

Used to light non reflecting objects from the axis of the camera. The ALD0303 provides a huge amount of light which can be used to light objects to a further distance than those of diffused light. Especially usefull when highlighting textures and edges.



ALD

LIGHTING TECHNIQUE

Lighting mode: Direct
Light source: 12 high intensity LEDs
Colour (nm): See table 1
LED life: Until 100.000 hours

ELECTRICAL

Max. power supply: 24VDC (Continuous models)
Max. consumption: 100mA (white model)
Wire include: VCB018 (See table 2)
Wire terminal: Brown -> 24VDC
 Blue -> 0V (GND)

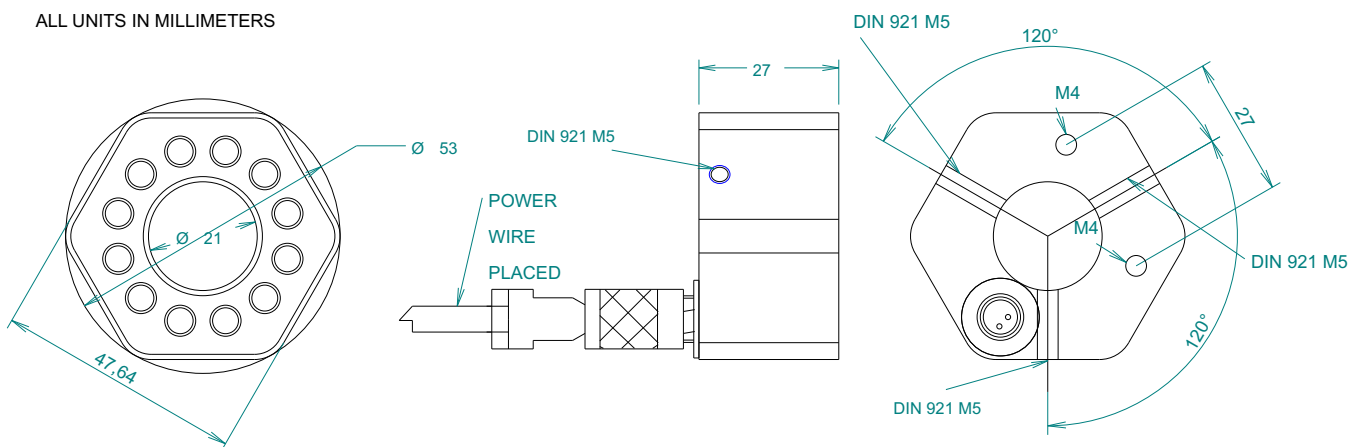
MECHANICAL

LxWxH: See external plane
Mounting: 2 (M4) & 3 (M5 DIN913)
Housing material: Black anodized aluminium
Weight: 80 g

ENVIRONMENTAL

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

EXTERNAL PLANE



MODELS

Table 1.

Ligth colour	Wavelength	Type	Reference
UV	400nm	Continuous	ALD0303A-400C
UV	400nm	Strobe	ALD0303A-400S
Blue	470nm	Continuous	ALD0303A-470C
Blue	470nm	Strobe	ALD0303A-470S
Green	525nm	Continuous	ALD0303A-525C
Green	525nm	Strobe	ALD0303A-525S
Red	630nm	Continuous	ALD0303A-630C
Red	630nm	Strobe	ALD0303A-630S
Near infrared	880nm	Continuous	ALD0303A-880C
Near infrared	880nm	Strobe	ALD0303A-880S
Infrared	940nm	Continuous	ALD0303A-940C
Infrared	940nm	Strobe	ALD0303A-940S
White	-----	Continuous	ALD0303A-W00C
White	-----	Strobe	ALD0303A-W00S
Others	-----	----	Consult

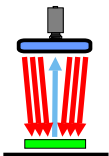
COMPLEMENTS

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

RADIAL DOWN LIGHT (STRONG LIGHT)



When the lighting comes from all the perimeter of the axis of the camera, it reduces shadows, softens textures and minimizes the influence of fissures, dust and faults that the object have. The down light, due to the small opening of the beam, allows the system to be employed for further distances of the object and provides a great quantity of light.

Ideal for the detection of different colours marks, characters and of everything that supposes a change in colour on flat bright surfaces as well as in rough ones in high distances.