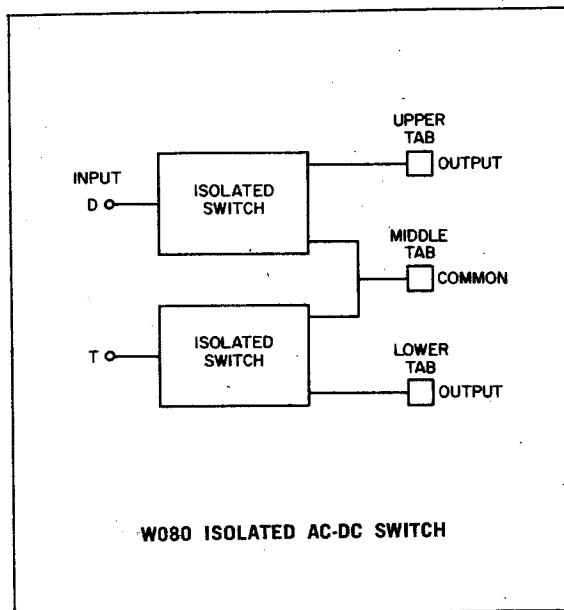


ISOLATED AC-DC SWITCH

TYPE W080

W
SERIES



This module contains two photon-coupled transistor switches with bridge rectifiers. Both turnon and turnoff are slow enough to minimize output noise. Output tabs are at handle end of module for maximum isolation. Drives relays, solenoids, panel lamps, small motors directly. Larger AC loads can be driven by the use of SCR or Triac* buffers. For example, one SC45B Triac with a W080 circuit tied from gate to anode 2 and a 100Ω resistor from gate to anode 1 can switch AC loads up to one kilowatt.

INPUT: Each input is a 30 ma load returned to +10v. A W061 driver is suitable. Switching rate must not exceed one hertz per second. Grounding an input turns on the switch, and an open circuit at the input turns off the switch.

OUTPUT: Each circuit can switch up to ¼ ampere from supplies up to 135 volts DC or AC (RMS) into resistive or inductive loads, or 30 va maximum at 120 volts. Can drive up to 40 va intermittently; up to 5 seconds on 50% duty factor. Derate by half for driving incandescent lamps. Typical "on" voltage drop: 8 volts. Typical switching time: 1/10 second.

*G.E. trademark

Not designed for series or parallel operation.

WIRING: Three AMP "Faston" tabs replace module handle. Type 914 Power Jumpers can be used to connect these to a nearby terminal block, etc. Use caution on high voltage.

NOISE: W080 is designed to generate little or no switching noise. However, power lines often carry noise from distant sources. Some types of loads generate noise, such as bush-type motors and power relays. Even SCR and Triac circuits generate fast transients on each turnon cycle. For these reasons, it is important to locate W080 modules and their output leads away from logic and logic wiring. If a W080 module must be used close to a logic module, put a W992 or W993 copper clad board with pins A and B cut away between them to form an electrostatic shield. In some cases line filters may also be necessary.

POWER: +10v(A)/60 ma; -15v(B)/0.

W080 — \$60.00