Manual Actuators

Manual actuators consist of three types: the lock lever, the worm gear and the center handle type. The design depends on the model of valve that it will be used with. The photographs below show the manual actuators for the 700G.



Lock lever type

Opening and closing operations are conducted by merely turning the lever 90 degrees. The 10-stage locking mechanism allows flow rate control.



Worm gear type

The worm wheel works as a gear reducer to greatly reduce the torque required for extremely light open and close operations. The valve opening angle can be set as desired for completely stepless control of the flow rate.



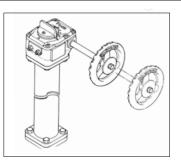
Center handle type

The planetary gear works as a gear reducer to greatly reduce the torque required for extremely light open and close operations. The valve opening angle can be set as desired for completely stepless control of the flow rate.

Options

Long-neck and long handle shaft

Installs to gear boxes or extends handle shafts.



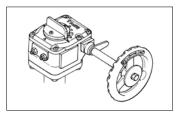
Handle lock

Prevents handle rotation caused by vibration and

can maintain a mid-way

open position.

Enables operation with the opposite side.



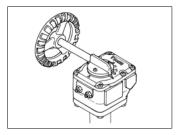
Reverse operator

handle shaft placed on the

Post indicator

Degree of opening can be

verified at a glance.



Screw indicator

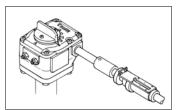
Degree of open output

By installing a limit switch, a

fully open or fully closed

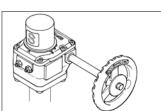
signal is output.

Tells, right at the device, how open it is even if the handle shaft is extended.



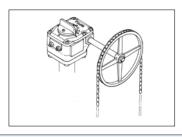
Indicator for thermal retention enclosures

Indicator allows verification even if the gear box is enclosed for thermal insulation.



Chain wheel

Valves in high or difficult to reach places can be operated by a chain.



Actuator New ELMY

New MICOM ELMY II

SRJ

LTKD

New T-DYNAMO 7E/7F/7G

TGA

TG-S

3C Diaphragm 6X/6W/6Z/6A/6B

Hydraulic cylinder

Manual Actuators 1T/1J/2U/2I/2S/2G/2R

Options in the diagrams above are shown with the 2U worm gear. For details, please consult us.

