

500 - 1000 W Lamp Housing LSH601

Please read these operating instructions carefully before operating this equipment.
The instruction manual is part of the product and must remain with it during its entire lifetime.
If the product is transferred to another user, the instruction manual must also be transferred.
If there are any questions or problems regarding the use,
please contact:

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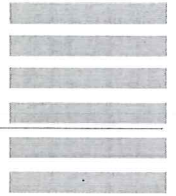
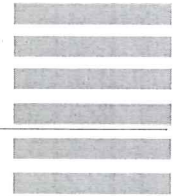


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SAFETY CONSIDERATIONS

There are up to seven hazards in the operation of an arc lamp light source:

- UV-Radiation
- Ozone
- Heat and Fire
- Electrical
- EMI
- Mercury (Hg)
- Lamp Explosion

WARNING SYMBOLS

The following hazard warning symbols are used :



CAUTION

Hazard which can damage the product or any component(s) connected to it.



WARNING

Hazard which can cause injury to the user or other person. Read and understand the manual!



CAUTION

Electrical shock hazard



WARNING

Ultraviolet Light



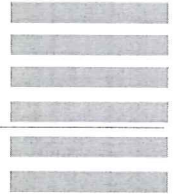
CAUTION

Hot Surface



WARNING

Lamp Explosion



UV-Radiation



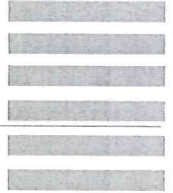
Our deuterium and arc lamp sources produce UV with wavelengths down to 180 nm and below, depending on the lamp and its envelope material. Most tungsten halogen lamps have UV stop envelope materials. But there are models which emit some radiation down to 220 nm. The UV intensity levels from some of these sources may be higher than those from the sun and shorter wavelengths may be present.

This high intensity UV and VIS radiation can permanently damage the cornea, lens, and retina of the eye, even causing blindness. This damage may not be immediately apparent. The deep UV is absorbed in the cornea or eye fluids; focuses VIS and NUV can damage the retina. Normal blink reaction to visible light may not be adequate protection, and a beam of invisible NUV (produced by spectral filtering) can be most dangerous, as the blink response is not induced. UV radiation can also cause painful sunburn, and with prolonged exposure, serious burns.

Recommendations:

The simplest thing to do if you don't need the ultraviolet is to get rid of it at the source. Contact us for lenses or filters to accomplish this. If you require the UV then there are several precautions you should take to minimize exposure and reduce the hazards.

1. Never look directly into the output beam even with safety glasses.
2. Do not look at the specular (mirror) reflection of the beam.
3. Always wear UV protective eyewear and gloves.
4. Do not view UV images without safety glasses. Looking at the big image of high wattage lamps on a distant wall or small image of lower wattage lamps on a probe requires welding goggles!
5. Use a manual or electronic shutter to close the beam when the source is not in use.



Ozone

About 6 % of the electrical power consumed by the Xe arc lamps is emitted by UV radiation below 380 nm. The lamp spectrum ends at about 170 nm because of the absorption of standard quartz material. Synthetic quartz (Suprasil) allows transmission down to 160 nm.

Shortwave ultraviolet light below about 240 nm photolyzes molecular oxygen to produce ozone, O₃. This is emitted in the cooling air stream of the lamp housing. Ozone is a common pollutant at ground level in urban areas. Relatively low concentrations of ozone can cause nasal dryness and a burning sensation in the throat, headaches, nausea, and irritation of the mucous membranes.

There are so called "ozone-free Xe-lamps" available which use a doped quartz envelope material effectively absorbing the radiation below 240 nm.

There is no simple way of predicting the ozone concentration (or its impact on you) e.g., operation in a small enclosed area may lead to high concentrations. Operation of the same system in a large well ventilated laboratory may not be a problem. Recommended maximum exposures are typically:

0.1 ppm for 8 hours exposure
2 ppm for a 2 hour exposure

The maximum ozone production is in the spectral range of 175 to 200 nm.

When Hg lamps are running at operating temperature radiation of the arc below 240 nm is absorbed by the external cooler gas layers of the bulb. Therefore **Hg lamps do not produce ozone during operation**. Only in the first minutes until the mercury is not completely vaporized, little ozone is produced.

This is not the case for Hg(Xe) lamps which provide high UV output. For most lamps the bulb is made of Suprasil transmitting down to 160 nm.

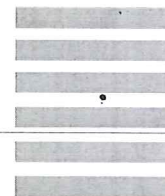
A 150 W UV Xe arc lamp can contribute more than 1 part ozone per million to the convective air stream. This may be of little consequence in a well-ventilated area but some people are very sensitive to ozone and the long-term effects are not well documented. Noticeable symptoms for most people appear at 0,3 – 0,5 ppm.

A very sensitive nose can detect 0,015 ppm. 1 ppm produces a strong and obnoxious odor. As a rule of thumb, if you can easily smell ozone, the level is too high for prolonged exposure.

Recommendations:

1. Use an ozone free lamp unless you need the shortwave UV
2. Operate the system in a large ventilated area.

Note: Ozone has an absorption in the UV. If ozone is created and built up in the optical path, particularly a long enclosed optical path, then the observed UV radiation level may change accordingly and lead to misinterpretation of lamp or sample performance.



Heat and Fire Hazards

Arc lamps become very hot (bulb temperature 600 – 900 °C) after several minutes of operation, and remain hot for some time after being shut off. Depending on the total wattage dissipated in the housing, some housing walls and top could get very hot (typ. up to 70 – 80°C). The condenser optics reach higher temperatures.

Caution:

1. With the exception of the thermally insulated knobs on the base, adjustable reflector and lens focus, never touch the lamp housing or condenser when in use.
2. Allow the housing to cool before touching the exterior or before accessing the interior.
3. Do not touch the lamp envelope and ends or adapters without allowing for enough cooling down time (at least 10 – 15 minutes).
4. Because our housings are equipped with condenser lenses, remember that re-focussed output can cause ignition of flammable targets (ex: wooden walls, certain chemicals).



Electrical Hazards



A high transitory voltage (25 – 45 KV) is used to ignite arc lamps. The lamp terminals may have a potential difference of up to 200 V prior to lamp start. There may be up to 1000 V ignition voltage present at the output terminals of Hg power supplies!

Warning:

1. Make all connections to or from the power supply with the power off.
2. Keep personnel clear of all exposed terminals.
3. Before changing lamps or working on the system, disconnect input power and check the power supply voltmeter (if available) for zero voltage to be sure that internal capacitors are fully discharged.
4. Make sure all connections are securely made (and check the polarity) before starting a lamp.
5. Do not handle lamp leads during lamp ignition.



EMI

Ignition of a Xenon arc lamp requires high voltage/high frequency pulses. Mercury arc lamp can also be started in this way or by using a voltage ramp of 3 – 4 KV. In both cases a high current discharge follows. The ignition pulses particularly, but also the high starting currents, are sources of radiated and conducted electromagnetic interface. Good earthing, cable routing practice, and EMI shielding may be necessary to protect sensitive digital circuitry from these pulses.



Recommendations:

1. Start the arc lamp before powering nearby computer systems.
2. Keep the computer away from the ignitor/power supply.
3. Use a different outlet and line for the computer and ignitor/power supply.



