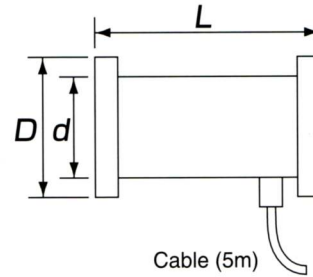


MAGHAMMER®

Model	Construction	Impact Force		Size (mm)			Weight kgs	Ampere 3φAC220V
		kg·m/sec	Equivalent Hammer (lbs.)	D	d	L		
SIC-05A	Sealed Unit (Indirect Hitting)	1.8	1	130	76	226	7	1.3
SIC-1A		3.8	2	165	102	284	13	1.8
SIC-2A		8.2	4	190	114	318	22	3.4
SIC-3A		21.3	10	255	165	384	52	3.9
SIC-05AS	Sealed Unit (Indirect & Sound-proof Hitting)	1.3	0.7	130	76	226	7	1.3
SIC-1AS		2.7	1.5	165	102	284	13	1.8
SIC-2AS		5.7	3	190	114	318	22	3.4
SIC-3AS		14.9	7	255	165	384	52	3.9

- Note: 1) High temperature model (100°C ambient temperature) available on request.
 2) Stainless steel, anti-corrosion type, for application in corrosive atmosphere available on request.
 3) Piston-extruded model available on request.
 4) Base plate with bolts & nuts is included as standard supply.
 5) 5-mtr cable to connect MAGHAMMER® is included as standard supply.



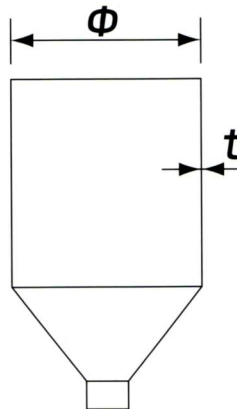
Controller

Model	Q'ty of MAGHAMMER® Controllable by one Controller	Construction	Input	Operation	Impact Force Variable
SB-1A	3X05A or 2X1A or 1X2A or 1X3A	Indoor use Dust-proof With case	3φAC220V	Auto or Remote Hits variable: 1 to 10 Pause variable: 30sec. to 10min.	0~100%
SB-2A	6X05A or 4X1A or 2X2A or 2X3A			Auto operation By external signal 1hit/1sec.	
SN-1A	3X05A or 2X1A or 1X2A or 1X3A	Without case		Auto operation By external signal 1hit/1sec.	
SN-2A	6X05A or 4X1A or 2X2A or 2X3A				

- Note: 1) Dust-proof and water-proof controller is available for outdoor use.
 2) Controller for multi MAGHAMMERS' operation is available on request.

Selection Guide

Various factors must be considered for selection of MAGHAMMERS, but the primary factors are hopper's shape and dimensions as well as type of material. This chart serves as a general guide for the model and quantity of units required. It is wise to have the larger model and adjust the impact force.



Model&Q'ty

φm	tmm	1	2	3	4	5	6	7	8	9	over
0.5		05AX1			1AX1			2AX1			3AX1
0.8											
1											
1.5											
2		05AX2			1AX2			2AX2			3AX2
2.5											
3											
3.5		05AX3			1AX3			2AX3			3AX3
4											
5											
6		05AX4			1AX4			2AX4			3AX4

Phenomena of Problems which can be solved:

