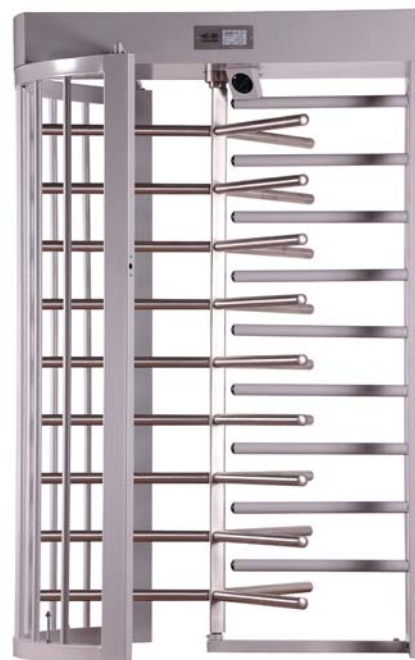


BTE 312-S



- Power Requirements** : 110/220V. 60/50Hz. AC (%±10) 24V. DC at standby ~11W. max. ~60W.
- Arm Features** : Three-section rotor (120 degrees). Each section contains nine Ø42mmx2.5mm electrostatic powder coated hot dip galvanized or Ø40mm stainless steel (Opt. Ø38, Ø42 and Ø45mm) arms.
- Body Features** : 304-Grade (Opt. 316-Grade) brushed finished stainless steel, electrostatic painted surface or mixed combinations. (Opt. Hot dip galvanizing under coating for outdoor models). Optional UK H&S Compliant Version is available (Less than 98 mm spacing between vertical bars).
- Operating Temperature, Humidity, IP Rating, MCBF** : -20°C to +68°C (Opt. -50°C with heater unit) RH 95% non-condensing / IP 56 Outdoor Model / 1M Cycles
- Control System** : All inputs are opto-coupler protected. Compatible with all access control systems that provide dry contact or grounding outputs. Optional RS232/RS485/TCP IP control module is available.
- Operation** : Manually operated bi-directional system (optional motorized) with dip switch selectable operational modes including controlled access on both sides, one side free exit and restricted access modes.
- Emergency Mode** : The rotor spins freely to allow free passage (Fail Safe default). Fail lock option is available.
- Flow Rate** : Capacity of Mechanism (Manual System): ~ 60 passages/minute, Nominal: ~10-25 passages-per-minute (Recommended reference figure)
*Utilisation of different access control units can change the flow rate.
- Standard Features** : LED direction and status indicators.
- Optional Accessories and Applications** : LED direction and status indicators, Remote control units (RF or with cable), interface unit for PC, RS485, RS232 and LAN, counter, audio-messaging system, floor mounting plate, coin slot/intelligent coin system and coin box, card reader pole, seat limiter for stadium solutions, animated indicators, internal battery and charge unit, motor driven unit, heater positive unit, separators, card reader mounting bracket, down light.

