

HUMIDITY CHAMBER

Standard: EN 196-1, EN 12390-2, EN 12390-9

Temperature & Humidity Control

Ideal for curing of cement & other specimens that require consistent temperature & humidity control. Easy to use & clear touch screen display panel provides user friendly operation, even for beginners. Constructed using full stainless steel material ensure long life span & fitted with transparent glass for easy viewing. Various types of safety warnings to protect chamber from abnormal operation.

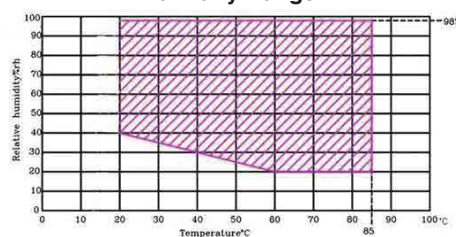
Technical Specifications :

Model Number	NL 3030 X / 006	NL 3030 X / 007
Capacity	408 Liter	225 Liter
Power Supply Source	AC 415V, 50/60 Hz, 3 phase, 15 A	
Temperature Range	- 40°C ~ +150°C (0.01°C resolution)	
Temperature Accuracy	±1°C	
Humidity Range	20% ~ 98% RH (0.1 % resolution)	
Control Accuracy	±0.5°C / ±2.5 % RH	
Working Environment	10°C ~ 38°C , Max 75 % RH	
Cooling Speed	1°C / Min in average (without loading)	
Heating Speed	1°C / Min in average (without loading)	
Internal Chamber Material	SUS#304 Stainless Steel, Mirror Finished	
External Chamber Material	Fully Stainless steel	
Cooling Method	Air Cooling	
Controller	Korea, TEMI 800 Controller LCD Touch Screen, programmable control temperature & humidity. Can set different parameter for cyclic test	
Insulation Material	50 mm high density rigid Polyurethane foam	
Heater	Explosion-proof type SUS#304 Stainless Steel fins radiator pipe heater	
Compressor	France, Tecumseh compressor	
Lighting	Heat Resistance	
Temperature Sensor	PT-100 dry & wet bulb sensor	
Observation Window	Tempered Glass	
Testing Hole	Diameter 50mm, for cable routing	
Safety Protection Device	Protection for leakage, over-temperature, compressor overvoltage & overload, heater short circuit and water shortage	
Internal Dimensions (WxDxH)	600 x 800 x 850 mm	500 x 600 x 750 mm
External Dimensions (WxDxH)	1045 x 1375 x 1750 mm	1000 x 1175 x 1645 mm
Approx. Weight	360 kg	300 kg

*1 Copy of Manual Instruction



Humidity Range



MAIN COMPONENTS



France Tecumseh Compressor



Korea TEMI 880 Controller