

$UVee^{\mathsf{TM}}$ UV LED Lamp Manual

UVee[™] is a UV lamp designed for fluorescent penetrant dye inspections (PDI) and is compliant with Rolls Royce RRES9006, Airbus AITM6-1001, and ASTM E3022 standards.

Please read the manual carefully before using this product.

1. Technical specification

<u>UV LED</u>

- 365 nm wavelength <u>+</u> 5nm.
- ➢ FWHM < 20nm.</p>
- Pure UV-A source and 100% free of UV-B and UV-C.
- Visible light of the UV LED < 10lux at 38cm.</p>
- Smooth beam profile with no "hot spots".
- VV LED intensity (4000- 4500) µW/cm² at 38cm. (White Light™ model)
- VV LED intensity (4000- 4500) µW/cm² at 38cm. (Beam[™] model)
- UV LED intensity (3500- 3800) μW/cm² at 38cm. (Big Beam® model)
- \blacktriangleright Intensity stability better than 1% in the working temperature range.

White LED (applies to White Light model only)

Intensity approximately 1000lux at 38cm.

Working temperature:

➢ 0°C to 50°C

Ingress Protection compliance

> IP65 (When battery operated with PWR connector protection cap applied)

Power & Charging

- Battery operated or via charger/AC mains power supply.
- ➢ Voltage: DC 12V.
- Max. current: 2A @ 12V (while battery is charging, and the LED is ON).
- Internal battery: 2 x lithium-ion cells pack, 7.4V, 10Ah.
- Battery charging time: 2-3 hours @ 20°C (approx.).



2. Charging

- > Open the cap of the PWR connector
- > Connect the battery charger cable to the PWR connector.
- > Plug the charger into an AC mains outlet.
- Three seconds after turning the AC socket on, the red charging LED should light up.
- > Whilst charging, the device is fully operational and can be used as normal.



3. Safety

- \succ Do not open the device.
- Do not change the batteries
- Charge the lamp only with the charge adapter supplied.
- Use and store the lamp and charger indoors in a dry location, away from flammable substances.
- Do not use the lamp in temperatures below 0°C and above 50°C
- Discontinue use and call for service if the lamp is damaged and the filters or the charge cable are broken.