

The ringlight allows the illumination of objects from the axis of the camera, which can be easily adapted to different optics and several areas of supervision.

The frontal light allows the lighting of objects without lustre, giving images of high intensity and contrast, standing out textures.

To avoid shadows or reflections, a diffused frontal light is available which is suitable for the use on uniform textures and to minimize reflections.



ALU

LIGHTING TECHNIQUE

Lighting mode: Diffuse
Light source: 60 high intensity LEDs
Colour (nm): See table 1
LED life: Until 100.000 hours

MECHANICAL

LxWxH: See external plane
Mounting: 4 (M4) 3 (M5 DIN913)
Housing material: Black anodized aluminium
Weight: 270 g

ELECTRICAL

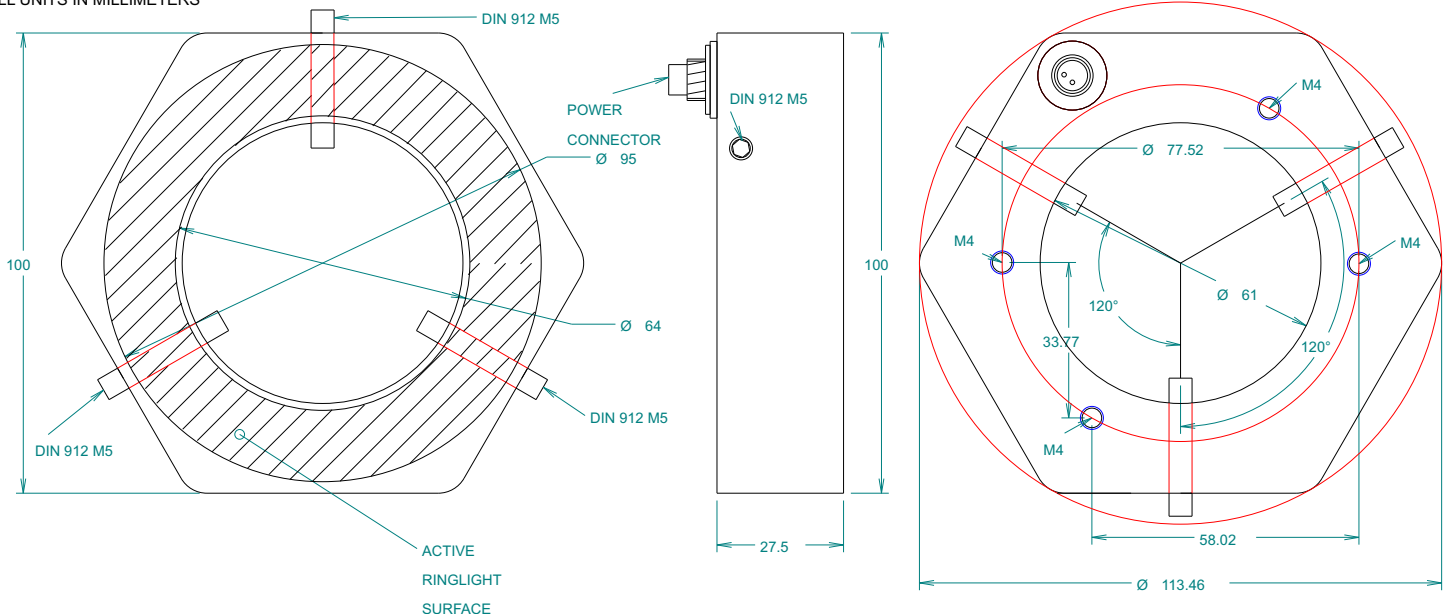
Max. power supply: 24VDC (Continuous models)
Max. consumption: 300mA (white model)
Wire include: VCB018 (See table 2)
Wire terminal: Brown -> 24VDC
 Blue -> 0V (GND)

ENVIRONMENTAL

Max. Operating Humidity: 95% non-condensing
Operating temp: 0..40°C
Storage temp: 0..60°C

EXTERNAL PLANE

ALL UNITS IN MILLIMETERS



MODELS

Table 1.

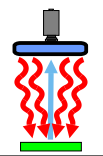
Ligth colour	Wavelength	Type	Reference
Blue	470nm	Continuous	ALU1006A-470C
Blue	470nm	Strobe	ALU1006A-470S
Green	525nm	Continuous	ALU1006A-525C
Green	525nm	Strobe	ALU1006A-525S
Red	630nm	Continuous	ALU1006A-630C
Red	630nm	Strobe	ALU1006A-630S
White	-----	Continuous	ALU1006A-W00C
White	-----	Strobe	ALU1006A-W00S
Others	-----	----	Consult

COMPLEMENTS

Table 2.

Complement	Type	Reference
Wire 1.8 m	Wire	VCB018
Wire 2.5 m	Wire	VCB025
Wire 4.0 m	Wire	VCB040
Strobe controller whit 3 outputs	Strobe	VST33I

LIGHTING MODES



DIFFUSE RADIAL LIGHT (SOFT LIGHT)

When the lighting comes from all the perimeter of the axis of the camera, it reduces shadows, softens textures and minimizes the influency of fissures, dust and faults that the object can have when it captures the image. Ideal for the detection of different coloured marks, characters and the detection of everything that supposes a change of colour on flat bright surfaces as well as on rough ones