

Float switch Type RBA26 / RBA36

Application and function

The float switch can be used as water level controller or limiter for steam generators.

The product corresponds to the EU 2014/68/EU and has the CE-mark no. 0035 of the notified body. Applied standards as per EN 12952 / EN 12953 and ASME Boiler and Pressure Vessel Code. Considered regulations AD2000.

Technical basic equipment

- Material according to DIN or ASME
- Protection as per DIN VDE 0470: IP54
- Process connection: flanges as per DIN or ANSI
- Magnetic switch type M130-KG
- Cable gland according to DIN EN 50262: M20x1,5
- Drain plug G ¹/₂"

Available (optional) versions

- Protection as per DIN VDE 0470: IP65
- Process connection: welding end, socket welding
- Level indication (signal lamps)
- Ventilation screw
- Drain valve AV 250 (other drain valves on request)

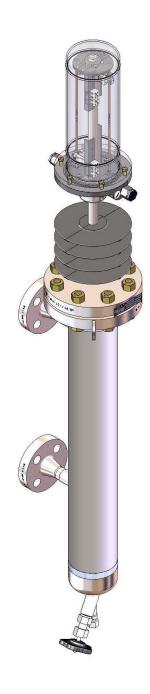
Technical data

EG-component test	Certificate No.: Z-002-12683/19 and Z-002-13663/20			
Allowable pressure	PS	[bar]	100	160
Allowable temperature	TS	[°C]	312	345
Drain valve	Туре		AV250	

RBA 26

Range of adjustment	W [mm]	100	150
<u>RBA 36</u>			

Range of adjustmentW [mm]250 bis 750



Dimensions

- The component mark is only valid if shutoff valves are installed between process connection and boiler studs.
 A drain valve is also required.
- •The functional test is made by lowering the water level in the standpipe.

PS	A1	A2	L	Z
100	155	*	160	A+D+800
160	175	*	160	A+D+800

* A smaller A2-dimension may be possible in agreement with

the technical office according to the D-dimension and the

size of the process connection

A2-dimension is dependent on the length of the float.

From the dimension W>350mm the cover of the switch housing may only be mounted after the unit has been mounted on the boiler! In addition, an interception eyelet is

attached to the switch housing hood. In this case, it is imperative that the unit is supported by the eyelet(s) fitted!

Process connection

welding end	Socket welding
Ød2 Ødp	

V//////// W+13 W+500 ~ . F Τ НW \geq NW 4 H-A2

Digital Documentation

