

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.



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.



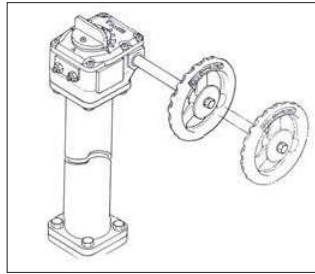
Center handle type

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

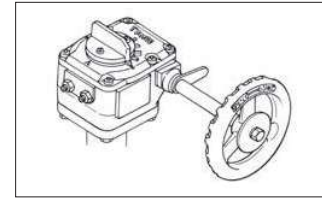
Long-neck and long handle shaft

Installs to gear boxes or extends handle shafts.



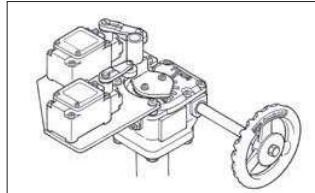
Handle lock

Prevents handle rotation caused by vibration and can maintain a mid-way open position.



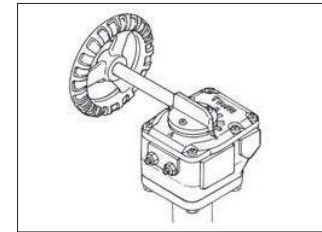
Degree of open output

By installing a limit switch, a fully open or fully closed signal is output.



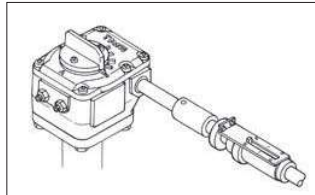
Reverse operator

Enables operation with the handle shaft placed on the opposite side.



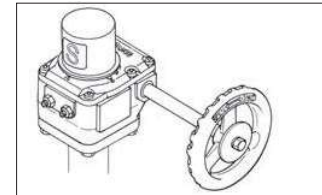
Screw indicator

Enables to check, how open it is even if the handle shaft is extended.



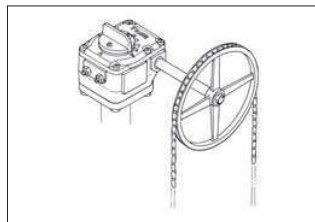
Post indicator

Degree of opening can be verified at a glance.



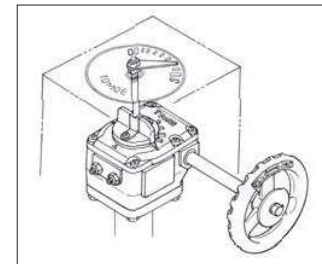
Chain wheel

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



Indicator for thermal retention enclosures

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



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

Actuator

New ELMY
41

New MICON ELMY II
41

PMK-SRF
4K

SRJ

4J

LTKD

4L

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

TGA

3A

TG-S

3K/3U

3C

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

Hydraulic cylinder

3H

Manual Actuators

17/1J/2U/2I/2S/2G/2R

