

Digital Sweep and Programmable Sweep

Powerful, yet Economical and User-friendly

FEATURES

- · High repeatability for consistent yields and material usage
- Remote pattern selection and feedback by binary code or individual selection
- Intuitive short learning curve for operators and engineers

APPLICATION

- Tight beam control and uniform energy distribution for dielectric and subliming materials
- Stable single spot for evaporation of metals
- Excellent for processes requiring repeatable vapor cloud distribution
- Replace older style analog sweeps

SPECIFICATIONS

- Coil output current:
 Dual channel (Longitudinal and Lateral):
 +/- 1.5 A max. into a <15 Ohm load</p>
- Rotational resolution 360 steps (1° angular resolution)
- Remote inputs/outputs: Dry contact closures (N.O.)
- Input voltage: 90-264 VAC, 47-63 Hz

CONTROL

- Touch Screen LCD display
- Hand Held Joystick
- Remote Pattern Selection



DIGITAL SWEEP

- 5 Preset shapes (triangular, sinusoidal, collapsible circle, rotatable line, point)
- User definable oscillation frequency, amplitude, rotational speed, collapse circle
- · Memory for eight user definable patterns



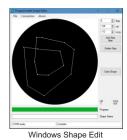
The Programmable Sweep controls the pinpoint location of the EB Source beam spot. Patterns are viewable from the LCD screen and can be edited to change size, frequency, rotation, profile and location.

ADDITIONAL FEATURES OF THE PROGRAMMABLE SWEEP

- Stores 32 user shapes and 32 patterns that are remotely selectable
- Seven built in shapes: triangular, sinusoidal, collapsible circle, rotatable line, figure 8, spiral and point
- User may edit any step in a shape without rewriting the program
- Unit adjusts output to match deflection characteristics and magnetic distortion of each source, so displayed shape mirrors actual shape in the chamber
- Compatible with all transverse beam sources, featuring offset and an interlock for sources requiring coil bias for pocket center
- Optional 3 amp longitudinal and lateral output



Avatar Hand-held Remote Included



Software Included

