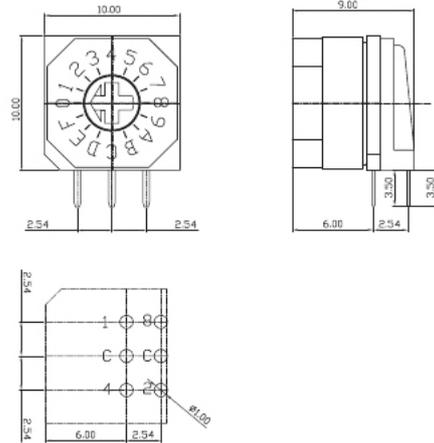


PDR-16H1



1 Type

**Octagon
Angle Type**



How to Order 选型表

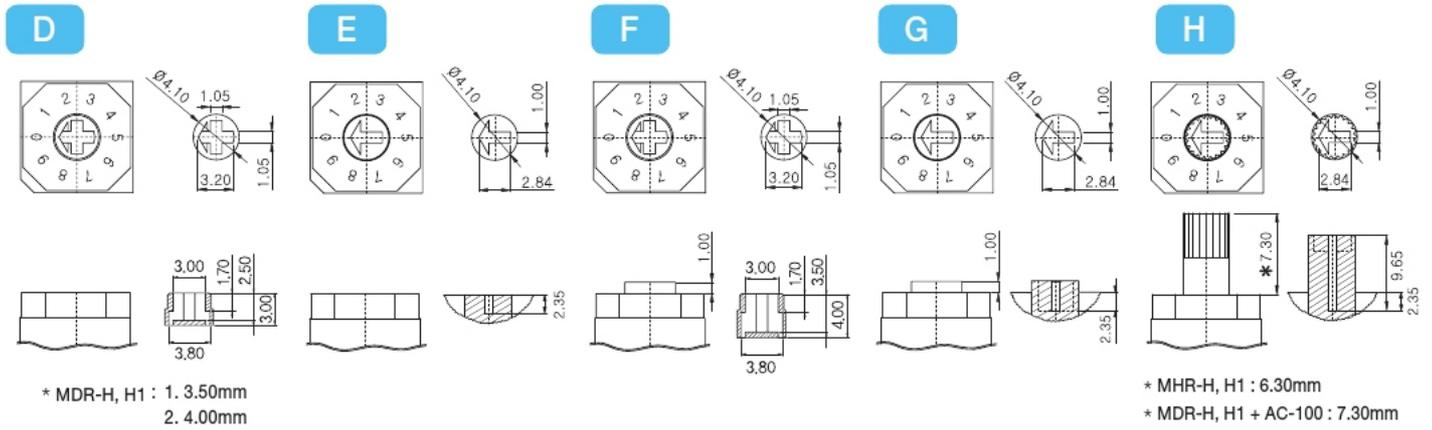
Type	Actuators	Code	Position	Terminals	Solder Condition
1	2	3	4	5	6
ex) P	E	R	10	H	-

Type	Actuators	Code	Position	Terminals	Solder Condition
1	2	3	4	5	6
ex) M	E	R	10	H	-

General Specification 产品性能

- | | |
|---|--|
| 1. Rating
工作电流, 电压 | Voltage 42V
150mA (Switching)
200mA (None-Switching) |
| 2. Contact Resistance
接触电阻 | 80mΩ Max |
| 3. Insulation Resistance
绝缘电阻 | 100MΩ Min |
| 4. Operating Force
操作力 | 700gf Max |
| 5. Life Cycle
使用寿命 | 10,000 steps |
| 6. Solder Condition
焊接方式 | Reflow Soldering : 10s/260°C
Iron Soldering : 4s/350°C
Wave Soldering : 5s/280°C |
| 7. Sealing
防水系数 | IP67 (Dust & Water Proof)
* Except Cross Type of Actuator ("D" Type) |

2 Actuators 外观形式



3 Code 编码表

See Page 37

4 Position 位数形式

4 Position

6 Position

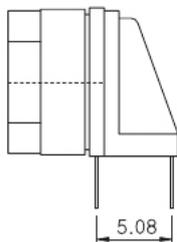
8 Position

10 Position

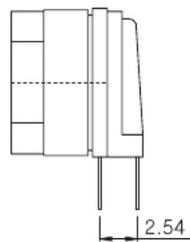
16 Position

5 Terminals PIN角形式

H Angle Type (5.08)



H1 Angle Type (2.54)



