

## FEEDBACK FEATURES

### E1 TTL ENCODER

Motor size		TC-E 60 - 80	TC-E 100 - 130 - 180
Nominal Voltage	V	5±5%	5±5%
Nominal current	mA	200	200
Max Frequency	Khz	200	200
Electronic type		LINE DRIVER AM 26 LS31	LINE DRIVER AM 26 LS31
Zero impulse		ONE AT A LAP	ONE AT A LAP
N° of pulses revolution	ppr	2500	2500
Resolution	cpr	10000	10000
N° of commutation signal		3 DIFFERENTIAL	3 DIFFERENTIAL
System accuracy	arc sec	± 50	± 50
Rotor inertia	Kg cm <sup>2</sup>	0.01	0.065
Maximum acceleration	rad/s <sup>2</sup>	80.000	80.000

### A1 ABSOLUTE MULTITURN ENCODER

Motor size		TC-E 40	TC-E 60-80-100-130-180
Nominal Voltage	V	7÷ 12	7÷ 12
Nominal current	mA	< 50	60
Max frequency for Sin Cos signal	Khz	65	65
Interface type		Hiperface	Hiperface
N° absolute singleturn steps		512 (9 Bits)	4096 (12 Bits)
N° absolute multiturn steps		4096 (12 Bits)	4096 (12 Bits)
N° of sin/cos periods per revolution		16	128
Integral non-linearity	arc sec	± 288	± 80
Rotor inertia	g cm <sup>2</sup>	1	4.5
Maximum acceleration	rad/s <sup>2</sup>	500.000	500.000

### A2 PROPRIETARY ABSOLUTE ENCODER

The drive can access the electronic nameplate via the electronic interface for easy commissioning.

The signals meet the PELV requirements

Motor size		TC-E 40 - 60 - 80 - 100 - 130 - 180
Resolution		20 bits
Accuracy		± 0.02° / 1.2' / 72"
Maximum rotational speed	rpm	10.000
Maximum angular acceleration	rad/s <sup>2</sup>	100.000
Operating temperature range	°C	-20 to +115
Moment of inertia	kg m <sup>2</sup>	2.8 x 10-6
Nominal voltage	V	4 - 5.25
Current consumption	mA	80
Standby period at power-on	ms	1500
Communication protocol		Motor Power Company protocol

## FEEDBACK FEATURES

### A6 ABSOLUTE ENCODER (single and multiturn with battery box option)

Motor size	TC-E 60-80-100-130-180
Nominal Voltage	V 4,75 ÷ 5,25
Max current	mA 100
Interface type	Halfduplex RS485
Absolute singleturn bits	24 Bits
Absolute multturn bits	16 Bits
Rotor inertia	kg m <sup>2</sup> 3,8x10 <sup>-7</sup>
Maximum acceleration	rad/s <sup>2</sup> 1x10 <sup>5</sup>
Maximum speed	rpm 6.000

SEE IT BEFORE IT HAPPENS

