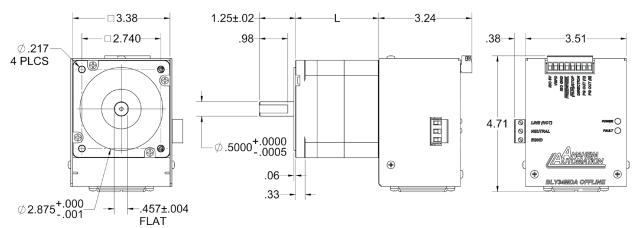
- Requires 85 135 VAC Power Input
- Maximum Current Limit at 15.0 Amps
- Constant Velocity Mode
- 0.5 to 5V External Voltage Speed Control
- 2-Quadrant Operation
- Hall Sensor Feedback
- Short Circuit Protection
- Freewheel, Run/Stop and Direction Inputs
- Optically Isolated Inputs and Output
- Detachable Screw Type Terminal Blocks



The BLY34MDA Offline Series is a compact construction that implements an Offline Brushless Controller and a DC Brushless Motor in one streamline package. With the two parts combined into one casing, the need to wire up the motor has been eliminated. The Offline Brushless Controller operates off 110VAC. The high-speed Brushless Motor can operate at 3000RPM, can generate up to 297 oz-in of continuous torque, and deliver as much as 665W, with the BLY34MDA4 Offline offering. Using hall sensor feedback, the Offline Brushless Controller operates in a constant velocity mode. The driver is protected against over current (cycle-by-cycle), hall sensor error and under voltage. An external potentiometer (10K) or external voltage (0.5-5VDC) can be used to control the speed. The direction of the motor can be preset by the direction control input. A stop function can be done by opening the Run/Stop input.

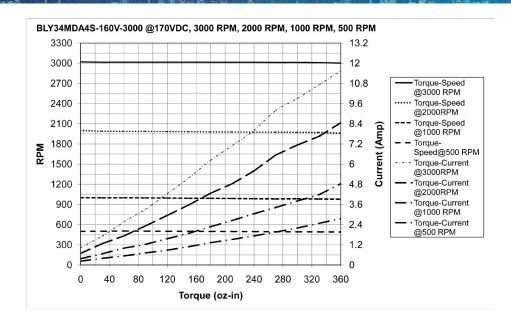


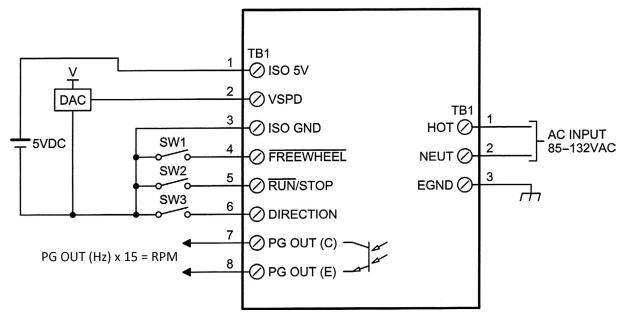
*All units are in inches

Model	Rated Speed (RPM)	L (in.)	Torque (oz-in)	Power (W)	Weight (lbs.)	
BLY34MDA1S-160V-3000	3000	6.08	49	110	4.73	
BLY34MDA2S-160V-3000	3000	6.63	99	220	5.28	
BLY34MDA3S-160V-3000	3000	7.69	192	440	6.93	
BLY34MDA4S-160V-3000	3000	8.75	297	660	10.01	

L011182







Pin#	Description	
1	ISO 5V	
2	VSPD	
3	ISO GND	
4	Freewheel	TI
5	Run/Stop	
6	Direction	
7	PG OUT (C)	
	PG OUT (E) to-Isolated Control & Speed Control	Inputs,

2	AC Neutral						
3	Earth GND						
TB2 AC Vo	TB2 AC Voltage Input Terminals						

Description AC Line (HOT)

Pin#

1

	SPEED (RPM) vs. VSPD (V)										
	3000										\mathcal{A}
	2500									/	
_	2000							/	4		
SPPED (RPM)	1500						1				
SPPEL	1000										
	500										
	0			#	#						
		0 1			2		3		4		5
	VSPD (V)										