6 Solder Condition 焊接方式

-

PCB Hole Type : Iron Soldering : 2s/340°C

Wave Soldering : 5s/280°C

T

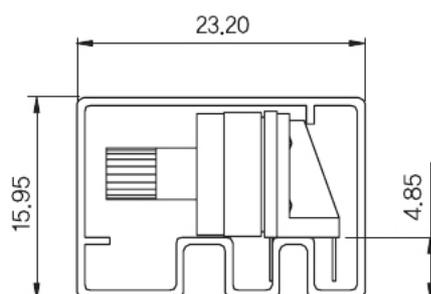
Through Hole Reflow : Reflow Soldering : 10s/260°C

Iron Soldering : 2s/340°C

Wave Soldering : 5s/280°C

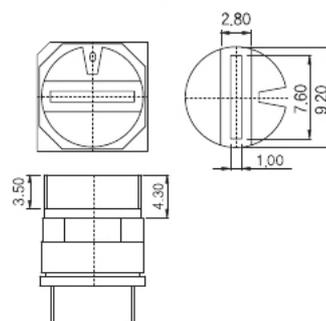
7 Packing 包装形式

- Tube Packing Q'ty : 50pcs / Tube



Accessories 配件

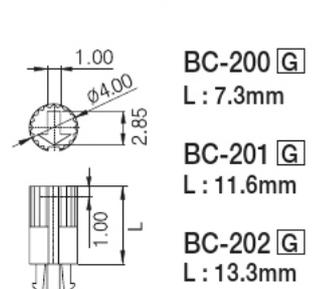
AC-100 **G**



* Applicable to only 'D' Actuators

* Should be mounted after soldering

BC-200 **G**



G : Gray R : Red K : Black

Y : Yellow B : Blue C : Clear

3 Code 编码表

R Real Code

04 Position	Real Code				01 0 0c 0c 01 0				
	C	1	2						
	0	*							
	1	*	*						
	2	*		*					
06 Position	Real Code					01 0 0c 0c 04 2c			
	C	1	2	4	8				
	0	*							
	1	*	*						
	2	*		*					
	3	*	*	*					
08 Position	Real Code						01 0 0c 0c 04 2c		
	C	1	2	4	8				
	0	*							
	1	*	*						
	2	*	*	*					
	3	*	*	*	*				
	4	*	*	*	*				
	5	*	*	*	*				
10 Position	Real Code							01 0 0c 0c 04 2c	
	C	1	2	4	8				
	0	*							
	1	*	*						
	2	*	*	*					
	3	*	*	*	*				
	4	*	*	*	*				
	5	*	*	*	*				
	6	*	*	*	*				
	7	*	*	*	*				
16 Position	Real Code								01 0 0c 0c 04 2c
	C	1	2	4	8				
	0	*							
	1	*	*						
	2	*	*	*					
	3	*	*	*	*				
	4	*	*	*	*				
	5	*	*	*	*				
	6	*	*	*	*				
	7	*	*	*	*				
	8	*	*	*	*				
	9	*	*	*	*				
	10	*	*	*	*				
	11	*	*	*	*				
	12	*	*	*	*				
	13	*	*	*	*				
14	*	*	*	*					
15	*	*	*	*					

C Complement Code

04 Position	Complement Code				01 0 0c 0c 01 0				
	C	1	2						
	0	*	*	*					
	1	*		*					
	2	*	*						
06 Position	Complement Code					01 0 0c 0c 04 2c			
	C	1	2	4	8				
	0	*	*	*	*				
	1	*	*	*	*				
	2	*	*	*	*				
	3	*	*	*	*				
08 Position	Complement Code						01 0 0c 0c 04 2c		
	C	1	2	4	8				
	0	*	*	*	*				
	1	*	*	*	*				
	2	*	*	*	*				
	3	*	*	*	*				
	4	*	*	*	*				
	5	*	*	*	*				
10 Position	Complement Code							01 0 0c 0c 04 2c	
	C	1	2	4	8				
	0	*	*	*	*				
	1	*	*	*	*				
	2	*	*	*	*				
	3	*	*	*	*				
	4	*	*	*	*				
	5	*	*	*	*				
	6	*	*	*	*				
	7	*	*	*	*				
16 Position	Complement Code								01 0 0c 0c 04 2c
	C	1	2	4	8				
	0	*	*	*	*				
	1	*	*	*	*				
	2	*	*	*	*				
	3	*	*	*	*				
	4	*	*	*	*				
	5	*	*	*	*				
	6	*	*	*	*				
	7	*	*	*	*				
	8	*	*	*	*				
	9	*	*	*	*				
	10	*	*	*	*				
	11	*	*	*	*				
	12	*	*	*	*				
	13	*	*	*	*				
14	*	*	*	*					
15	*	*	*	*					

