

## FSU 200

### Solid State Power Supply for UV lamps

#### Step less adjustable from 2,500 to 20,000 w

These fully electronic power supplies are designed optimal to drive uv-lamps in the various fields of industry, which use uv-lamps from about 10,000 to 20,000 W.

#### Special Advantages:

- universal use in the nominal power class of **10,000 to 20,000 W**, this means 1 power supply drives different types of uv-lamps in the above named power class
- step less and quick adjusting of uv-lamp power, e.g. for step less adjusting of uv-power according to the speed of a printing machine; or with discontinuing processes; or to adjust uv-power according to lamp ageing.
- constant wattage uv-lamp output according to power settings
- controlled by DC 0...10 V
- no influence of main voltage fluctuation
- wide range of main voltages from 400 to 480 V, 50 and 60 Hz without any changes
- 3-phase symmetric main connection
- output is protected against ground faults, overload and short circuits, additionally open circuit causes no problems
- easy to install and less wiring needed
- no phase angle correction and no extern igniter needed
- less heavy and in many cases smaller than a conventional power supply
- in accordance to EN 50178 (VDE 0160) and other European and world wide standards (IEC)



#### Main technical data

Output power	about 3,000 – 20,000 Watts step less adjustable
Mains voltage	376 to 509 V
Mains current (at 20kW)	3x 36A to 3x 27A (PF = 0.9)
Mains frequency	50 to 60 Hz
Mains connection	L1, L2, L3, PE
Typical lamp arc length	approx. 50 to 125 cm (20" to 49"), up to 140 cm/55" on request
Lamp operating voltage	800 to 900 V nominal <sup>1</sup>
Lamp operating current	3 to 25 A
Duty frequency	about 73 Hz
Igniting voltage	about 3 kV
Max. distance FSU to lamp	50m with mercury lamps ~20m with doped lamps
Power loss	approx. 4 %
Dimensions	approx. 450 x 400 x 435 mm
Weight	~ 54 kg
Cooling of the unit	air cooling, internal supplied

1) To reach 20,000 W, a minimum actually lamp voltage of 840 V is necessary