

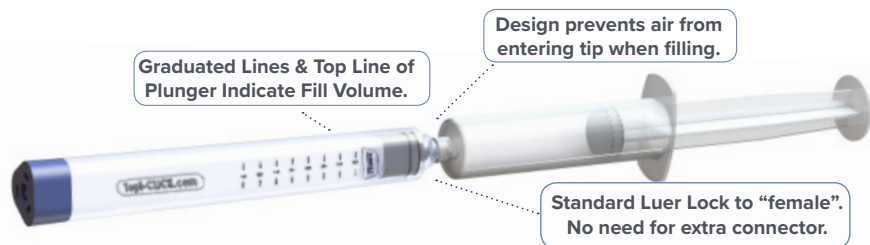
TOPI-CLICK®

Topical Dosing Applicators

by DOSELOGIX

TOPI-CLICK MICRO®

Micro Quick-Fill Technology™
Makes Filling Fast & Simple



Note: Graduated Lines are for filling only and not for patients. **Top** black line of the plunger indicates **Fill Volume**. The embossed **Refill Badge** helps patients reorder medication in a timely manner.



Step 1: Filling
Syringe Tip-to-Tip Filling-
Screw Luer syringe to the Luer lock tip of the Micro®. **Requires no extra Luer Lock adaptor.**



EMP Jar Quick-fill Adaptor™ Filling- Screw on **Topi-CLICK Micro® EMP Jar Quick-fill Adaptor™**. Fill topical medications directly from mixing jar with this added Micro® accessory.

Select one of 3 applicators

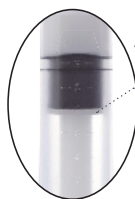


Note: Soft Angled Applicator™ placement requires tip to be aligned where lower slant of tip is on the same side as **Refill Badge of the Micro® tube.**

Step 2: Applicator Tip Attachment -
Select Applicator Tip and press on by pushing straight down (important) against a hard surface.



Step 3: Priming the Micro® Advance the actuator to engage plunger by manually turning/CLICKing base. The Actuator Bar should seat completely to the plunger before priming. **Actuator can also be advanced by using a mini cordless screwdriver to speed up the process (200 RPM Max). A Micro Driver Socket Bit™ can be purchased for faster actuator advancement with a cordless mini screwdriver.** (See Advancing Actuator Instructions.)

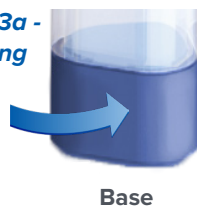


Step 4: Cap Placement
Screw on cap securely to protect tip and prevent evaporation.



Step 5: Label Application
Apply above the base opposite the "REFILL Badge" indicator.

Step 3a - Priming



Base

Step 3a: Priming
Prime the Micro® by turning/CLICKing the base until contents are dispensed, then wipe off. Be sure to align Micro® base with the triad tube. **Approximate Priming: 0.15 mL or 3 CLICKS.**

Dispense/CLICK: 0.05 mL
Dispenser Volume: Up to 9.75 mL
Total Delivery Volume: Up to 9.45 mL

Approx. Residual: 0.15 mL
Approx. Priming: 0.15 mL or 3 CLICKS