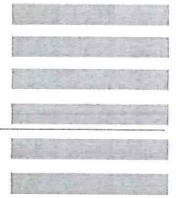
Mercury (Hg)

Hg and Hg(Xe) arc lamps contain marginal portions (several 100 mg) of Mercury. Mercury contamination can occur in case of lamp breakage or explosion. The inhalation of mercury or mercury compounds in vapor or dust state will lead to the damage of lungs, kidneys and the nervous system. Apart from inhalation, mercury may be transmitted through the skin (penetration) or through the gastro-intestinal tract (resorption), which is harmful as well.

The threshold limit value for mercury is 0,1 mg/m³ in compliance with the German Technical Regulations for Dangerous Substances TRGS 900. The threshold limit value is a measure for the maximum concentration in case of repeated and long-time exposure until the general health of a worker is impaired. An analytical detection of mercury vapor is possible by means of gas detectors with test tubes (rough measurement) or monitors absorbing mercury vapor (room air monitoring), respectively.

In case of Hg lamp breakage or explosion we recommend the following:

1. First the people in close proximity should remove themselves **immediately** in order to avoid inhaling mercury vapor.
2. The laboratory should be ventilated /aired thoroughly (20 – 30 minutes).
3. After the lamp housing has cooled down (approx. 15 – 20 minutes) the scrap of mercury, which has condensed in the interior of the lamp housing should be removed with a adsorbent agent (available from chemistry stores).



Lamp Explosion



When arc lamps are cold, they are under several atmospheres of pressure (Xe and Hg(Xe) lamps up to 20 bar, Hg up to 3 bar), and may explode due to internal strains or physical abuse. When hot, both Xenon and Mercury arc lamps have internal pressures up to 100 atmospheres and the possibility of violent explosions exists. In normal operation lamp explosions are rare and usually only occur if the lamp is not handled (and operated) in the recommended manner.

Possible reasons for lamp explosions are:

- Incorrect polarity.
- Insufficient cooling.
- Excessive wattage or overcurrent. The higher the wattage input, the higher the internal pressure.
- Lamp life exceeded by more than 25 %. Advanced recrystallization of the quartz weakens the mechanical strength of the bulb.
- Blackening of the lamp bulb. This is caused by tungsten gradually evaporating from the electrodes. So gradually temperature and pressure rises in the bulb due to absorption of radiation.
- Too many lamp ignitions respectively lamp starts (the stated average lamp life refers to an average operating time of 2 h for each lamp start). Too many lamp starts will shorten lamp life.
- Stress to the lamp envelope. Stress can occur from scratches due to improper handling, from deterioration of the lamp envelope, from improper mounting or microscopic cracks caused by dusty cooling air.
- Finger prints and other contaminations left on the lamp will burn in and cause a deterioration of the envelope while acting as a seed for ongoing recrystallization of the quartz.

Recommendations:

1. Read and understand the lamp housing operation manual for correct lamp installation.
2. You should really replace the lamp after exceeding 25 % of specified lamp life.
3. Do not handle a bare arc lamp without safety goggles and protection for exposed areas of skin.
4. Do not touch the lamp envelope with your fingers. In case this happens, clean the envelope with alcohol.
5. Do not operate the lamp at more than 10 % above rated power or current, especially if the lamp is old.
6. Do not apply torque to the lamp envelope during installation or removal.



II. NORMAL USE OF THE LAMP HOUSING

The LSH601 500 – 1000 W lamp housing is exclusively for creation of UV light with high intensity. The housing was especially designed for specific 450 – 1000 W arc lamps. But it also houses halogen lamps in the 600 – 1000 W power consumption range. Only the lamp types mentioned by LOT can be used.

All lamps are operated under optimal and for these lamps necessary conditions. Short arc lamps require a high voltage spike, up to 40 kV for Xe-lamps, to ignite. The ignitor is mounted to the back of the housing. Having the ignitor built into the lamp housing minimizes unwanted radiated or conducted EMI and reduces potential exposure to the high voltage ignition energy.

With exception of the 500 W Hg-lamp you can operate all 450 – 1000 W arc lamps listed in the corresponding power supply manual. (The 450 W Xe-lamp has to be run in the 1000 W housing because of its length and different cooling requirements). With the appropriate lamp adapter, LOT ignitor and LOT power supply you can operate Xe-, Hg- and Hg(Xe)-lamps of different power in this housing.

The operation of halogen lamps, requires a special interface to meet the different electrical requirements of the lamp type. Halogen lamps need two voltage connections.

Building a Complete Source:

To build a complete source you will need:

Lamp housing, condensing optics, lamp with appropriate adapter, electrical interface and power supply.

The LSH601 lamp housing is designed for operation with LOT ignitors and power supplies only!



Housing without Condensing Lens

If the condenser is removed there will be a large aperture in the front of the housing. This opening compromises the integrity of the housing and exposes the operator to the potential hazards of electrical shock and lamp explosion as well as affecting the lamp cooling process. The condenser aperture **must** be securely covered before operating the lamp.

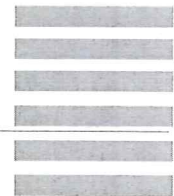
Safety Features

The lamp housing incorporates safety interlocks. When used with a LOT power supply, the lamp automatically shuts off if the housing door is removed or the housing overheats.



Caution:

The lamp housing always must operate in vertical position. Otherwise the lamp may be damaged or may even explode! We offer 90° beam turning accessories if a non horizontal beam is required. In case of carrying or shipping the lamp housing remove the lamp from its sockets! Otherwise the lamp may break off.



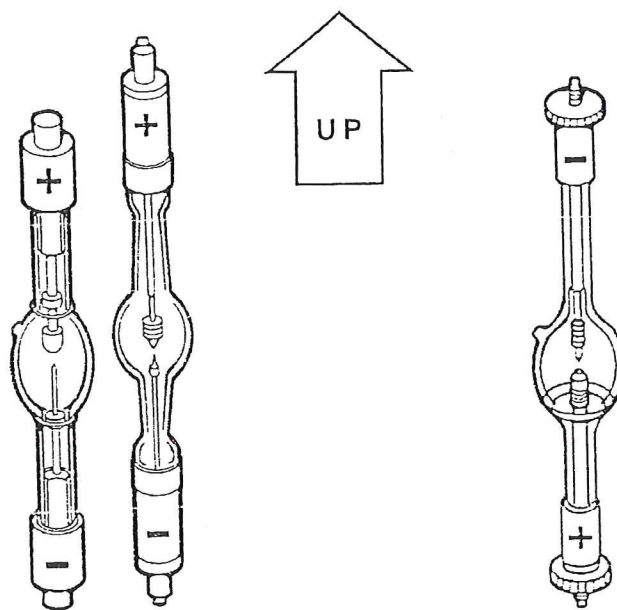
III. LAMP INSTALLATION AND OPERATION



Arc Lamp Installation and Initial Operation

After unpacking, allow the lamp housing (and power supply) to come to room temperature, to avoid the danger of water condensation shorting any electrical functions.

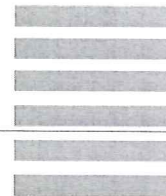
1. Check that there is no electrical service to the housing (lamp power supply should be off and discharged or best disconnected).
2. Put on safety glasses to protect your eyes against possible lamp burst.
3. Unscrew the thumb screws on the side of the housing and remove the access housing door. You will see a cooling baffle.
4. Unhinge the cooling baffle and remove it.
5. Determine which orientation is correct for the lamp. For Xenon and Mercury (Xenon) lamps the anode always is at the top. For mercury lamps the anode must be at the bottom. You can identify the anode by a + stamped on the lamp base. Any lamp identification writing or numbers will be the correct way up, when the lamp is held in the correct operating orientation. See the following Fig.



