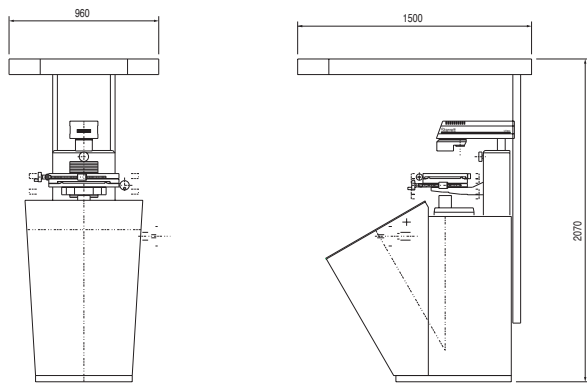


VF600



Vertical Floor Standing Optical Projector

If your measuring requirements determine the use of a large screen, vertical axis projector then look no further than the Starrett VF600.

A design based upon 35 years of knowledge in the manufacture of high performing optical projectors, the VF600 has a market leading specification.

The VF600 is ideal for the larger components found in the electronics, pressings and extrusion industries.

With helix facility, single or multiple lens turret, choice of workstages and large range of digital readout options the VF600 is the ultimate in vertical axis profile projectors.

- ▶ Fully usable 600mm (24") diameter screen.
- ▶ Screen angled at an optimum 30° to give bright, easily viewed image, and allowing easy tracing or overlay work.
- ▶ Choice of two workstage size options with manual, motorised or CNC control.
- ▶ Fast traverse, quick release mechanism on X and Y axis.
- ▶ Supplied complete with full canopy and curtains.
- ▶ Single lens mount or 3-lens quick change turret using silo system for maximum lens protection.
- ▶ Available with the full range of Quadra-Chek readout systems.
- ▶ Electronic digital protractor.
- ▶ Comprehensive range of multi-element precision ground lenses.
- ▶ Large range of accessories available.
- ▶ Lamp mounted helix facility.

Technical Specification

Starrett®

Screen Diameter

600mm (24") with precision cross lines, calibration markings and overlay clips.

Workstage

Top plate - 400 x 225mm (16 x 9").
Measuring Travel - 200mm x 100mm (8 x 4").

Workstage Capacity

30kg (66lb) maximum.
(Evenly distributed).

Illumination

Profile - Fan cooled, 150w halogen with yellow/green filter.

Surface - Fan cooled 100w lamp/fibre optic system.

Measurement/display systems

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

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

Lenses

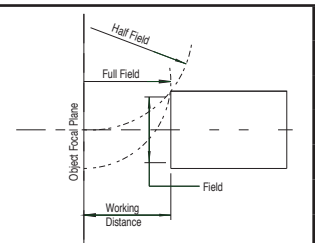
x10, x20, x25, x 31¹/₄, x50, x100 (x5 to special order).

Power Supply

110/120/230/240/250V.AC 50/60Hz.
Consumption 5A.

VF600 Specification:	SR121	SR221	SR221e	SR515	SR515 CNC
Rigid steel body	●	●	●	●	●
Standard workstage 200 x 100mm travel	●	●	●	●	●
Extended workstage 250 x 150mm travel	○	○	○	○	○
Anti-corrosion nickel plated workstage top					
Rotary screen & clips	●	●	●	●	●
Handwheel X and Y drive control	●	●	●	●	
Motorised joystick control	○	○	○	○	
CNC control					●
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			●	●	●
Internal edge sensor					
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)	○	○	○	○	○
X5 magnification lens	○	○	○	○	○
X31¼ magnification lens option	○	○	○	○	○
Standard or deluxe support cabinet					
Canopy and curtains	●	●	●	●	●
Work holding accessories	○	○	○	○	○
Magnification checking graticule	○	○	○	○	○
OV² Optical video adaptor					
Screen overlay templates	○	○	○	○	○
Standard ● Optional ○					

Guide to Maximum Component Size (mm)						
Magnification	X5	X10	X20	X25	X50	X100
Field of View	120	60	30	24	12	6
Working Distance	220	138	127	103	88	44
Max Work Diameter	Half Field	140	140	140	140	140
	Full Field	140	140	140	140	98
Projected Image	Fully Reversed					



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 the lens.*
- Projected Image:** *Is how a component is projected onto the screen in relation to its placement on the workstage.*