



AGCYCLOPS2X4

**Stainless Steel Mono-Vision Welding
Lens ADF Shade 9/10/11/12**

Features

- Ultra light with the thinnest glass of any lens on the market at 0.062" (1.6mm)
- Stainless steel frame reflects infrared light that causes heat build-up, keeping the lens cartridge cooler
- Utilizes a rechargeable lithium ion battery that accepts a USB-C plug. A single charge lasts for 40 hours of welding
- Fits in all 4.25" x 2" welding helmets

Item Name	Light State	Dark State	Optical Class
AGCYCLOPS2X4H09	DIN2.5	DIN9	1/1/1/1
AGCYCLOPS2X4H10	DIN2.5	DIN10	1/1/1/1
AGCYCLOPS2X4H11	DIN2.5	DIN11	1/1/1/2
AGCYCLOPS2X4H12	DIN2.5	DIN12	1/1/1/2

Technical Specifications

- **Cartridge Size:** 4.25" x 2"
- **Thickness:** 0.2"
- **Glass Thickness:** 0.062" (1.6mm)
- **Viewing Area:** 3.72" x 1.73"
- **Power Supply:** Rechargeable 25mAh Battery
- **Charging Time:** <1.5 H
- **Sensors:** 2 Independent Sensors
- **Switching Time:** 1/10000 s
- **True Color:** Yes
- **Delay Time:** 0.1 – 0.6 s
- **TIG Capability:** >10A
- **Packaging:** Individually Packaged
- **Country of Origin:** China

Applications

- Designed for use with welding, heating, or cutting/gouging
- Manufacturing— Architectural and Structural Metals, Mining, Agricultural, Motor Vehicles, Aerospace, Shipbuilding, and Pipelines
- Construction – Residential, Commercial, Bridges, Dams, Utilities or any other industry where welders may work
- Auto-Darkening applies change from light state to dark state when welding starts and will automatically return to light state when the arc stops

Usage Instructions

Before welding

- Check the front & back polycarbonate lenses are securely in place to protect against impact, spatter, and scratching
- Adjust headband so that the helmet is seated on the head as low as possible and near to your face. Adjust helmet angle when in the lowered position by turning headgear
- Ensure helmet shell/frame does not obstruct solar panels or sensors, doing this may cause eye injury while welding
- Check the correct operation of the filter