

L02 (Vdc)						
Fmax (N)	Speed (mm/s)	Version	Motor size	Gearmotor speed (rpm)	Max Current for Fmax (A) 24Vdc**	
750	30	M04	36	500	4	
840	20	M05	36	150	2	
1600	10	M06	36	150	2,5	
2000	5	M07	36	80	2	

When speed is more than 40 mm/s and/or strokes longer than 350mm, check STROKE SETUP section.

ACTUATOR SHALL NOT COME TO MECHANICAL STROKE-END, TO AVOID FAILURES.

BEFORE OPERATING ACTUATOR MAKE SURE YOU READ AND UNDERSTOOD BASIC OPERATIONAL INSTRUCTIONS SHOWN ON USERMANUALS, AVAILABLE FROM WEBSITE.

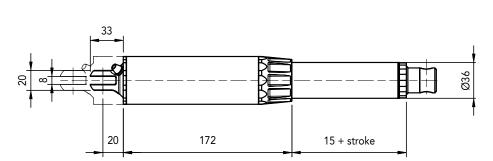
THIS DOCUMENT DISPLAYS MOST TYPICAL STANDARD FEATURES AND SETUPS: CONTACT OUR OFFICES FOR MORE.

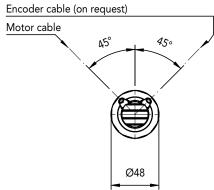
CONSIDER MECVEL's LIMITSWITCHES (MODEL L02-F or L02-FCM) OR PUT THEM ON MACHINE/FRAME.

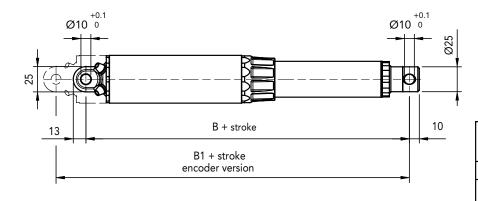
^{**} For 12 Vdc power supply currents are doubled and loads are 20% lower.



VERSION WITHOUT LIMIT SWITCH







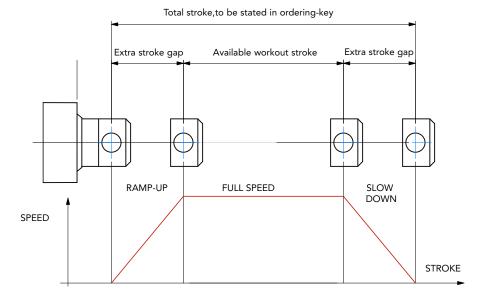
DIMENSION	stroke < 320 mm	stroke> 320 mm
В	228 + stroke	239 + stroke
B1	257 + stroke	268 + stroke

STROKE SETUP

Useful tips for handling stroke and avoid run-on-block collision.

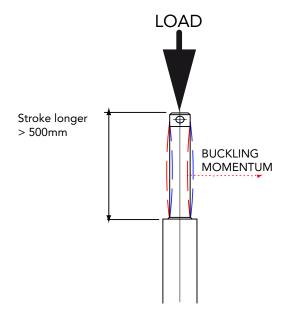
- When stroke is more than 350 mm, add 50 mm extra-stroke as guidance, and put corresponding value in ordering-key.

 WARNING SPEED-TIMING ALONG STROKELENGHT: ramps are extremely important when speed is >30 mm/s!! Inverter or PWM drive recommended!
- The more speed raises the more extra stroke has to raise too.



BUCKLING

When stroke is longer than 500mm, BUCKLING can be a risk: please check mounting with our offices and/or see usermanuals.



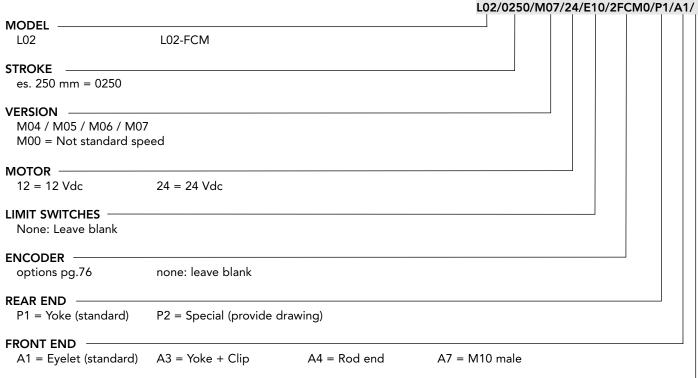
IMPORTANT:

Long strokes, even if load is low, can generate significant buckling momentums, as sketch slows. This happens when actuator is in its all-opened position: that's the reason why we recommend 100 mm extra-stroke. Pushtube will have this 100 mm-portion always inside the overtube, improving guidance against buckling.

For more information on this, contact our office.



ORDERING KEY



NOTE: COMPLETE THE ORDERING KEY ADDING THE OPTIONS YOU CAN FIND IN THE "ACCESSORIES AND OPTIONS" SECTION

