## Model Spectrum 700VU

# Phantom® Digital UV Visible Transmission Meter



- Measures % of UV and Visible light transmission with a flip of a switch
- Digital display shows amount of transmission
- ETL approved
- Easy access to user replaceable parts
- Appealing look in office or lab

## **Description:**

A UV/visible light meter which measures the average percentage of ultraviolet rays and visible light transmitted through an optical lens. It's capability extends over the ultraviolet spectrum from 320 to 400 nanometers (nm), and over the visible spectrum from 400 to 700 nm. Light transmission through lenses can be checked without removing lenses from the frame. The meter is also useful in demonstrating photochromic lenses.

#### **Specifications:**

Power Consumption: 13 Watts

Power Requirement: 120 VAC, 60Hz;

220, 230, 240 VAC, 50Hz (Optional)

**Body:** Heavy gauge aluminum construction

UV Sensor: Silicon photo diode
UV Range: 320 to 400 nm

Visible Range 400 to 700NM

**Dimensions:** 6.65 x 6.85 x 7.25 in. (16.89 x 17.4 x 18.41 cm)

### **Operation:**

- 1. Turn on desired power switch (UV or Visible or both).
- 2. Set MODE switch to UV or Visible
- Adjust LCD reading to 100 by using the desired adjustment dial.
- Place lens or eyeglasses over UV or Visible sensor opening.
- 5. Observe readout for UV or visible percentage transmission.

For more information refer to the Phantom Digital UV Transmission Meter, Model Spectrum 700VU, Instruction Manual # 010VU.

One year warranty, parts and labor, excluding bulbs.

The Phantom Digital UV Transmission Meter, item # E420, is packaged in a  $10 \times 10 \times 10$  in.  $(25.4 \times 25.4 \times 25.4 \text{ cm})$  craft box.

Shipping weight = 6 lbs. (2.72kg)

Item# E420 for 120V, 60 Hz. Item# E420-220 for 220V, 50 Hz. Item# E420-230 for 230V, 50 Hz. Item# E420-240 for 240V, 50 Hz.



Calibrate to 100% UV or visible light transmission



Slide in eyeglasses to take reading



Switch from UV to Visible light



Easy access to replaceable parts



Packaging & Shipping