TYPICAL XE- AND Hg(Xe-) LAMPS
ANODE UP

TYPICAL Hg LAMP
ANODE DOWN

ARC LAMP ORIENTATION



6. Installing the lamp.

Each lamp requires its individual lamp adapter. The lamp adapters consist of an Aluminum socket and a heat sink (1 KW lamps) or top adapter (450 W Xe lamps).

The heat sink or top adapter is taking on three jobs:

1. Holding the temperature sensor
2. Electrical top connection to the lamps
3. Cooling of the lamp socket

The Al socket is already installed. It actually holds the lamp and provides electrical connection to the lamp button.

- Mount the temperature sensor (2 cables; green, yellow) to the blind hole in the heat sink or top adapter (Fig. 1) and secure it by tightening the Allen setscrew.
- Take the top connection lead and secure it to the top of the heat sink (or top adapter) using the Allen screw supplied (Fig. 2). Use the washer supplied and make sure that the connection is tight. This is important since this connection has to handle a current flow of 50 A!



Fig. 1

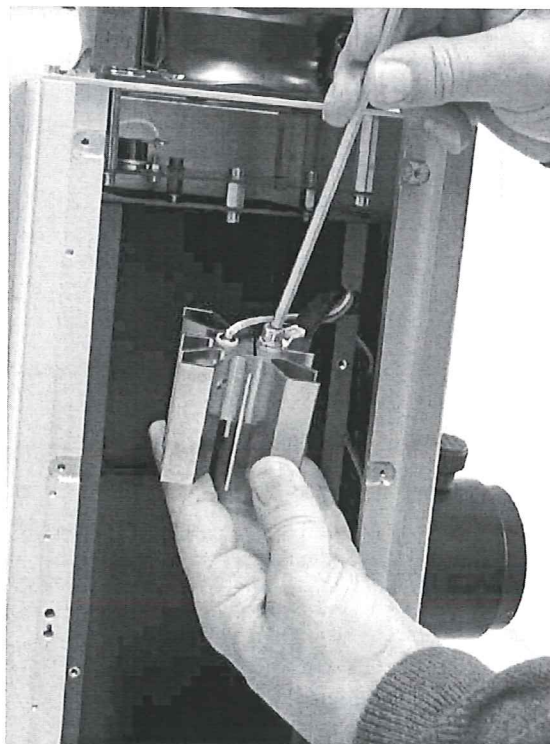
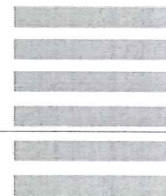


Fig. 2



- Insert the lamp with its top terminal into the heat sink (or top adapter) with the sensor installed and tighten the M4 screw on the heat sink (Fig. 3/4).

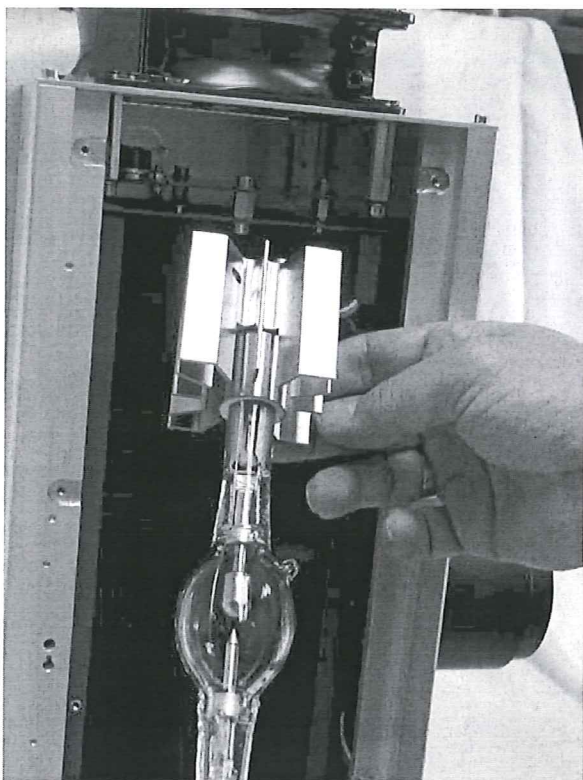


Fig. 3

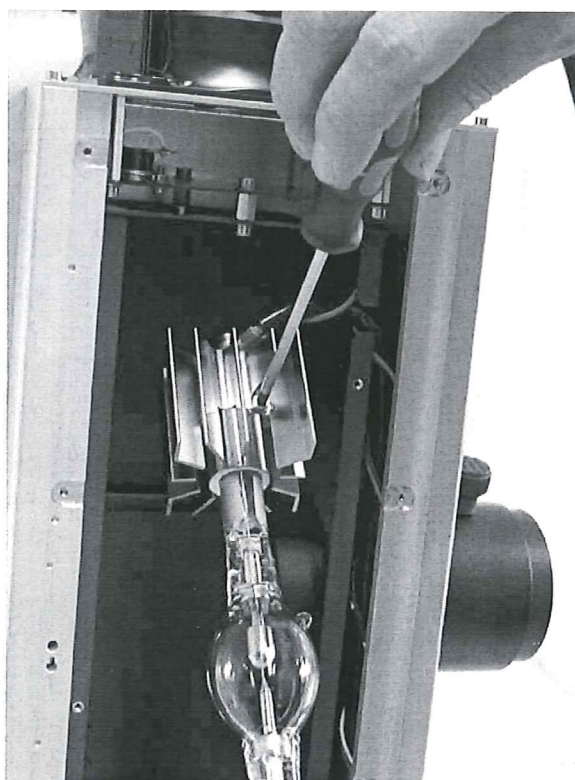


Fig. 4

- Place the bottom lamp terminal into the bottom lamp socket and tighten the M4 screws on the side of the lamp socket (Fig. 5). (If a spare lamp is supplied with two knurled nuts remove the bottom nut and discard).

Attention: Avoid leverage or torque to the lamp in any case! Otherwise lamp can break off.

Note: Please strictly keep to the order of steps to be followed! If you first mount the lamp to the socket adapter and then mount the heat sink you can exert a considerable leverage to the lamp!

7. Clean the lamp envelope with alcohol and lint free tissue. Fingerprints left on the lamp may cause the lamp to explode when lit.

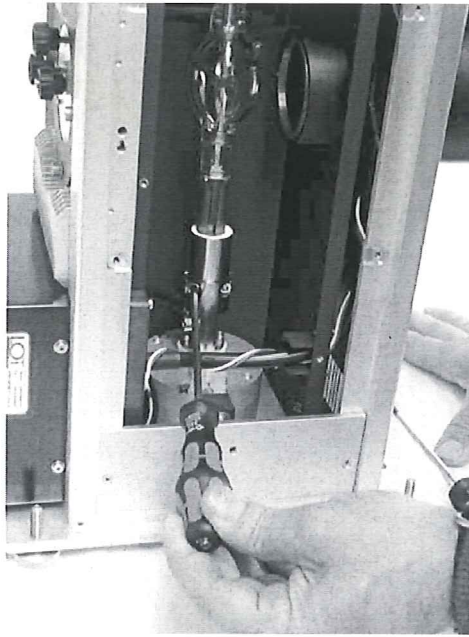


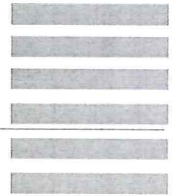
Fig. 5

8. Put the cooling baffle back into place.
9. Replace the side access door and tighten the knurled thumb screws.
10. Make the electrical connection to the appropriate power supply using the cables provided.
11. Do not ignite the lamp until prior adjustment of lamp, mirror and condenser (see section IV.).
12. The arc lamps should be operated close to their rated power. Dropping the power below 80 % of rated, can lead to unusual lamp performance, eventual instability, and shortened life. With mercury lamps it can also lead to cooling problems. Operation at more than 10 % above rated power will shorten lamp life considerably and (even if the lamp is older) lead to thermal problems and lamp explosion. Read and understand the Power Supply Instruction Manual before operation.
13. All lamps supplied by LOT are only suitable for **vertical burning position**. Therefore the lamp housing must not be tilted when operating the lamp.

**Caution:**

Be sure the lamp is positioned with the proper electrode on top and the correct cable connecting the power supply and the lamp housing. Operation with the wrong polarity will immediately destroy the lamp.

It is important to recheck the lamp polarity. If you are operating the lamp housing for the first time or changing lamp type, **DO IT NOW**. It may save you a lamp. Incorrect polarity will result in rapid destruction of the lamp.



Tungsten Halogen Lamp Installation and Initial Operation

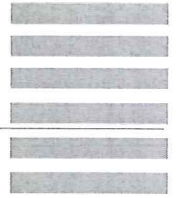
1. Check that there is no electrical service to the housing (lamp power supply should be off and discharged).
2. Unscrew the thumb screws on the side of the housing and remove the access door.
3. Unhinge the cooling baffle and remove it.
4. The interface and lamp adapter for halogen lamps is already installed. Insert the lamp with its pins into the socket. Avoid shear or torque forces on the lamp or its base. Any fingerprints, including invisible ones must be cleaned off with a cloth and alcohol.
5. Put the cooling baffle back into place.
6. Replace the side access door and tighten the knurled thumb screws.
7. Make the electrical connection to the appropriate power supply using the cable provided.
8. These 600 or 1000 W Tungsten halogen lamps should be operated close to their rated voltage. Dropping the power below 90% of rated, can lead to unusual lamp performance and shortened life.



Note:

When the filament of halogen lamps is cold - before it is switched on – the resistance is up to 20 times lower than at operating temperature. Accordingly the lamp is run with too much current during the start-up phase. So the operating frequency has an effect on lamp life. You can limit this negative effect by operating the lamp with a current ramp. The current will be brought slowly to its operating level without exceeding it, so that the lamp does not reach overpower level. This starting mode is called “Soft-Start” or current ramp.

The LSN610 power supply provides the “Soft-Start” feature.



IV. ADJUSTMENT OF LAMP, CONDENSER AND MIRROR

Adjustments prior to Operation

Before ignition, roughly adjust the lamp position. Adjust the lamp so the arc gap lies approximately in the center of the condensing lens. This can be seen through the lens if the focusing lever on the lens is full back (condenser lens right towards the lamp).

Adjustments during Operation

Condenser Adjustment:

Our condensing lens assemblies are designed for efficient collection and collimated light from the source, not for imaging! In order to get the best performance from the housing, always work with a "collimated beam" and use a secondary focusing lens, if you want to re-image the source.

How to position the Condenser to get a Collimated Beam

There are 2 methods.

A beam is collimated when the source is imaged at "infinity". One method is to project the image of the source on a wall that is about 5 or more meters from the source. Move the condensing lens so that the result is a clear image of the arc (or filament). Collimation is achieved by then moving the lens barrel slightly closer to the source. The second method is to place a card of some type in the beam right in front of the lamp housing and noting the diameter of the beam on the card. As you move the card further from the lamp housing, adjust the condensing lens, so the beam remains approximately the same size. This will achieve a collimated beam. **Do not view UV images without safety glasses.** The electrodes as viewed on the wall in front of the condenser are inverted (Fig1).

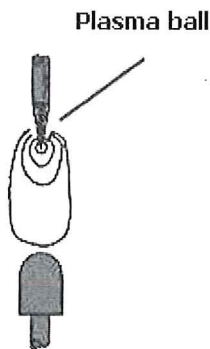


Fig. 1
Condenser image

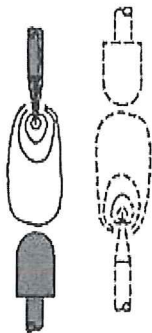


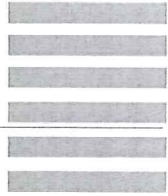
Fig. 2
Condenser image (left) Mirror image (right)



Fig. 3
Superimposed and mirror image (in line)

Fine Tuning of Lamp Position

Adjust the lamp position to center the output in the condenser lens aperture. You can place a piece of paper over the condenser output and center the beam on the aperture.



Mirror Adjustment

The mirror is adjusted with respect to the lamp by three knobs located directly behind the mirror on the mounting plate. The knobs provide adjustments for X, Y, and Z for tilt and focus.

Reflector with Arc Lamps

Rotate the mirror knobs until a bright sharp image appears alongside the arc. The reflector image on the wall (Fig. 2 on previous page) is double inverted, so the anode of a Xenon or Mercury (Xenon) lamp appears on top.

Place the mirror image over the main condenser image or alongside, as desired (Fig. 2/3). The best position is shown in Fig. 3. The image is the same size as the arc itself, you may need to use iterative adjustments to keep a focused mirror image if you do corrections on the lamp position. Focus the condensing lens accordingly.



Caution:

You can superimpose the two images, but do not let the mirror image of the arc fall onto either electrode. Overheating of the lamp seals and subsequent lamp explosion may result. Make sure that the mirror creates a sharp image (avoid focusing on the bulb of the lamp).

Mirror with Hg Arc Lamps



Attention:

Please see the following typical contours of equal luminance for Xe, Hg(Xe) and Hg lamps. Xe and Hg(Xe) arc lamps have one "hot spot" (plasma ball) at the cathode while Hg arc lamps have a hot spot at both electrodes.

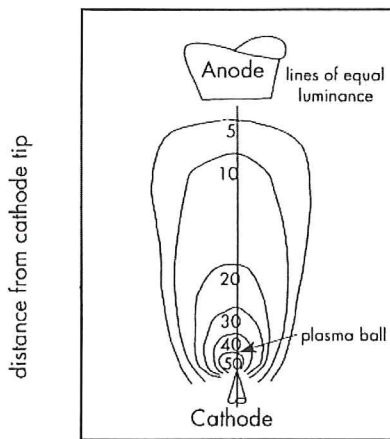


Fig. 1: Typical contour map of xenon and mercury (xenon) lamps

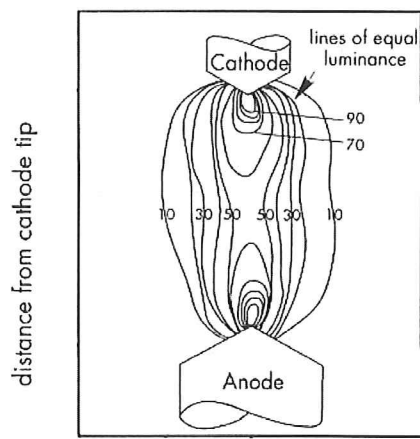
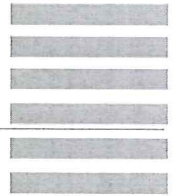


Fig. 2: Typical contour map of mercury arc lamps



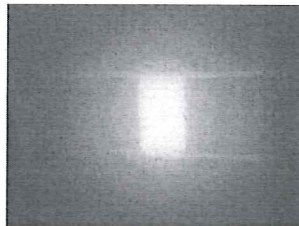
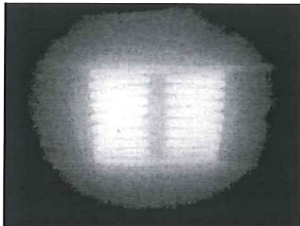
From the Fig. on the previous page it can be seen that the mirror is only useful with Xe and Hg(Xe) lamps since the electrode distance and the only one hot spot allows to place the mirror image without possibly damaging the lamp!

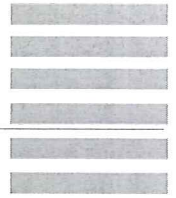
This is not the case with Hg lamps! Because of Hg lamps having two hot spots you cannot superimpose the two images (of condenser and reflector) in line without projecting the image on one of the Hg lamp's electrodes! This causes overheating of the lamp seals and subsequent lamp damage.

With Hg arc lamps you have to adjust the mirror in such a way that the mirror image is alongside. If this is not useful for your application, remove the mirror.

Reflector with Tungsten Halogen Lamps

The optional reflector assembly is also useful for halogen lamps. Lamp and mirror must be adjusted to each other so that the image of the filament lies beside the actual filament (see left Fig. below). **Reproducing an image of the filament on itself (right Fig. below) must be avoided** as it would lead to overheating of filament, increased vaporization and shorter lamp life.





VI. IMAGING THE SOURCE

By moving the focusing lever on the condenser you can move the position of the condenser to produce a diverging beam, "collimated beam" or a converging beam. The lens assemblies are designed for collimation not for imaging. The lens shape and orientation are selected to minimize lens induced distortions (aberration) when the lenses are close to the position which produces a collimated beam (the collimating position). When you try to use them for imaging, lens aberrations increase and light collection is reduced.

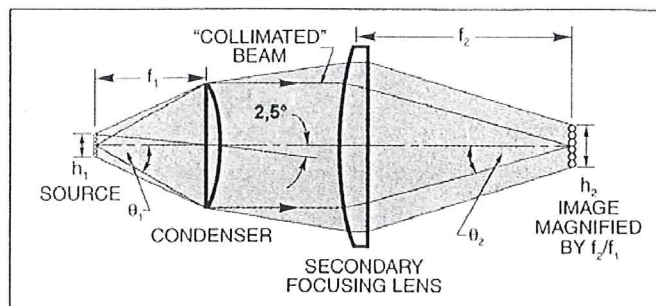
You can reimaging the source with the condenser in the collimation position and a separate secondary focusing lens. We offer a lens holder which couples directly to the condenser.

A Word on Uniformity and Collimation

It is often mistakenly assumed that a collimated beam is uniform. This is not true for standard LOT light sources! Because of the nature of the arc lamp a beam can be well collimated but not uniform. An arc lamp in our lamp housings produces a beam with a uniformity of approximately +/- 20 %. If uniformity is required we offer special uniform sources.

How good is the Collimation?

All real sources have finite extent. The Fig. below exaggerates some of the geometry in collecting and imaging a source.



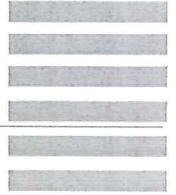
Imperfect collimation for sources of finite size.

The degree of collimation depends on the size of the source (arc or filament) and the focal length of the condenser optics. The half angle of the divergence α is given by:

$$\alpha = \tan^{-1} (\text{source height} / 2 \times \text{focal length})$$

Typical sources (arc or filament) have dimensions of a few mm. Our 1000 W quartz tungsten halogen lamp has a cylindrical filament of 5 mm diameter by 23 mm long. With the filament at the focus of an ideal 50 mm focal length condenser, the "collimated beam" includes rays with half angles from 0 to 14° to the optical axis. For a 1000 W Xe lamp the half angle is 0 to 1,9°. This is a theoretically calculated value, not taking aberrations into account. It illustrates the importance of "source size" on collimation.

Most lenses have simple spherical surfaces; focusing a highly collimated beam with such a spherical optic also has limitations.



VI. LAMP COOLING

The built-in fan ensures that the lamp terminals and the lamp itself are at an appropriate temperature and the lamp housing skin temperature is safe. The fan speed is thermally controlled to maintain proper operating temperature if lamp cooling requirements vary. The fan receives its power directly from the lamp power supply.

After ignition the fan remains off or runs at low speed as the lamp warms up. When the lamp reaches a preset temperature the fan either comes on at low speed and speeds up as necessary as the lamp continues to warm up until the lamp temperature reaches the control set point. The fan speed may change to keep the temperature at the set point.

When the lamp is turned off, the fan comes on at full speed to cool down the lamp as quickly as possible (as long as the power supply is plugged into the mains voltage supply). The fan goes down to low speed when the lamp has been cooled. The cool down phase with full speed fan does not apply to 200 W lamps since the power supply does not provide the necessary electrical signal.



Attention

Make sure that the ventilation slots of the fan are not covered. The lamp housing is designed as a tabletop unit. Integration into other systems may have a significant impact on cooling, resulting in incorrect lamp operation and potential lamp explosion.

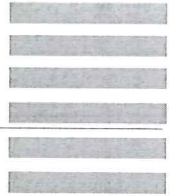
This constant temperature operation minimizes the concern about over or under cooling the lamp unless there are other cooling mechanisms being used – most likely ducting and/or other blowers that are used to remove the ozone by-product that can either augment or restrict the normal cooling air. **Before hooking up ducting other blowers, note the operating voltage and current of the lamp. Check these parameters after adding to your system.**

If too much cooling air is provided, the lamp will be overcooled. An overcooled lamp never reaches proper operating conditions and will run with low voltage / high current and often unstable light output. The high current operation will shorten the lamp life. Mercury lamps are very sensitive to overcooling as the mercury does not vaporize.

The evidence of an undercooled (or overheated) lamp is less obvious. The lamp will warm up quickly, but the voltage and current will be similar to a normal lamp. Since excessive temperature can damage the lamp seals and lead to premature – sometimes dramatic – failure, care has to be taken if the air flow around the housing is changed significantly.

A thermal interlock in these housings will activate and turn off the power supply in a grossly overheated condition. In the event of a failure in the temperature control circuitry, the fan should run at full speed providing overcooled but safe operation.

Note: The fan cooling will not be effective if the condenser is removed and the aperture is left uncovered.



VII. TROUBLESHOOTING

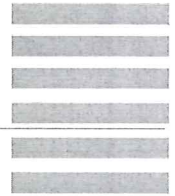
Problems

Arc Lamp will not ignite.

The problem may be in the lamp housing, in the power supply, in the ignitor, or with the lamp. The following procedures should help you identify the problem area. If you cannot locate the source of the problem, and do not have other lamp housings or ignitors/power supplies to interchange as a problem finding technique, we recommend you send the complete system, ignitor, power supply, lamp housing and lamp to LOT for diagnosis of the failure mode.

Recommended Procedures:

- Check that the power supply is operating (power light on, fan running). If you cannot turn the power supply on, then the interlock circuit may not be closed.
- Check that there is pre-ignition voltage available from the power supply. Move the toggle switch (if available) on the power supply to the voltage position and check that there is an open circuit voltage of more than 60 - 100 volts. If not, check the interlock circuit. If there is no pre-ignition voltage then the interlock circuit may not be closed.
- Check the interlock LED and circuit. First, check that the cover of the lamp housing is fully closed thus activating the interlock switch. This may cure the problem. If not, contact LOT for advice. Do not operate the lamp housing with a defeated interlock.
- Check the main power connections to the lamp housing and ignitor/power supply.
- Check the lamp and the internal connections to the lamp.
Remove the lamp cable from the housing, open the lamp housing and check the lamp and the contacts for proper contact. You may need to remove the lamp and examine it. Assuming no catastrophic damage, check for cracks in the lamp or lamp stem. Examine the molybdenum strip conductors inside the lamp stem for continuity. Small breaks in these conductors will prevent lamp operation. Examine the electrodes for excessive "burn back" or rounding. If the lamp has a trigger wire, check that it is properly attached.



EG – Konformitätserklärung EC – Declaration of Conformity

Wir erklären hiermit die Übereinstimmung des genannten Gerätes mit der Richtlinie 2006 / 95 / EG (Niederspannungsrichtlinie) und mit der Richtlinie 2004 / 108 / EG (Elektromagnetische Verträglichkeit). Bei Änderungen am Produkt, die nicht von uns autorisiert wurden, verliert diese Erklärung ihre Gültigkeit.

We declare the compliance of the device with the requirements of the council Directive 2006 / 95 / EC (Low Voltage Directive) and with the Council Directive 2004 / 108 / EC (Electromagnetic Compatibility). Any modification of the product, not authorized by us, will invalidate this declaration.

Gerätebezeichnung / Device name:

Lampenhaus / Lamp Housing LSH601

Normen / Standards:

EMV / EMC

EN 61326-1 (10/2006)

Elektrische Sicherheit / Electrical Safety

EN 61010-1 (2002-08)

Das Gerät ist gekennzeichnet mit / The device is marked with 

Darmstadt, den 22. Januar 2009

Geschäftsleitung / Managing Director

L.O.T.-Oriol Laser Optik Technologie GmbH & Co. KG

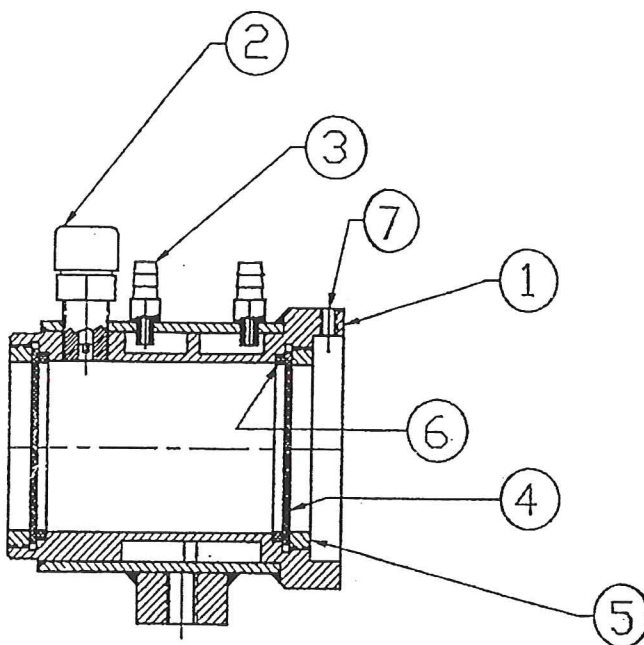
Die Erklärung bescheinigt die Übereinstimmung mit der Richtlinie und dem Gesetz, Gewährleistung und Haftung sind in unseren Allgemeinen Lieferbedingungen geregelt.
The declaration certifies the compliance with the directive and the law. Conditions of guarantee and liability are dealt within our General Conditions of sale.



Einbau Wasserfilter

Zum Einbau des Wasserfilters gehen Sie wie folgt vor:

1. Entfernen Sie das Überdruckventil (2).
2. Füllen Sie den Filter mit destilliertem Wasser. Destilliertes Wasser filtert das meiste IR raus, anderen Lösungen (z.B. Nickel- oder Kobaltsulfate) können nützlich sein zur Isolation spezieller spektraler Bereiche. (Diese Lösungen sollten vorbestrahlt werden, um die Transmission zu stabilisieren).
3. Schrauben Sie das Überdruckventil wieder ein (wasserdicht anziehen).
4. Befestigen Sie den Filter am Lampenhaus (oder Ihrem System) mit den Inbusschrauben (7).
5. Verbinden Sie die externen Wasserschläuche (Innendurchmesser 4 mm) mit den Kühlanschlüssen (3). Wenn Sie mit einem Umlaufkühler arbeiten, folgen Sie den Anweisungen in dessen Handbuch.





Lichtquellen, Sicherheitshinweise

Bestimmungsgemäßer Betrieb

Unsere Lichtquellen (Lampengehäuse sowie Netz- und Zündgeräte) sind ausschließlich zur Erzeugung von UV Licht (zum Teil) hoher Intensität bestimmt. Als Lampen dürfen nur die von LOT benannten Typen eingesetzt werden. Jegliche andere Verwendung unserer Lichtquellen gilt als nicht bestimmungsgemäß.

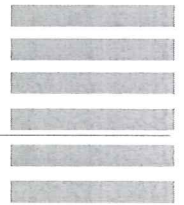


Zum korrekten Einbau und Betrieb der Lampe lesen und verstehen Sie die entsprechenden Seiten im Bedienungshandbuch. Die Sicherheitshinweise sind Teil des Gerätes und sind über die gesamte Lebensdauer des Gerätes aufzubewahren. Bei Benutzerwechsel müssen sie übergeben werden.

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SICHERHEITSHINWEISE

Beim Betrieb von Bogenlichtquellen gibt bis zu 7 Gefahrenquellen:

- UV-Strahlung
- Ozon
- Hitze/Feuer
- Elektrizität
- Elektromagnetische Interferenz (EMI)
- Quecksilber (Hg)
- Lampenexplosion

WARNSYMBOLLE

Zur Kennzeichnung von Warnungen werden folgende Symbole verwendet.



ACHTUNG

Gefahr, die für das Gerät oder mit ihm verbundenen Komponenten entstehen kann.



WARNUNG

Verletzungsgefahr, die für den Benutzer oder andere Personen entstehen kann.
Lesen und verstehen Sie die Bedienungsanleitung!



ACHTUNG

Gefahr durch elektrischen Schlag.



WARNUNG

UV-Strahlung.



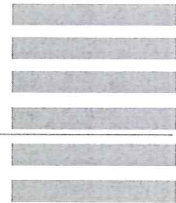
ACHTUNG

Heiße Oberfläche.



WARNUNG

Lampenexplosion



UV-STRAHLUNG



Unsere Deuterium- und Bogenlichtquellen produzieren UV Strahlung mit Wellenlängen bis zu 180 nm und darunter, je nach Lampentyp und dem Glaskolbenmaterial der Lampe. Die meisten Wolfram Halogen Lampen haben ein UV blockendes Kolbenmaterial. Aber es gibt auch Modelle, die einige Strahlung bis herunter zu 220 nm emittieren. Die UV Intensitäten einiger unserer Lichtquellen können höher sein, als die der Sonne, wobei auch kürzere Wellenlängen auftreten können.

