

Lighting system that combines "Cloudy Day" and "Dark Field" lighting type.

The DMK3218 is designed to illuminate an object in all the directions producing an uniform illumination highlighting to the object outlines and superficial elevations.

Ideal for shining spherical pieces or in which the reflection is desired to attenuate.



LIGHTING TECHNIQUE

Lighting mode: Cloudy day + Dark field
Light source: 480+240 Leds
Colour (nm): See table 1
LED life: Until 100.000 hours

ELECTRICAL

Max. power supply: 24VDC (Continuous models)
Max. consumption: 2.9A (White Model)
Wire include: 1.8m
Wire terminal: Brown -> 24VDC
 Blue -> 0V (GND)

MECHANICAL

LxWxH: See external plane
Mounting: 8 (ø4.25 mm through)
Housing material: Black anodized aluminium
Weight: 1.7 Kg

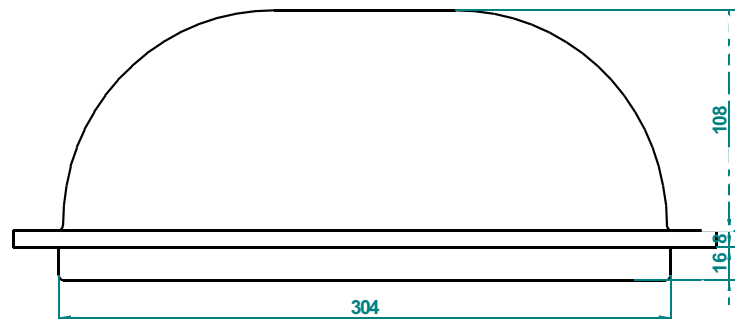
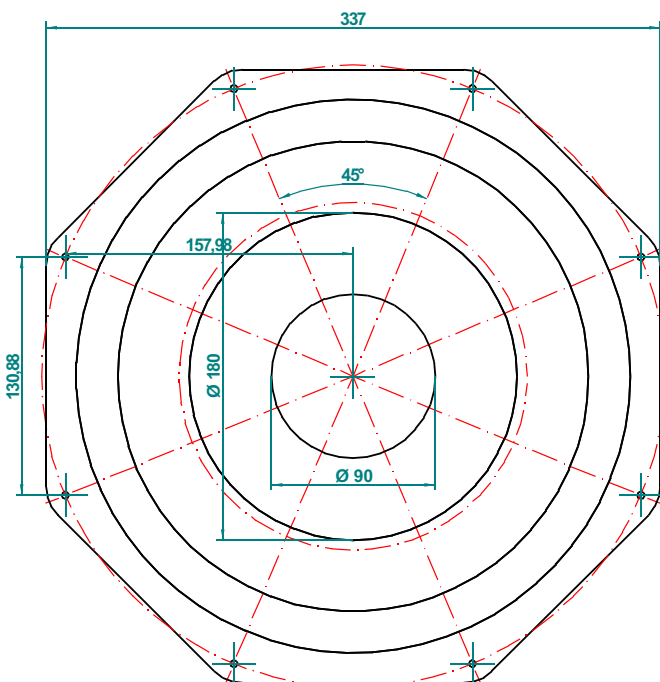
ENVIRONMENTAL

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

DMK

EXTERNAL PLANE

ALL UNITS IN MILLIMETERS



MODELS

Table 1.

Ligth colour	Wavelength	Type	Reference
Blue	470nm	Continuous	DMK3218A-470C
Blue	470nm	Strobe	DMK3218A-470S
Green	525nm	Continuous	DMK3218A-525C
Green	525nm	Strobe	DMK3218A-525S
Red	630nm	Continuous	DMK3218A-630C
Red	630nm	Strobe	DMK3218A-630S
White	-----	Continuous	DMK3218A-W00C
White	-----	Strobe	DMK3218A-W00S
Others	-----	----	Consult

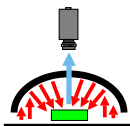
COMPLEMENTS

Table 2.

Complement	Type	Reference
Strobe controller with 3 outputs	Strobe	VST33I

LIGHTING MODES

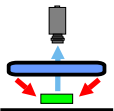
DIFFUSE SPHERICAL ILLUMINATION (SMOOTH LIGHT)



The object is illuminated from all the directions with diffuse light, eliminating the shades and reflections, smoothing the textures and diminishing the influence of rays, the dust and the reliefs and curvatures that can have the inspected object.

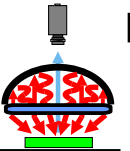
Indicated for the mark sensing of different colors, characters and detection of everything what as much supposes a change of color in smooth surfaces, spherical, rough or with brightness.

DARK FIELD LIGHT



Direct light of high intensity that falls on the object with very little angle with regards to the surface where it lies. In that way cracked or raised surfaces interfere in the trajectory of the light producing bright areas. The most common applications for this technique are those to verify engravings, (laser), or defects on the surface.

DIFFUSE SPHERICAL AND DARKFIELD LIGHT



The object is illuminated from all the directions with diffuse light and with high intensity light falling on the object with a very little angle. In this way we attain to eliminate shades and reflections, smoothing the textures and highlighting outlines and surface defects. Indicated for highlight outlines, surface defects, mark sensing of different colors, characters and detection of everything what as much supposes a change of color in smooth surfaces, spherical, rough or with brightness.