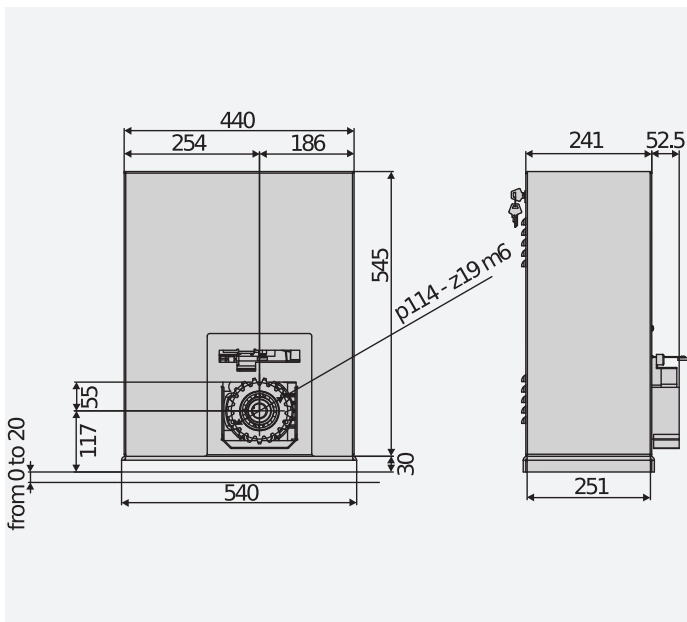




Powerful, sturdy 230V or 400V three-phase operators, specially designed for large-size, heavy gates.

The heavy structure of the gear motor, the painted galvanised steel casing and the on-board control unit make it the ideal solution for all industrial situations where reliability and power are essential.



DIMENSION (MM)








TECHNICAL FEATURES

	SP3500 TRI 230	SP3500 TRI 400
Control unit	SIRIO CBB	
Board power supply	230 V	400 V
Supply voltage AC	230 V	400 V
Power input	550 W	550 W
Max. door/gate weight	3500 kg	3500 kg
Gate speed	10.5 m/min	10 m/min
Type of limit switch	Electromechanical	Electromechanical
Pinion module	6	6
Slowdown	no	no
Locking	Mechanical	Mechanical
Release	Hexagonal key	Hexagonal key
Impact reaction	Sensitive edge	Sensitive edge
Frequency of use	very intensive	very intensive
Protection rating	IP54	
Environmental conditions	-15 + 50 °C	



		Description	
P925207 00002	SP3500 TRI 230	Operator 230 V for sliding gates weighing up to 3500 kg. Leaf speed 10.5 m/min. U-link and limit switch Electromechanical. Three-phase power supply 230 V. Fixing base included. Control unit with display and U-Link communication protocol.	 U-Link
P925207 00001	SP3500 TRI 400	Operator 400 V for sliding gates weighing up to 3500 kg. Leaf speed 10 m/min. U-link and limit switch Electromechanical. Three-phase power supply 400 V. Fixing base included. Control unit with display and U-Link communication protocol.	 U-Link

RECOMMENDED ACCESSORIES

	D571491 - CFZ6 galvanized steel rack, 6-module, cross-section 30 x 30 mm, length 2 m, welding. Max. load capacity 4000 kg.		P125015 - SFSP Adjustable anchor base for SP3500, supplied separately.
	P125016 - SP3500 SAFETY Safety microswitch for SP3500.		D111662 - CLONIX 2 Dual channel 433 MHz rolling code plug-in receiver. 128-position memory. 12-28 Vdc , 16-28 Vac.
	D111664 - CLONIX 2 2048 Dual channel 433 MHz rolling code plug-in receiver. 2048-position memory.		