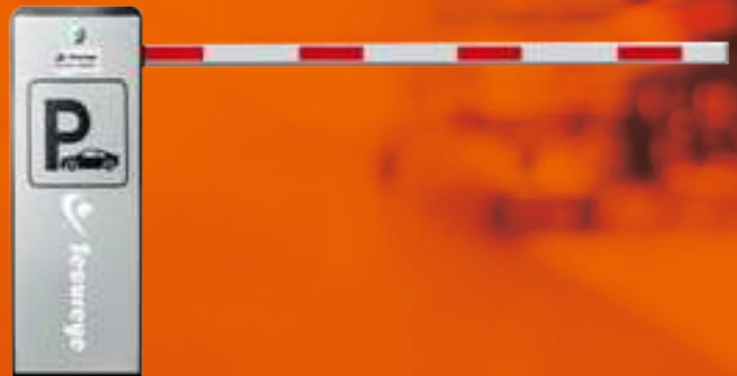


DC Barrier Gate/ Boom Barrier

S-BB500DC



Overview

- Mechanical and electrical integration: Quickly assembly & easy maintenance.
- Molding production: High precision, fast efficiency and guaranteed quality.
- Worm-gear secondary variable speed transmission: Motor wheel design, gate opening by manually when power off, no blocking, no oil leakage, large torque, low noise ,can normally operation at the temperature of minus 45 degrees, etc.
- DC brushless motor design: Low consumption, high efficiency, no overheat, wide speed adjustment.
- Hall limit: Automatically detects the limit when power on without debugging, detecting the motor speed at all times and running at constant speed.
- Curved triple connecting rod structure, easy to adjust.
- Arm direction quickly interchanged interchanged according to different directions on construction site, reduce inventory and capital pressure.
- Special DC brushless controller: Use integrated chip drive,fast processing speed, powerful function: 24V low voltage power supply, adapt to global voltage.

Functions

- 2sec lifting time for 4m arm.
- Arm direction can be quickly interchanged.
- Barrier gate up & down signal relay switch output.
- R & G Traffic light relay switch signal output.
- External loop detector signal anti-smashing interface.
- Infrared sensor signal anti-smashing interface.
- High-sensitivity arm auto reverse function
- Parking system interface.
- Motor working life 6 million times.
- The cabinet is designed in European style, with high-end automobile painting technology.

| SPECIFICATION | S-BB500DC |
|-------------------------|-----------------------------|
| Working Temperature | -50°C ~ +85°C |
| Power Supply | 24/100/240VAC, 50/60Hz |
| Open/close Speed | 2 Sec |
| Rated Power | 200W |
| Driving Method | 24V DC motor |
| Humidity | ≤90% |
| Remote Control Distance | ≤100m (open, sunny weather) |
| Protection Grade | IP55 |
| Motor No-load Speed | 3000r/min |
| Max Boom Length | 4m |
| Motor working times | 6 million times |

