

PRM-W1

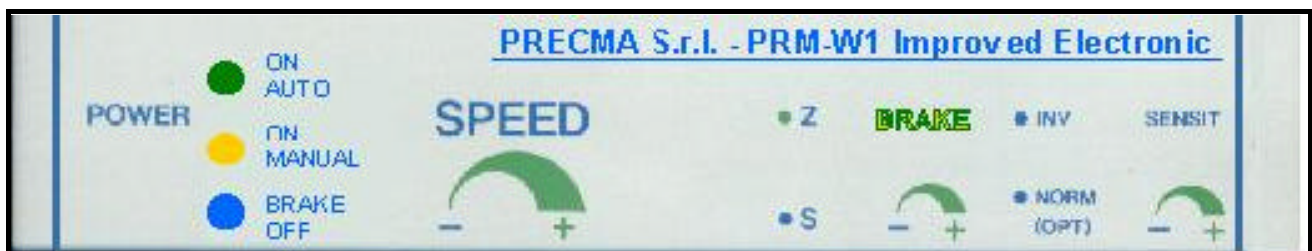
Improved Substitute for SaviTec 100W electronic boards Quick Installation Procedure

PRM-W1 is a pin-to-pin compatible improved substitute for original Savitec 100W weft feeder electronic boards. PRM-W1 can easily substitute old broken 100W electronics: you just have to change the full old original (broken) board with a PRM-W1 new one.

1. PRM-W1 boards Features:

- Pin to pin improved substitutes for Savitec 100W and 300W electronic boards
 - Control board for bi-phase AC motor
 - Speed adjustment by frequency and voltage modulation
 - PWM systems
 - Board supply voltage: 48 V/DC
 - Microcontroller control logic
 - New high performance automatic speed adjusting algorithm
 - Cooler working temperature
 - Microcontroller improved optical yarn reader sensing
 - Special programming features on demand
-
- Max weaving speed: 1300m/min. (automatic in AUTO mode)
 - Max acceleration time: 800ms (automatic in AUTO mode)
 - Max brake time: 800ms (automatic in AUTO mode)
 - Min brake time: 8 sec. (automatic in AUTO mode)
 - Weaving machine length: up to 6m or more (depending on speed)
 - Speed adjusting time: about 5/10 sec. in AUTO mode
 - Mixed colors: up to 8 colors in AUTO mode (depending on weaving machine length and speed)

We supply together with the PRM-W1 board one sticker-label to be placed over the original front panel of Savitec 100W feeders, in order to remember PRM-W1 new features:



See the document "User Manual" to learn how to use its new features.

2. PRM-W1 Installation

PRM-W1 installation is really easy, you just have to:

1. Take off the electronic box from the weft feeder
2. Unscrew the original electronic board from the metal box
3. Take off from the metal box the old original electronic board
4. Insert the new PRM-W1 electronic board in the same metal box
5. Screw the new PRM-W1 electronic board on the metal box
6. Re-install the electronic box on the feeder
7. Apply the PRECMA sticker-label to the electronic box to remind new features



Fig 1 - Feeder electronic box

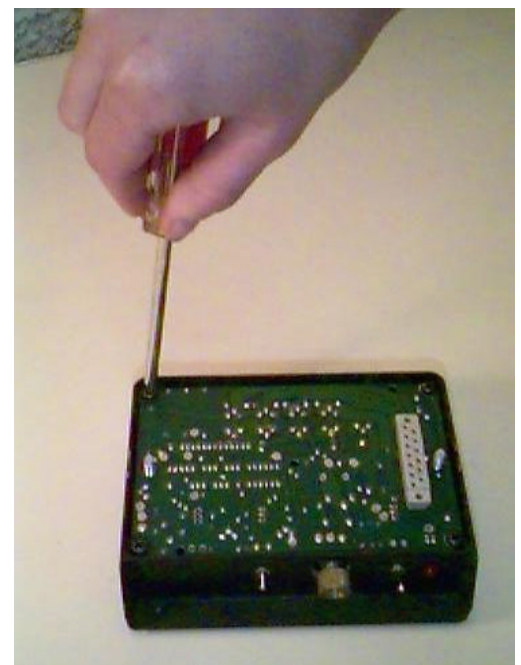


Fig 2 - Unscrew

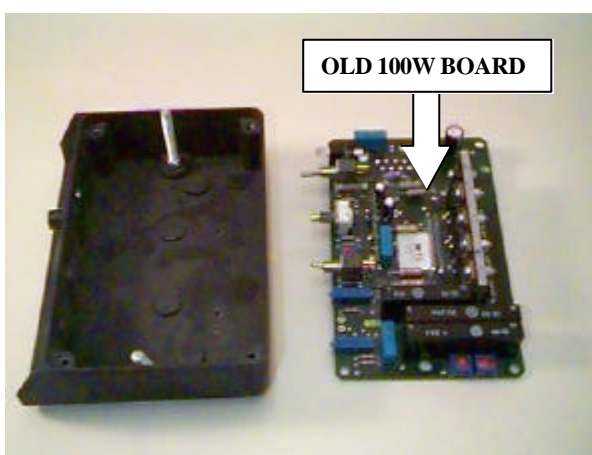


Fig 3 - Remove the old board