930001NT Dynamic Balancing Valve

LEGOM

Description:

Dynamic balance electric valve is a new product of hvac system used for fan coil control. It integrates dynamic balance and electric switch functions in one, with compact structure, high control accuracy and stable operation.

Dynamic balance electric valve is composed of electric drive and dynamic balance valve body.

Widely used in hvac fan coil system, but also for regional control and other similar functional requirements of the system.



Feature:

Electric switch function: according to the room temperature controller control signal to open or close the electric control valve core.

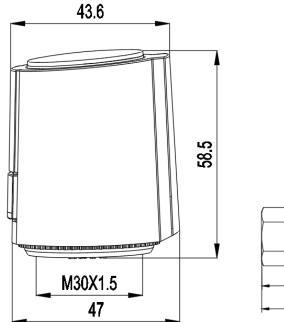
Dynamic balance function: when the valve is opened, it can dynamically balance the pressure change of the system within the range of working pressure difference, so that the flow remains constant and is not affected by the fluctuation of system pressure.

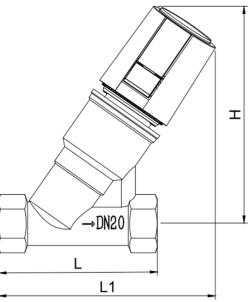
Constant flow to design flow: it can be set at the factory according to the design flow of the end equipment, so that the flow is always maintained at the design flow required by the end equipment.

Technical Parameter:

Valve Body	Brass	Pressure Differential Range (kpa)	Flow Range (m ³ /h)
Valve Core	Stainless Steel	20-150	0.45-1.98
Sealing	NBR/EPDM	25-240	0.45-1.98
Working Pressure	PN25	30-300	0.45-1.76
Working Temperature	-10℃-120℃	Dimension(mm)	
Working Voltage	AC220V	L	100
Flow Deviation	≤5%	L1	100
IP Grade	IP44	Н	115

Dimensions:





Installation Attention:

The actuator must be on the horizontal line.

Do not install to drive the use of force.

The thread connecting the valve shall be standard international pipe thread (i.e.G thread).

Do not connect the valve with taper thread.

Before installation, the valve and pipe should be kept clean and free from sundries.

5Valves and pipelines shall be installed horizontally or vertically, but not upside down.

Please ensure that the pipeline and valve insulation, not to wrap the actuator in the insulation layer.

Installation Attention:

