

Horizontal Bench Top Optical Projector

A robust, very compact horizontal axis bench top projector, the leader in its class and the one all others are compared against.

The HB400 provides a vertically correct image on a fully useable 400mm (16") diameter screen. Having a significantly larger measuring capacity, this projector provides measurement previously only possible on floor standing units.

- Very rigid and inherently stable metal construction ensures optimum performance and accuracy.
- Fully usable 400mm (16") diameter screen with integral hood.
- Quick action single lens mount.
- Heavy duty cast iron workstage with 50kg (110lb) measuring capacity.
- · Rotary workstage helix adjustment.
- Available with the full range of Quadra-Chek readout systems.

- Fine adjustment on all axes, plus zero backlash, fast traverse mechanism on the X-axis.
- Motorised and CNC workstage options.
- Fully retractable duplex fibre optic surface illumination.
- Automatic edge detection option.
- Large range of accessories available.

Technical Specification

Starrett

Screen Diameter

400mm (16") with precision cross lines and calibration markings.

Workstage Measuring

Top plate - 420 x 125mm (17 x 5"). Travel - Measuring 254 x 152mm (10 x 6").

Workstage Capacity

10kg (22lb) negligible deflection, 50kg (110lb) maximum.

Workstage Capacity Between Centres 305mm.

Helix Angles

Rotary workstage ± 15° vernier scale.

Illumination

Profile - Fan cooled halogen, switchable high/low intensity with yellow/green filter.

Surface - Fan cooled twin arm fibre optic system.

Measurement/display systems

Linear - Heidenhain scales (0.001mm resolution). Quadra-Chek readout systems with edge sensing option.

Angle - Digital protractor (1 minute resolution). Quadra-Chek Q-Axis.

Lenses

x10, x20, x25, x 31¹/₄, x50, x100 (x5 to special order).

Power Supply

 $110/120/230/240/250 \mbox{V.AC} \ 50/60 \mbox{Hz.} \\ \mbox{Consumption 5A}.$



Precision Optical Ltd.

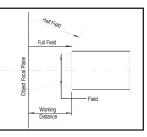
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HB400 Specification:	SR121	SR221	SR221e	SR415	SR415 CNC
Rigid steel body	•	•	•	•	0.10
Standard workstage 250 x 150mm travel			•		•
Extended workstage 300 x 150mm travel	0	0	0	0	0
Anti-corrosion nickel plated workstage top	0	0	0	o	0
Rotary screen & clips	•	•	•	•	•
Handwheel X and Y drive control		•	•	•	
Motorised joystick control	0	0	0	0	
CNC control	†	†	l	l	•
Angular digital protractor	+				
Angular digital measurement in QC DRO	•	•	•	•	•
X-Y axis only digital readout					
Geometric function digital readout	+	•	•		
Computer with geometric s/ware readout.	+			•	•
On screen edge sensing	1		•	•	•
Internal edge sensor	1		0	0	0
Single interchangeable lens mount	•	•	•	•	•
Dual lens slide					
Multi lens turret					
Fibre optic surface illumination	•	•	•	•	•
On-axis surface illumination					
Single condenser	•	•	•	•	•
Dual condenser slide					
Multi condenser turret					
Yellow/green light filter	•	•	•	•	•
Available lenses (See guide below)	0	0	0	0	0
X5 magnification lens	0	0	0	0	0
X311/4 magnification lens option	0	0	0	0	0
Standard or deluxe support cabinet	0	0	0	0	0
Canopy and curtains	0	0	0	0	0
Work holding accessories	0	0	0	0	0
Magnification checking graticule	0	0	0	0	0
OV ² Optical video adaptor	0	0	0	0	0
Screen overlay templates	0	0	0	0	0
	Standard • C	ptional o	-		

Guide to Maximum Component Size (mm)										
Magni	fication	X5	X10	X20	X25	X50	X100			
Field o	of View	80	40	20	16	8	4			
Working Distance		135	80	76	62	50	41			
Max Work	Half Field	280	245	245	263	185	106			
Diameter	Full Field	280	180	200	250	125	98			
Projecte	d Image	Vertically Correct								



Terminology:

Working Distance: Is the distance between the objective lens and the component when the component is in

focus.

Field of View (FOV): Is the viewing area of the component. A 30mm FOV using a 10x lens would produce a screen

image of 300mm.

Half Field View: Is the maximum size a component can be projected to the centre of the screen before

colliding with the lens.

Full Field View: Is the maximum size a component can be projected over the full screen before colliding with

he lens.

Projected Image: Is how a component is projected onto the screen in relation to its placement on the

workstage.