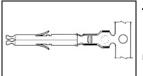


170365-3 Product Details



170365-3

TE Internal Number: 170365-3

.163" Centerline, 600 V, 9.5 A max.

Always EU RoHS/ELV Compliant (Statement of

Compliance) Product Highlights:

- Contact
- Contact Type = Socket
- Crimp Contact Termination Type
- Mini-Universal MATE-N-LOK
- Applies To Wire

View all Features

Documentation & Additional Information

Product Drawings:

MINI UNIVERSAL MATE-N-LOK SOCKET CONTACT LOOSE PIECE (PDF, English)

Catalog Pages/Data Sheets:

REPRESENTATIVE TERMINALS AND CONNECTORS (PDF, English)

- Mini-Universal MATE-N-LOK Connector(UL 94V-0 Grade) (PDF, English)
- Mini-Universal MATE-N-LOK Connector(UL 94V-2) (PDF, English)

Application Specifications:

- <u>Crimping of Mini-Universal MATE-N-LOK Contact</u> (PDF, English)
- <u>Crimping of Mini-Universal MATE-N-LOK Contact</u> (PDF, Japanese)

Instruction Sheets:

• <u>Mini-Universal MATE-N-LOK Connector</u> (PDF, English)

CAD Files:

None Available

Additional Information:

Related Products:

- <u>Tooling</u>
- Housings (127)

List all Documents

Product Features (Please use the Product Drawing for all design activity)

Product Type Features:

- Product Type = Contact
- Connector Line = Mini-Universal MATE-N-LOK
- Wire Insulation Diameter (mm [in]) = 1.20 1.75 [0.047 -0.0691

Electrical Characteristics:

- Voltage (VAC) = 600
- Current Rating (A) = 9.5

Termination Related Features:

- Termination Method = Crimp
- Solder Tail Contact Plating = Select Gold [30]

Body Related Features:

- Wire Range (mm [AWG]) = $0.12-0.40^2$ [26-22]
- Contact Diameter (mm [in]) = 0.99 [0.039]
- Stock Thickness (mm [in]) = 0.25 [0.010]

Contact Related Features:

- Contact Termination Type = Crimp
- Contact Base Material = Brass

Industry Standards:

- RoHS/ELV Compliance = RoHS compliant, ELV compliant
- <u>Lead Free Solder Processes</u> = Not relevant for lead free
- RoHS/ELV Compliance History = Always was RoHS compliant

Conditions for Usage:

Applies To = Wire

Packaging Related Features:

Packaging Method = Loose Piece

Other:

Brand = AMP