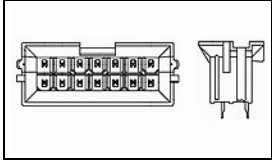


1586586-6 Product Details




1586586-6

TE Internal Number: 1586586-6



[Active](#)

 [View 3D PDF](#)

VAL-U-LOK Series Connector System

 [Always EU RoHS/ELV Compliant](#)
([Statement of Compliance](#))

Product Highlights:

- Connector
- Connector Type = Header
- Header Type = Blindmate Header
- Pin
- 4.20 mm Centerline

[View all Features](#)

Documentation & Additional Information

Product Drawings:

- [VERTICAL HEADER ASSEMBLY - BLINDMATE WITHOUT DRAIN H...](#) (PDF, English)

Catalog Pages/Data Sheets:

- [SOFT SHELL PIN AND SOCKET CONNECTORS CATALOG](#) (PDF, English)

Product Specifications:

- [VAL-U-LOK* Connectors](#) (PDF, English)

Application Specifications:

- [VAL-U-LOK Series Headers and Connectors](#) (PDF, English)

Instruction Sheets:

- None Available

CAD Files: ([CAD Format & Compression Information](#))

- [2D Drawing](#) (DXF, Version A1)
- [3D Model](#) (IGES, Version A1)
- [3D Model](#) (STEP, Version A1)

[List all Documents](#)

Additional Information:

- [Product Line Information](#)

Related Products:

- [Tooling](#)
- [Mating Products \(2\)](#)

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

Product Type Features:

- Product Type = Connector
- Connector Type = Header
- Gender = Pin
- Number of Circuits = 6
- Mount Angle = Vertical
- Material = Nylon 6/6
- Color = Natural
- Comment = Without Drain Holes

Body Related Features:

- Header Type = Blindmate Header
- Centerline (mm [in]) = 4.20 [0.165]
- Number of Rows = Dual
- Flammability Rating = UL 94V-2
- Mount Type = Printed Circuit Board
- PCB Retention Method = Boardlock(s)

Contact Related Features:

- Solder Process Drain Hole = Without

Industry Standards:

- [RoHS/ELV Compliance](#) = RoHS compliant, ELV compliant
- [Lead Free Solder Processes](#) = Wave solder capable to 240°C, Wave solder capable to 260°C, Wave solder capable to 265°C
- RoHS/ELV Compliance History = Always was RoHS compliant

Packaging Related Features:

- Packaging Method = Tray

Other:

- Brand = AMP