

The AME 20 is an astatic actuator, it generates very high precision bidirectional forces.



- Its patented design by ISP System is based on the use of economical and reliable construction and control technologies.
- The drive is provided by a stepper type motorization.
- The design of the kinematic chain ensures great stability of the force applied excluding energy.
- The fixing interface allows an optimal distribution of the forces applied to the surface of the part.
- The floating head system accepts angular and radial misalignments without causing parasitic friction.
- Very low droop: the force generated is not very dependent on the stroke of the actuator.
- The actuator can be adapted to the customer's request.

Possible applications of the system

- Mirror deformation for wave surface correction
- Isostatic active support
- High precision force application
- Static cylinder with controlled loads

Data Sheet

Motorisation :

96 step/rev stepper motor (4-wire bipolar)	
<u>Supply voltage</u>	
Power part	20V
Logical part	5V
<u>Consumption</u>	
Power part	180mA
Logical part	10mA (nominal) 50mA (PO)

Performance:

Range of effort	± 20 N
Linearity (after calibration)	< 1%
Hysteresis	1%
Repeatability	10 mN RMS
Accuracy (after calibration)	20 mN RMS
working stroke	± 20 µm
droop	< 1%
Build resolution	1.5 mN/pas
Practical resolution	3 mN (2 pas)
Speed	1.2 N/s

Integrated detector : 1 original switch (PO)

Electronics: integrated, RS485 communication

Software: includes an application program responsible for communication, configuration, control and supervision of the actuator

Actuator mass: approximately 300g

Floating head stiffness:

KZ: <12 N/mm (force application direction)

KX, KY: negligible (transverse)

Admissible radial misalignments on the head:

±70µm

Optimal temperature of use:

20 to 22°C, stabilized at 0.1°C

Duty factor:

According to application, contact us

Options :

- Packaging for use in a specific environment:
- Cleanliness class (CL ISO5, ISO6, ISO7)
- Empty
- Optical encoder on motor