

ATA5-series

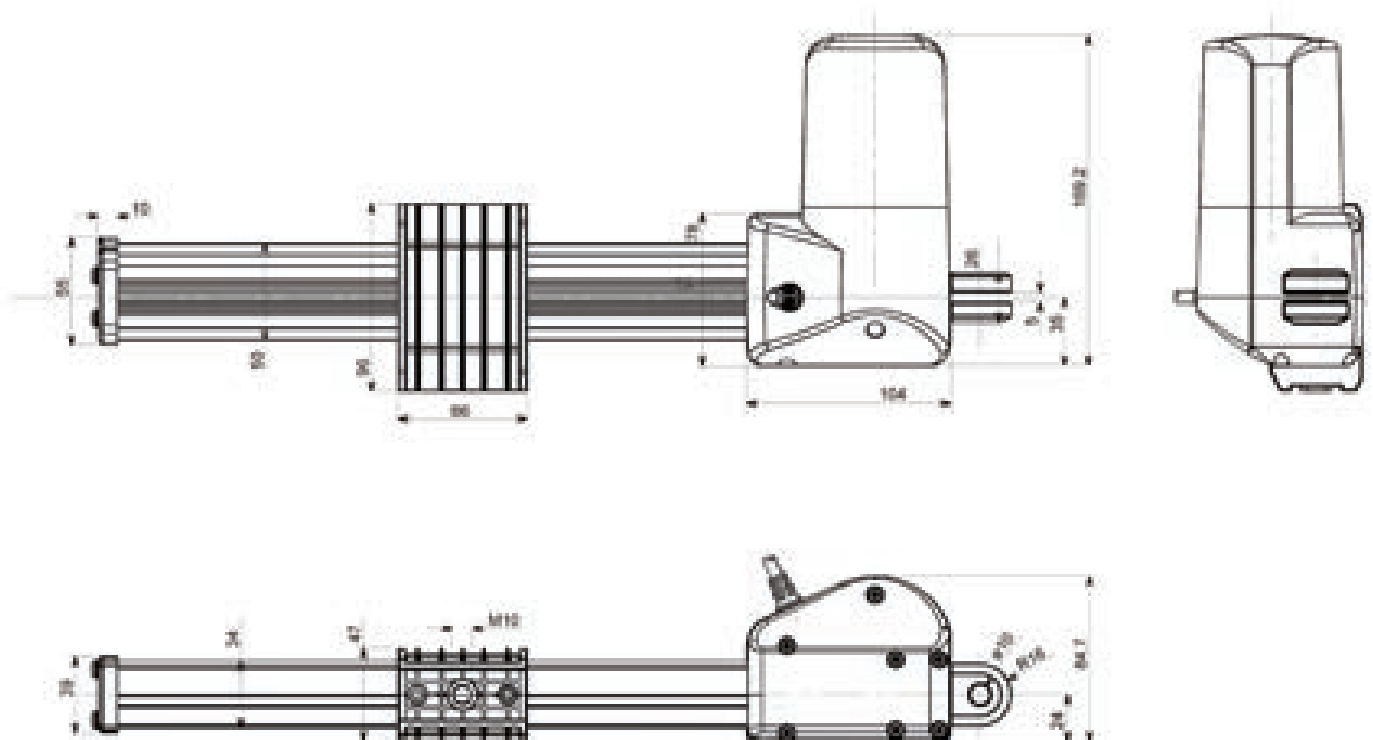


Features

- Load: up to 3500N with 24V DC motor
- Speed: up to 35mm/sec
- Duty cycle: 10% max. or 2 min. continuous use followed by 18 min. not in used
- Extremely high strength plastic gear housing
- Compact dimension with very small installation length
- Ambient temperature : +5C ~ +40C
- Built-in limit switch (not adjustable)
- Available for all the current chair mechanism in the marketplace

Relative Parameters

Load	1000N~3500N
Speed	7.5mm/sec~35mm/sec
Mounting Dimension	A=157mm B (B-A)=stroke C=see below drawing
Max. Current at full load	3.4Amps
Stroke	Up to 300mm



ATA5 Ordering Key:

ATA5	AT	A	B							
Spindle with Motor										
Standard Speed										
Please check to the catalog on the website										
				B						
				C						
				D						
				E						
				F						
				G						
				H						
Higher Speed										
Please check to the catalog on the website										
				J						
				K						
				L						
				M						
				N						
				O						
				P						
Stroke										
50					0	0	0			
up to										
500					3	0	0			
Mounting Dimension										
A 157mm (standard)					0	0	0			
B (3-Ar Stroke) See drawing					0	0	0			
C See drawing					0	0	0			
Rear Attachment										
U Fork plastic 10.2mm (For push load)									1	
U Fork plastic 12.3mm (For Push load)									2	
Customized Dimension									A	
Color										
Black (Standard)									1	
Light Grey RA, R26 (Option)									2	
Customized Color									A	
Spindle Option										
NDA									0	
Brake									1	
Sensor Option (out put)										
NDA									0	
ELP (External Limit Switch Protection)									1	
3rd Limit Switch									2	
Connector										
Standard connector for ATC-series									1	
Exposed Wire without connector									2	
Customized Connector									A	
Cable Length										
Straight 2m										1
Straight 1.5m										2
Straight 1.25m										3
Straight 1m										4
Straight 0.75m										5
Straight 0.5m										6
Cabled 0.4m										7
Cabled 0.2m										8
Customized cable length										A