Die hochintensive UV und VIS Strahlung kann Hornhaut, Linse und Netzhaut des Auges dauerhaft schädigen und sogar zu Erblindung führen. Diese Schädigung muss nicht unbedingt sofort auftreten. Das tiefe UV wird in der Bindehaut oder der Augenflüssigkeit absorbiert und fokussiertes VIS und Nahes UV (NUV) kann die Netzhaut schädigen. Der normale Blinkreflex bei sichtbarem Licht ist kein ausreichender Schutz und ein Strahl von unsichtbarem NUV (hervorgerufen durch spektrales Filtern) kann sehr gefährlich sein, da die normale Blinkreaktion nicht ausgelöst wird. UV Strahlung kann auch schmerzhaften Sonnenbrand hervorrufen und bei noch längerer Einwirkung zu ernsthaften Verbrennungen führen.

Empfehlungen:

Wenn Sie das UV nicht benötigen, ist es am einfachsten, es direkt an der Quelle zu unterdrücken. Rufen Sie uns an, wegen geeigneter Linsen und Filter, um dies zu erreichen. Wenn Sie UV benötigen, sollten Sie folgende Vorsichtsmaßnahmen beachten, um die Strahlung zu minimieren und die Risiken zu reduzieren.

1. Blicken Sie niemals direkt in den Austrittsstrahl, auch wenn Sie eine Schutzbrille tragen.
2. Blicken Sie nicht in das reflektierte Licht eines Metallspiegels.
3. Tragen Sie immer eine UV Schutzbrille und schützen Sie Arme und Hände durch entsprechende Kleidung, falls Sie im Strahl arbeiten.
4. Sehen Sie nicht auf UV Abbildungen ohne Schutzbrille. Wenn Sie die Abbildung einer hochwattigen Lichtquelle (auf einer entfernten Wand) oder die kleine Abbildung niederwattiger Lampen auf einer Probe betrachten, benötigen Sie eine Schweißerschutzbrille!
5. Benutzen Sie einen manuellen oder elektronischen Verschluss, um den Strahl zu blocken, wenn die Lichtquelle nicht in Gebrauch ist.



OZON

Ungefähr 6 % der elektrischen Energie, die von den Xe-Lampen konsumiert wird, wird durch UV Strahlung unter 380 nm abgegeben. Wegen der Absorption des Standardquarzmaterials endet das Spektrum ungefähr bei 180 nm. Synthetisches Quarz (Suprasil) ermöglicht eine Transmission bis herunter zu 160 nm.

Kurzwellige UV Strahlung unter etwa 240 nm verwandelt mittels Photolyse molekularen Sauerstoff in Ozon, O₃. Das Ozon wird über den kühlenden Luftstrom des Lampengehäuses abgegeben. Ozon ist ein verbreiteter Schadstoff, der in Städten in Bodennähe auftritt. Schon relativ geringe Konzentrationen von Ozon können eine trockene Nase, ein brennendes Gefühl im Hals, Kopfschmerzen, Übelkeit und Irritationen der Schleimhaut hervorrufen.

Es gibt sogenannte „ozonfreie Xe-Lampen“, mit dotiertem Quarzkolbenmaterial, das Strahlung unter 240 nm effektiv absorbiert.

Es gibt keine einfache Möglichkeit, Ozonkonzentrationen (oder deren Auswirkung auf den Einzelnen) vorherzusagen. So kann z.B. der Betrieb in einem geschlossenen kleinen Raum zu hohen Konzentrationen führen, während der Betrieb derselben Lichtquelle in einem gut belüfteten Laboratorium kein Problem darstellt. Empfohlene Höchstwerte:

0,1 ppm bei 8 Stunden Einwirkung/Bestrahlung

2 ppm bei 2 Stunden Einwirkung

Die maximale Ozonproduktion liegt im spektralen Bereich von 175 – 200 nm. Wenn Hg-Lampen bei Betriebstemperatur betrieben werden, wird die Strahlung unter 240 nm durch die externen kühleren Gasschichten des Kolbens absorbiert. Daher **produzieren Hg-Lampen während des Betriebs kein Ozon**. Nur in den ersten Minuten, wenn das Quecksilber noch nicht komplett verdampft ist, wird etwas Ozon produziert.

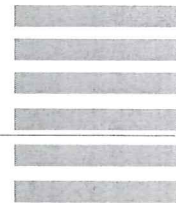
Dies gilt nicht für Hg(Xe)-Lampen, die einen hohen UV Output produzieren. Bei den meisten Hg(Xe)-Lampen ist das Kolbenmaterial aus Suprasil, das bis zu 160 nm transmittiert.

Eine 150 W UV Xe-Bogenlampe kann über den konvektiven Luftstrom mehr als 1 ppm in die Umgebung abgeben. Das kann in einem gut belüfteten Raum wenig Auswirkungen haben, aber einige Menschen reagieren sehr empfindlich auf Ozon. Auch sind die Langzeit-Effekte noch nicht gut dokumentiert. Symptome treten üblicherweise bei den meisten Menschen ab 0,3 – 0,5 ppm auf.

Eine sehr empfindliche Nase kann 0,015 ppm detektieren. 1 ppm produziert einen starken und unangenehmen Geruch. Als Faustregel kann man sagen, dass der Wert zu hoch ist, wenn man das „Ozon“ riechen kann.

Empfehlung:

1. Benutzen Sie eine ozonfreie Lampe, wenn Sie kein kurzwelliges UV benötigen.
2. Betreiben Sie das System in einem großen, gut belüfteten Raum.



Hinweis: Ozon absorbiert im UV. Wenn Ozon produziert wird und sich im optischen Weg aufbaut, insbesondere bei einem langen geschlossenen optischen Weg, dann kann sich der beobachtete UV-Strahlungsanteil entsprechend ändern und zu Fehlinterpretationen der Lampenintensität oder der Intensität auf der Probe führen.



HITZE / FEUER

Bogenlampen werden nach wenigen Minuten Betrieb sehr heiß (Kolbentemperatur 600 – 900 °C) und bleiben auch nach dem Abschalten noch für einige Zeit heiß. Je nachdem wie viel elektrisch aufgenommene Watt im Gehäuse umgewandelt werden, können die Gehäusewände und Deckel einiger Lampenhäuser sehr heiß werden (typ. bis zu 70 – 80 °C). Die Kondensoroptiken erreichen höhere Temperaturen.

Achtung:

1. Mit Ausnahme der temperaturisolierten Knöpfe auf der Grundplatte, dem justierbarem Reflektor und der Linsenfokussierung dürfen das Lampenhaus und der Kondensator während des Betriebs nicht angefasst werden.
2. Lassen Sie das Lampengehäuse abkühlen, bevor Sie es berühren oder das Innere öffnen.
3. Berühren Sie die Lampe und deren Enden oder Adapter nicht, bevor sie sich genügend abgekühlt haben (mindestens 10 – 15 Minuten)
4. Da unsere Gehäuse mit Kondensorlinsen ausgestattet sind, beachten Sie, dass der refokussierte Strahl im Zielbereiche brennbare Materialien (z.B. Holzwände, bestimmte Chemikalien) in Brand setzen kann.



