

FULL HEIGHT TURNSTILE



AGN15

Parameters:

1. Power Supply: AC220V±10V ,50Hz / AC110V±10V ,60Hz
2. Power Consumption: 100W
3. Temperature: -15 to 60 degrees
4. Humidity: <95%, without concretion
5. Passage Width: 600mm
6. Passing Speed: 30 persons/min (normal open), 20 persons/min (normal close)
7. Arm Open/Close Time: 2s
8. Input Interface: +12V electrical signal or impulse signal with width more than 100ms, drive current >10mA
9. Communication Interface: RS485 (Distance: <=1200m)
10. Working Environment: Indoors or outdoors with shed
11. Arm Turning: Uni-direction or Bi-direction

Main Functions:

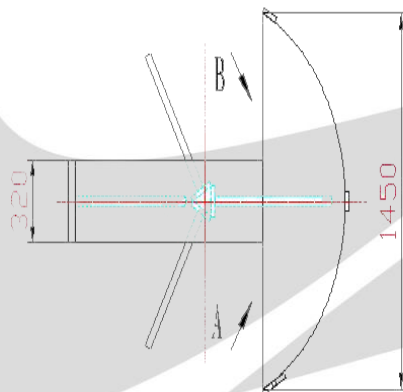
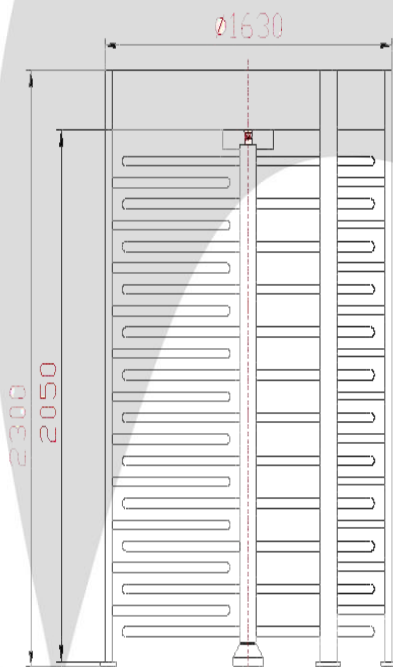
1. Auto-reposition function: After card read, passengers don't pass within regulated time period, turnstile will be locked automatically
2. Bi-direction passing or uni-direction
3. When power off, arm will be locked automatically.
4. Self-lock function: arm will be locked automatically after passenger passing.
5. 4 arms are always closed with each turning 90 degrees
6. Standard interfaces are convenient for connection with different readers which can send relay signal
7. RS485 interfaces can connect turnstile with computer directly
8. Stable running with little noise.

Material:

- 202 stainless steel
- 304 stainless steel
- 316 stainless steel

Structure:

1. **Dimension**
1630x1500x2300 mm
2. **Pole shape and diameter**
 - Beeline(shape)
 - Camber (shape)
 - Φ 38(diameter)
 - Φ 42(diameter)
 - Customer drawings
3. **Drawings**



Finishing:

- Brushed
- Grit satin
- Hot-galvanized
- Powder coated in colors

Constructions:

Turnstile column

SS304 pipe

Guiding elements inside and outside

Light metal casting, natural anodized

Portal frame

Made of steel with space reserved for installations

Working principles:

- Push the arm to make turnstile rotating

Power supply:

- 220V AC @ 60HZ
 - 230V AC @ 50HZ
 - 110V AC @ 60HZ
 - 220V AC @ 50HZ
- Working power: 24V DC

Controlling way:

- Relay signal
- RS485

Application

- All places which need to control people in and out.