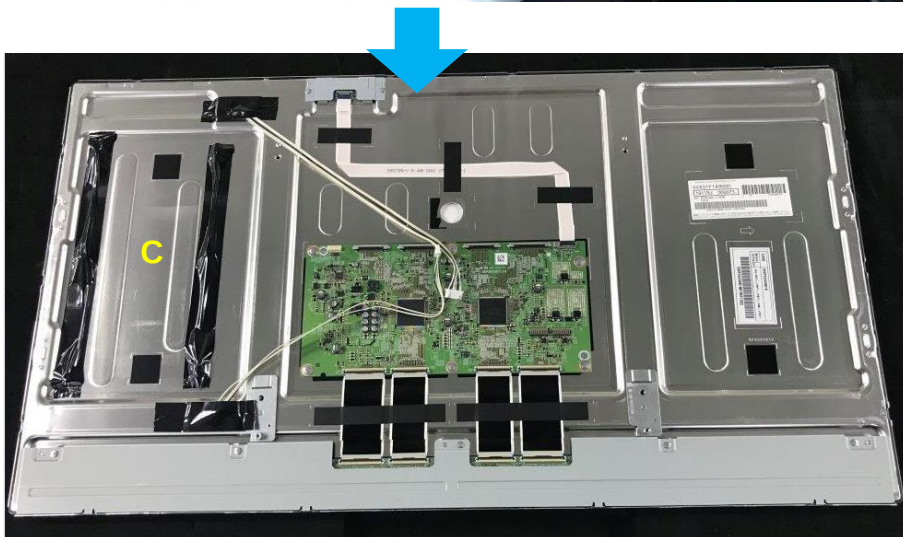


A. Main board
B. Power board



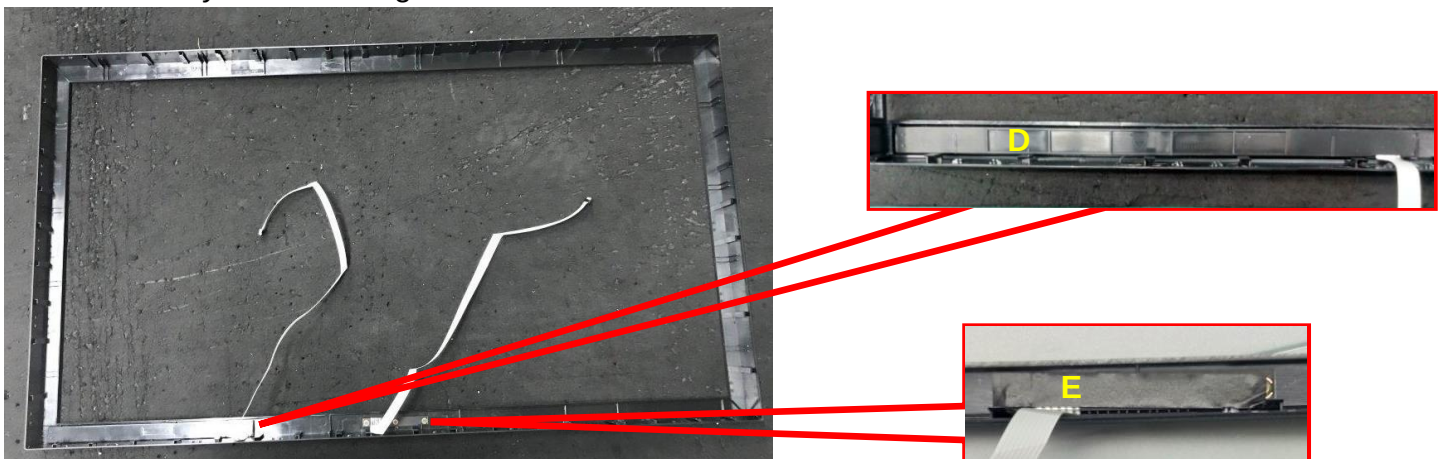
5 Remove metal supports and panel

- Unscrew the screw marked below to remove the metal supports



6 Remove key board and light sensor board

- Remove key board and light sensor board



Special handling part:

Item	Part name	Quantity	WEEE Annex VII materials and components
A	Main board	1	Printed circuit boards of mobile phones, and other PCBs whose surface is greater than 10cm ²
B	Power board	1	Printed circuit boards of mobile phones, and other PCBs whose surface is greater than 10cm ²
C	Panel	1	Liquid crystal displays of a surface greater than 100cm ² and all those back-lighted with gas discharge lamps
D	Key board	1	Printed circuit boards of mobile phones, and other PCBs whose surface is greater than 10cm ²
E	Light sensor board	1	Printed circuit boards of mobile phones, and other PCBs whose surface is greater than 10cm ²

Package