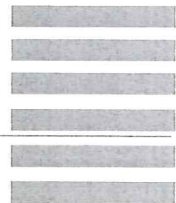
ELEKTRIZITÄT



Bogenlampen werden durch eine Hochspannungsentladung gezündet (25 – 45 KV). Die Lampenanschlüsse haben vor dem Zünden einen Spannungsunterschied von bis zu 200 V. An den Ausgangsbuchsen bei eingeschalteten Hg-Netzgeräten können bis zu 1000 V Zündspannung vorhanden sein.

Warnung:

1. Nehmen Sie alle Anschlussverbindungen vom oder zum Netzgerät nur am ausgeschalteten Netzgerät vor (am besten Netzstecker gezogen).
2. Halten Sie Personen von allen offenen Anschlüssen fern.
3. Bevor Sie Lampen wechseln oder am System arbeiten, schalten Sie das Netzgerät aus und überprüfen Sie, ob die Spannungsanzeige (falls vorhanden) des Netzgerätes 0 anzeigt, um sicherzugehen, dass interne Kondensatoren komplett entladen sind.
4. Stellen Sie sicher, dass die Anschlüsse an der Lampe korrekt vorgenommen sind und überprüfen Sie die Polarität, bevor Sie eine Lampe zünden.
5. Fassen Sie auf keinen Fall die Lampen-Zuführungen während des Zündvorgangs an.
6. Benutzen Sie das Netzgerät nur mit geschlossenem Gehäuse, im Inneren gibt es lebensgefährliche Spannungen.



ELEKTROMAGNETISCHE INTERFERENZ (EMI)

Die Zündung einer Xenon Lampe erfordert Hochspannungs-/Hochfrequenzpulse. Auch Quecksilber Bogenlampen können auf diese Art gestartet werden oder man benutzt eine Stromrampe von 3 – 4 KV. In beiden Fällen erfolgt eine hohe Stromentladung. Insbesondere die Zündpulse, aber auch die hohen Startströme können elektromagnetische Interferenzen hervorrufen. Um empfindliche digitale Schaltkreise vor diesen Pulsen zu schützen ist eine gute Erdung, gute Kenntnis über Kabelführung und eventuell EMI Abschirmung notwendig.

Empfehlung:

1. Starten Sie die Lampe, bevor Sie in der Nähe stehende Computer Systeme einschalten.
2. Benutzen Sie Computer nicht in die Nähe des Zünders/Netzgerätes.
3. Benutzen Sie verschiedene Steckdosen und Stromkreise für Computer und Zünder/Netzgerät.



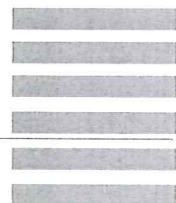
QUECKSILBER

Hg und Hg(Xe)-Bogenlampen enthalten geringe Anteile (einige 100 mg) an Quecksilber. Wenn eine Lampe zerbricht oder explodiert, kann es zu einer Kontamination durch Quecksilber kommen. Das Inhalieren von Quecksilbergemischen in Form von Dämpfen oder Staub führt zu Schäden an Lunge, Nieren und Nervensystem. Außer durch Inhalieren kann Quecksilber auch durch die Haut eindringen (Penetration) oder durch den Magen-Darmtrakt (Resorption), was auch zu gesundheitlichen Schäden führen kann.

Der Schwellenwert für Quecksilber ist 0,1 mg/m³ gemäß den deutschen Technischen Regeln für Gefahrstoffe, TRGS 900. Die maximale Arbeitsplatzkonzentration ist ein Maß für die maximale Konzentration bei wiederholter und langzeitiger Aussetzung, bei der die Gesundheit des Arbeitnehmers nicht geschädigt wird. Quecksilberdämpfe können mit Hilfe von Reagenzröhrchen in Gasdetektoren analysiert werden (grobe Messung) oder durch absorbierende Geräte zur Raumluftüberwachung, erfasst werden.

Im Falle eines Lampenbruchs oder einer Explosion einer Hg-Lampe empfehlen wir:

1. Alle Personen, die sich in der Nähe aufhalten, sollten sich **sofort** entfernen, um ein Inhalieren des Quecksilbers zu vermeiden.
2. Das Labor sollte gründlich be/entlüftet werden (20 – 30 Minuten).
3. Nachdem das Lampenhaus sich abgekühlt hat (ungefähr nach 15 – 20 Minuten) muss Quecksilber, das im Inneren des Gehäuses kondensiert ist, entfernt werden. Dies geschieht am besten mit einem Adsorptionsmittel aus dem Chemiefachhandel.



LAMPEN EXPLOSION



Wenn Bogenlampen kalt sind, stehen sie unter mehreren bar Überdruck (Hg bis 3 bar, Xe und Hg(Xe)-Lampen bis 20 bar). D.h. sie können durch interne Spannungszustände oder nicht ordnungsgemäßen Gebrauch explodieren. Im Betrieb haben beide, Xenon und Quecksilberlampen, einen internen Überdruck von bis zu 100 bar und es besteht die Möglichkeit gefährlicher Explosionen. Bei normalem Betrieb sind Lampenexplosionen selten und kommen meistens nur vor, wenn die Lampe nicht in der empfohlenen Weise gehandhabt und betrieben wird.

Mögliche Gründe für Lampenexplosionen sind:

- Falschpolung.
- Mangelnde Kühlung.
- Betrieb mit zu hoher Leistung (Watt) oder Überstrom. Je höher die Leistung, desto höher der Überdruck.
- Die Lampenlebensdauer wurde um mehr als 25 % überschritten. Fortschreitende Rekrystallisation des Quarzes schwächt die mechanische Festigkeit des Lampenkolbens.
- Schwärzung des Lampenkolbens. Sie entsteht durch von den Elektroden verdampfendes Wolfram. Durch Strahlungsabsorption kommt es zu einem allmählichen Temperatur- und Druckanstieg in der Lampe.
- Zu häufige Zündung bzw. Einschalthäufigkeit (die angegebenen mittleren Lebensdauern beziehen sich auf eine durchschnittliche Brennzeit von 2 h je Einschaltung). Bei hoher Schalthäufigkeit wird die Lebensdauer verkürzt.
- Belastung / Stress des Lampenkolbens. Spannung kann entstehen durch Kratzer bei unsachgemäßer Behandlung, Alterung des Lampenkolbens, schlechten Einbau oder mikroskopische Risse durch staubige Kühlluft.
- Fingerabdrücke und andere Verschmutzungen auf der Lampe brennen ein und führen zu einer früheren Alterung des Lampenkolbens durch fortschreitende Rekrystallisierung des Quarzes.

Empfehlungen:

1. Lesen und verstehen Sie die Betriebsanleitung des Lampenhauses zum korrekten Lampeneinbau.
2. Ersetzen Sie die Lampe unbedingt, wenn die Lampenlebensdauer um mehr als 25 % überschritten ist.
3. Tragen Sie beim Anfassen von Bogenlampen immer eine Schutzbrille und schützen Sie gegebenenfalls exponierte Hautbereiche.
4. Berühren Sie den Glasteil der Lampe nicht mit den Fingern. Falls doch, reinigen Sie den Lampenkolben nach der Installation im Gehäuse mit Alkohol.
5. Betreiben Sie die Lampe nicht mehr als 10 % über Nennleistung oder –strom, besonders wenn die Lampe schon alt ist.
6. Üben Sie beim Ein- oder Ausbau keine Torsionskräfte auf die Lampe aus.