



## Lifting Eye FP

### Product information

Enormously flat lifting eye.

- The eyes can be loaded with working load limit in all directions and rotates 360°.
- Automatic locking link when folded.
- Secured four times against breakage in all load directions.
- Admissible working range of take-up link 110°.

**Material:** Eye and swivel of alloy steel.

**Marking:** WLL.

**Finish:** Painted.

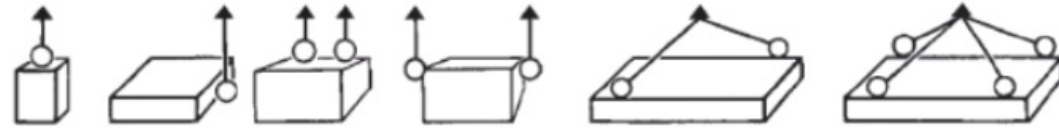
**Note:** The surface that the lifting eyes shall be attached to shall be flat and tolerate the load it is going to be exposed to.

**Safety factor:** 4:1

Part Code	Code	WLL ton	Thread	Torque Nm	A mm	B mm	C mm	Ø d mm	E mm	F mm	G mm	I mm	Øs mm	Weight kg
42150381100000	FP 0.5	0.5	M10	60	69	50	48	13	28	100	12	52	34	0.71
42150381101000	FP 0.8	0.8	M12	90	69	50	48	13	28	100	17	51	34	0.73
42150381101500	FP 1.5	1.5	M16	160	69	50	48	13	28	100	27	49	34	0.77
42150381102100	FP 2.5	2.5	M20	420	69	50	48	13	33	103	37	44	41	0.92
42150381104200	FP 4-S	4	M24	750	69	50	48	13	34	103	46	40	41	1.05
42150381104000	FP 4	4	M24	750	104	76	78	18	39	147	41	74	58	2.5
42150381105000	FP 5	5	M27	1,000	104	76	72	18	39	147	51	72	58	2.63
42150381106000	FP 6	6	M30	1,400	104	76	72	18	39	147	51	70	58	2.74
42150381108000	FP 8	8	M36	1,800	104	76	72	18	43	147	57	62	58	3.15

## Technical data

kind of attachment



number of pieces

1      1      2      2      2      2      3 o. 4      3 o. 4

Inclination angle

0°    90°-110°    0°      90°-110°    0°-45°    45°-60°    0°-45°    45°-60°

Marking	Tightening torque [ Nm ]	WLL		WLL		WLL		WLL	
		[ t ]	[ t ]	[ t ]	[ t ]	[ t ]	[ t ]	[ t ]	[ t ]
FP 0.5 M 10	60	0.5	0.7	1	1.4	0.7	0.5	1	0.7
FP 0.8 M 12	90	0.8	1.25	1.6	2.5	1.12	0.8	1.6	1.12
FP 1.5 M 16	160	1.5	2.12	3	4	2	1.5	3.15	2.24
FP 2.5 M 20	420	2.5	3.55	5	7.1	3.35	2.5	5	3.75
FP 4-S M 24	750	4	4	8	8	5.6	4	8	6
FP 4 M 24	750	4	5.6	8	11.2	5.6	4	8	6
FP 5 M 27	1000	5.3	7.1	10.6	14	7.1	5.3	11.2	8
FP 6 M 30	1400	6	8	12	16	8	6	12.5	9
FP 8 M 36	1800	8	8	16	16	11.2	8	16.8	12
FP 10 M 42	2000	10	15	20	30	14	10	21.2	15
FP 15 M 48	2000	15	20	30	40	21.2	15	31.5	22.4

Blueprint

