MINI-HANDLE VALVES

SERIES 2

Handle with incorporated micro valve 3/2 NC and NO Handle with incorporated micro switch



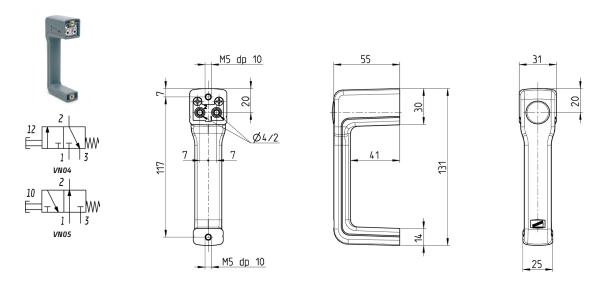
Manual handle with integrated pneumatic micro valve 3/2 or with an electrical micro switch with single pole changeover contacts. Rugged construction particularly suited to be incorporated in to other equipment.

General Data

Construction	Poppet-type (closed centres)			
Valve group	Way/pos. 3/2 way NC and NO			
Nominal diameter	2,5 mm			
Fixing	2x holes M5			
Ports	Push in cartdrige Ø4			
Installation	In any position			
Operating temperature	$0 \div +70^{\circ}\text{C}$ (-20°C with dry air)			
Operating pressure	2 ÷ 8 bar			
Nominal flow rate	Qn 60 Nl/min. (6 bar Δ p1)			
Fluid	Filtered air, without lubrication. If lubricated air is used, it is recommended to use ISO VG32 oil. Once applied the lubrication should never be interrupted.			
Actuating force	at 6 bar 13N			
Construction	Switch device			
Electrical connections	3 wires Ø external 2,2 mm internal section 0,5 length 30 cm NC = black wire NO = blue wire			
Fixing	2x holes M5			
Mounting	In any position			
Protection class	IP40			
Activation stroke	2 mm			
Actuating force	5 N			

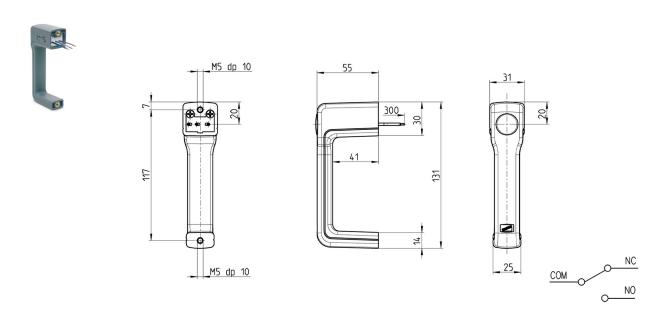
MINI-HANDLE VALVES SERIES 2 - DIMENSIONS

Handle 3/2 NC and NO



Mod.	Symbol
234-885	VN04
244-885	VN05

Handle



Mod.	Voltage	Non-inductive load Resist. NC/NO	Non-inductive load Lamp NC/NO	Inductive load NC/NO	Inductive load Motor NC/NO
234-88E	125VAC	5A	1,5 A/0,7 A	3A	2,5A/1,3A
	250 VAC	3A	1 A/0,5 A	2A	1,5A/0,8A
	8 VDC	5A	2 A	5A/4A	3A
	14 VDC	5A	2 A	4A	3A
	30 VDC	4A	2 A	3A	3A
	125 VDC	0,4A	0,05 A	0,4A	0,05A
	250 VDC	0,2A	0,03 A	0,2A	0,03A
234-88E	The above mentioned values refer to steady state current	The inductive load refers to power factor = 0,4 in AC. and a time constant of 7 msec max. in DC	Lamp load has an inrush current of 10 times the steady state current	Motor load has an inrush current of 6 times the steady state current	If the switch is used in a DC circuit and is subjected to a surge connect a surge suppressor across the switch