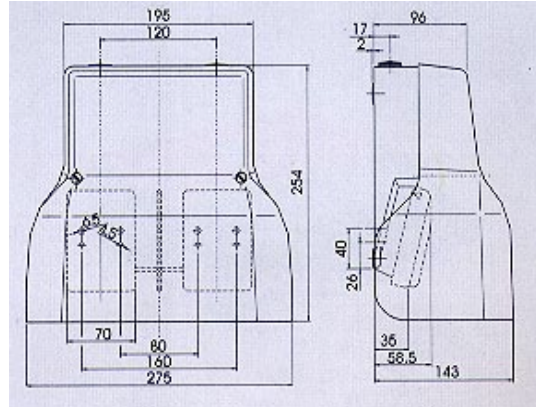
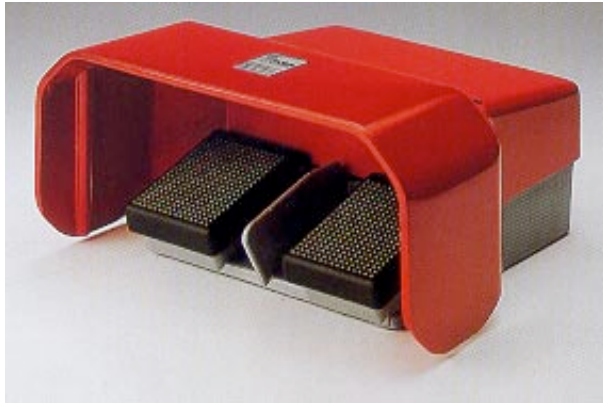


Safety pedal FS2-528-ZSD4-U



The pedal FS2-528-ZSD4-U use safety switches. The left foot actuator have two positions (free position and pressed down position), it can be used , for example, to drive the dangerous movement back (for instance get up of a press brake tool etc...). The right foot actuator have 3 positions, with a hard point, to control dangerous movements (for instance get down of a press brake ect...). It has 4 working contacts (2NC+2NO) to drive the movement and a block of 2 safety switches (1 positively driven NC contact + 1NO) to stop the movement. Pressing on the right foot actuator, till the hard point, allows the changeover of the 4 working contacts. Once the hard point is got over, the 4 working contacts return to their first position and the 2 contacts block is activated in order to stop immediately the dangerous movement. Then it would be possible to drive one more time the movement after the right foot actuator is completely loosed. This function allows to stop immediately the machine even if the operator is carried along in front by the dangerous movement.

TECHNICAL DATA:

MECHANICAL:

Housing: Die cast aluminium AL Si 12 – paint colour grey like RAL 7001
 Cover/protective hood: Die cast Aluminium AL Si 12 - paint colour red like RAL 3000
 Foot actuator: Reinforced thermoplastic PA 6.6 – black
 Service temperature: -30°C à +70°C
 Mechanical service life : 10⁶ operations min
 Cable entry : PG13,5 (It is recommended to fixe the cable with one cable gland)

ELECTRICAL:

Left foot actuator

Contact : 1NO + 1NC
 Switching element : Slow-action switch
 Connection type : Screw terminal
 Operating voltage : max 500V ~ / 40-60Hz
 Switching current : Max 10A

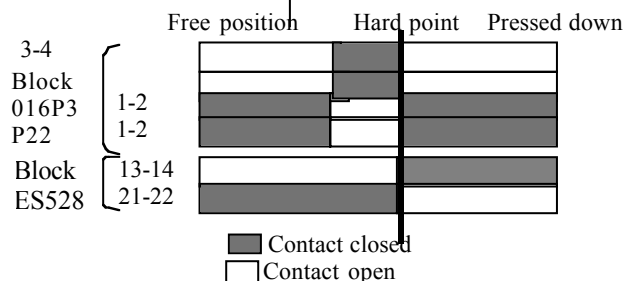
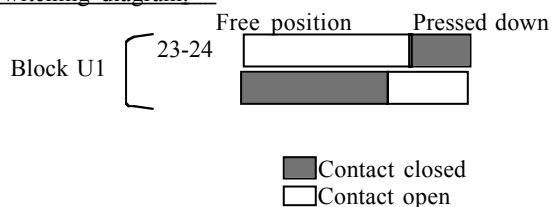
Right foot actuator – ZSD

Before hard point After hard point

2NO + 2NC
 Snap-action switch
 Solder post
 max 250V~
 Max 5A

1NO + 1positively driven NC
 Slow-action switch
 Screw terminal
 max 250V ~
 220V/0,5A 24V/6A

Switching diagram:



Switching elements:

