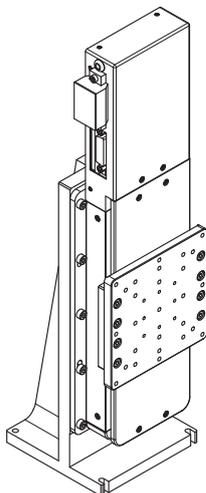


Electromagnetic Brake Option

A normally closed type electromagnetic brake holds the motor stationary when the power is off. It is normally used to prevent the movable table from falling when the stage is mounted in a vertical configuration.

OSMS26-100(Z)
Example of electromagnetic brake assembly dimensions



- Ordering this option changes the stepping motor or servo motor used to an electromagnetic brake equipped motor.

Guide

- Contact our Sales Division for changing to electromagnetic brake. Or use the motorized stage system question sheet. [Reference](#) G123
- [WEB Reference](#) [Catalog Code](#) W9500
- To unlock the brake, 24VDC power is required.

Attention

- The external dimensions of the stage will change as the electromagnetic brake equipped motor is longer than the standard motor.

Wiring Example

Lead wire for brake of electromagnetic brake equipped motor



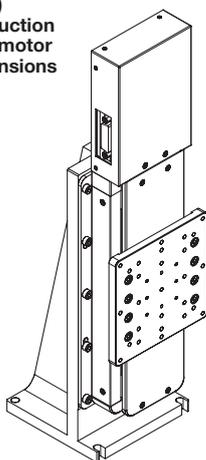
Stage controller side



Motorized stage side

Gearhead motor Option

OSMS26-100(Z)
Example of reduction gear equipped motor assembly dimensions



Deceleration, high torque and high resolution can be achieved by changing to reduction gear equipped motors. Effective for downsizing and weight saving of systems since it does not require power supply.

- Change 5-phase stepping motors or servo motors used for Z axis motorized stages to reduction gear equipped motors.

Guide

- Contact our Sales Division for changing motors. Or use the motorized stage system question sheet.
- [Reference](#) G123 [WEB Reference](#) [Catalog Code](#) W9500

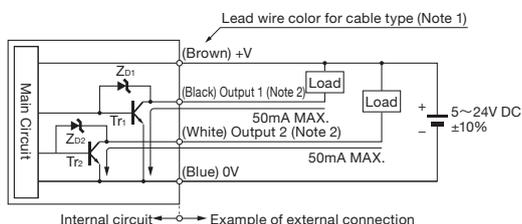
Attention

- Outline drawing may change because motors are changed with reduction gear equipped motors.

Limit Sensor

- Regarding the limit sensor used for motorized stages, refer to the specification of each product.
- We will change output operations or add a limit sensor on special orders.

Input/Output Circuit Diagram (NPN output type)



Output Operation

	Lead Wire Color	Output Operation
Output 1	Black	ON when light enters (NORMAL CLOSE)
Output 2	White	ON when shaded (NORMAL OPEN)