Media: air – water – gas – light oil Pressure range: 1 to 16 Bar max Media temperature: -10°C +80°C max Ambient temperature: -10°C to +55°C Media viscosity: 21 centistokes max Mounting: preferred upright Weight 250g



2/2 Brass & Stainless

1/8 – 1/4 24v PROPORTIONAL 2 WAY SERVO ASSISTED 1 – 16 Bar



	PRESSURE											
ø	Ø Orifice (mm)	Flow	Pressure Rating (Bar) ∆P		0	D. I.	David Named an					
Port BSP		Kv Ltr/Min	Min	Max	Seals	Body	Part Number					
	0.8	0.6	16	19.2		Brass Stainless Aluminium	PR2 + port + 1 + seal PR3 + port + 1 + seal PR5 + port + 1 + seal					
	1.2	1.1	12	14.4		Brass Stainless Aluminium	PR2 + port + 2 + seal PR3 + port + 2 + seal PR5 + port + 2 + seal					
1/8	1.6	1.7	10	12		Brass Stainless Aluminium	PR2 + port + 3 + seal PR3 + port + 3 + seal PR5 + port + 3 + seal					
or	2.0	2.5	8	9.6	NBR FKM EPDM	Brass Stainless Aluminium	PR2 + port + 4 + seal PR3 + port + 4 + seal PR5 + port + 4 + seal					
1/4	2.4	3.5	6	7.2		Brass Stainless Aluminium	PR2 + port + 5 + seal PR3 + port + 5 + seal PR5 + port + 5 + seal					
	3.0	4.5	3.5	4.2		Brass Stainless Aluminium	PR2 + port + 6 + seal PR3 + port + 6 + seal PR5 + port + 6 + seal					
	4.0	5	2	2.4		Brass Stainless Aluminium	PR2 + port + 7 + seal PR3 + port + 7 + seal PR5 + port + 7 + seal					

IP65 Coil & Connector PG9 – DIN 43650 A

NPT Thread

Included + 10%

	ELECTRICAL DATA									
Voltage (-10% + 10%) Continuous duty 100%		Coil	Power Consumption	Insulation class	Enclosure	Electrical connections				
	=	24 V pilot signal	11630 24vDC	100-500 mAmp	F 155°C	IP 65	3 spades DIN 43650 DIN 40050 VDE 0110			

CONSTRUCTION

OPTIONS

Body: Brass (Aluminium and 316L Stainless steel)

Tube and internal parts: Stainless steel Seals and gaskets: NBR (FKM or EPDM)

Moulded coil: Resin

Selection Guideline

Special consideration must be given to valve selection based on Cv. ΔP pressure drop should be 30-50% or more. Maximum pressure should be 1.2 times working pressure with max pressure top adjustment screw. Inlet pressure needs to remain constant.

OVERALL DIMENSIONS