G Gray Code

10 Position	Gray Code					
	C	1	2	4	8	
	0	*			*	
	1	*	*			
	2	*	*	*		
16 Position	Gray Code					
	C	1	2	4	8	
	0	*				
	1	*	*			
	2	*	*	*		
	3	*	*	*	*	
	4	*	*	*	*	
	5	*	*	*	*	
	6	*	*	*	*	
	7	*	*	*	*	
	8	*	*	*	*	
	9	*	*	*	*	
	10	*	*	*	*	
	11	*	*	*	*	
	12	*	*	*	*	
	13	*	*	*	*	
14	*	*	*	*		
15	*	*	*	*		

Q

10 Position	Gray Complement Code					
	C	1	2	4	8	
	0	*	*	*	*	
	1	*	*	*	*	
	2	*	*	*	*	
16 Position	Gray Complement Code					
	C	1	2	4	8	
	0	*	*	*	*	
	1	*	*	*	*	
	2	*	*	*	*	
	3	*	*	*	*	
	4	*	*	*	*	
	5	*	*	*	*	
	6	*	*	*	*	
	7	*	*	*	*	
	8	*	*	*	*	
	9	*	*	*	*	
	10	*	*	*	*	
	11	*	*	*	*	
	12	*	*	*	*	
	13	*	*	*	*	
14	*	*	*	*		
15	*	*	*	*		

Special Code 特殊编码表

10 Position	Real Code					04 1c 0c 0c 08 2c	
	C	1	2	4	8		
	0	*					
	1	*	*				
	2	*	*	*			
	3	*	*	*	*		
	4	*	*	*	*		
	5	*	*	*	*		
	6	*	*	*	*		
	7	*	*	*	*		
16 Position	Complement Code						0c 2c 0c 0c 04 1c
	C	1	2	4	8		
	0	*	*	*	*		
	1	*	*	*	*		
	2	*	*	*	*		
	3	*	*	*	*		
	4	*	*	*	*		
	5	*	*	*	*		
	6	*	*	*	*		
	7	*	*	*	*		
	8	*	*	*	*		
	9	*	*	*	*		
	10	*	*	*	*		
	11	*	*	*	*		
	12	*	*	*	*		
	13	*	*	*	*		
14	*	*	*	*			
15	*	*	*	*			
04 Position	Dezimal				01 2c 0c 0c 04 1c		
	C	1	2	3			
	0	*		*			
	1	*	*				
	2	*	*	*			
06 Position	Real Code					01 2c 0c 0c 02 1c	
	C	1	2	4	8		
	0	*					
	1	*	*				
	2	*	*	*			
	3	*	*	*	*		
04 Position	Real Code				01 1c 0c 0c 02 1c		
	C	1	2				
	0	*					
	1	*	*				
	2	*	*	*			

16 Position	Complement Code						0c 1c 0c 0c 08 2c
	C	1	2	4	8		
	0	*	*	*	*		
	1	*	*	*	*		
	2	*	*	*	*		
	3	*	*	*	*		
	4	*	*	*	*		
	5	*	*	*	*		
	6	*	*	*	*		
	7	*	*	*	*		
	8	*	*	*	*		
	9	*	*	*	*		
	10	*	*	*	*		
	11	*	*	*	*		
	12	*	*	*	*		
	13	*	*	*	*		
14	*	*	*	*			
15	*	*	*	*			
04 Position	Real Code			0c 2c 0c 0c 01 1c			
	C	1	2				
	0	*					
	1	*	*				
	2	*	*				
10 Position	Special Code BCD (Intermittent Switching)						0c 2c 0c 0c 08 1c
	C	1	2	4	8		
	0	*					
	1	*	*				
	2	*	*	*			
	3	*	*	*	*		
	4	*	*	*	*		
	5	*	*	*	*		
	6	*	*	*	*		
	7	*	*	*	*		
8	*	*	*	*			
9	*	*	*	*			
10 Position	Real Code						0c 2c 0c 0c 02 1c
	C	1	2	4	8		
	0	*					
	1	*	*				
	2	*	*	*			
	3	*	*	*	*		
	4	*	*	*	*		
	5	*	*	*	*		
	6	*	*	*	*		
	7	*	*	*	*		
8	*	*	*	*			
Position	Special Code mit / with 2 "C" (Terminal)						0c 4c 0c 3c 01 2c
	C	1	2	C	1	2	
	0	*		*			
	1	*	*	*	*		
	2	*	*	*	*	*	
	3	*	*	*	*	*	
06 Position	Decimal (06 Position) (Terminal)					0c 4c 0c 3c 01 2c	
	C	1	2	3	4		
	0	*					
	1	*	*				
	2	*	*	*			
	3	*	*	*	*		