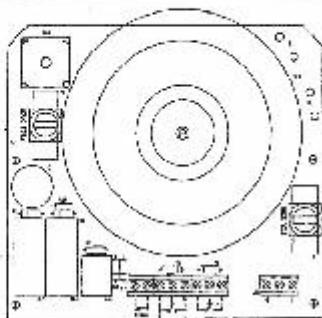


DESCRIPTION

The CV10 unit is an electronic device. It can control all doors, windows and gates with the help of electronic actuators.

BLOCK DIAGRAM OF EQUIPMENT

- 1 = 24 Vac to 230 V power supply
- 2 = 16A fuse or 24 V power supply
- 3 = CV10 terminal board
- 4 = 230 V power FCB with relay
- 5 = Transformer
- PL1, PL2 = Open/close switch relay
- PL3 = Drive unit by commanding remote
- PL4 = 10 A fuse for safety



CV10 TERMINAL BOARD DESCRIPTION

- 1 Terminals 1 and 2: power supply for the actuator. Connection for supplying power to 24Vdc actuators with minimum load of 5A.

- 2 Terminals 3, 4 and 5: emergency command (open). Contact for commanding opening and closing of the actuator. The contacts of the contacts for programming terminals 8 and 9.

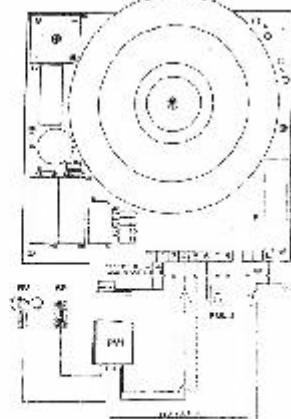
- 3 Terminals 6, 7 and 8: open/close command (close). Contact for commanding opening and closing of the actuator without any preset. When power failure contact is enabled, the function is closed and it re-opens only when the controlled contact is in the normal state.

- 4 Terminals 9 and 10: 230 V, 50 Hz power supply.

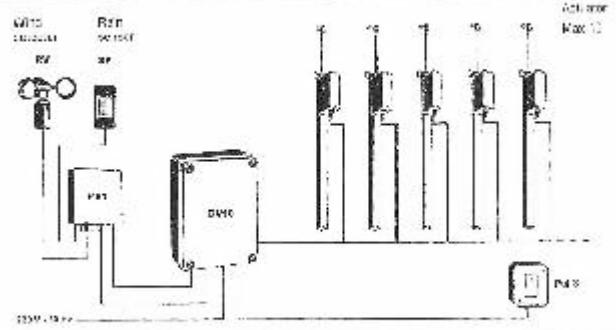
L = PNC-SE

R = NED-SE

- 5B: Connection for either 10 mm² or 4 and 5A fuse required. Please note that the emergency call will give the driving command.



AIR EXCHANGE



CONTROL DEVICE FOR AIR EXCHANGE SYSTEMS

Power supply: 230V + 50 Hz + 2kW transformer. The CV10 control unit can be connected to a standard or 10 mm² or 5A fuse connection.

The control unit, either the P.L. 3 type or a standard type, must be connected directly to the CV10 control module. Even a CV10 control module can be connected to each ID using a 6 or 9 P.L. 3 type contact and switch. Alternatively, several CV10 control devices can be connected in parallel to 3 or 10 mm² or 5A fuse connection. CV10 control devices can be connected using a 6 or 9 P.L. 3 type switch or each CV10 control device using a 10 mm² or 5A fuse.

Dimensions: 10 x 20 x 9 cm



MANUAL SWITCH

P.L. 3 type switch and releases on/off. Connection P.L. 3 for wall mounting.