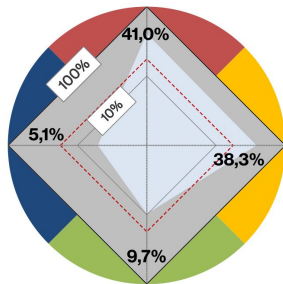


laser safety spectacle F20P1L02



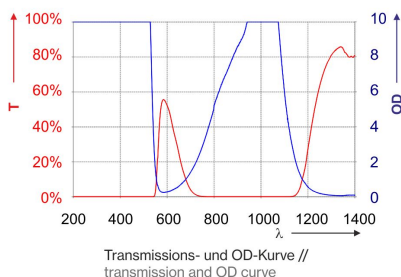
Article number: F20P1L021001
GTIN: 4050369018921
Unit: piece
Weight incl. packaging: 0,27 kg
Weight excl. packaging: 0,03 kg

Color view



Transmission der Signalfarben nach DIN EN 172 //
transmission of signal colours acc. to EN 172

Filter curve



Transmissions- und OD-Kurve //
transmission and OD curve

Highlights

- LB Protection ratings acc. EN 207
- Full Protection (LB) for Nd:YAG, SHG, THG incl. pump diodes
- M LB6 protection level for 532nm and 355nm, M LB7 for 1064nm
- Fluorescence effect for alignment
- Available in the frames in the frames [F18](#), [F20](#), [F22](#), [F29](#), [F42](#) and [F46](#)
- Laser magnifier version ([F27](#)) also available

The laser safety spectacle F20.P1L02.1001 features very high M-protection rates at 1064nm, 532nm and 355nm. It has full protection levels acc. EN 207 for Nd:YAG, SHG, THG incl. pump diodes. The fluorescence effect at the alignment is visible. The shipment includes a softcase and a spectacle cord. For a professional cleaning of laser safety spectacles laservision recommends the cleaning station (A99.CLASTA.1200).

COATING:	no coating
PROTECTION CLASS / NORM:	EN 207 full protection
CUSHION:	No cushion
FRAME TYPE:	Spectacle
PROPERTIES:	Lightweight M-protection rating
FRAME:	F20
FILTER:	P1L02
FILTER COLOUR:	Orange
COLOUR RECOGNITION:	Limited
FILTER THICKNESS:	ca. 2mm
FILTER MATERIAL:	Plastic
FILTER TECHNOLOGY:	Absorption filter
PROTECTION RANGE:	near infrared ultraviolett visible
VISUAL BRIGHTNESS:	Good
VLT (APPROX.):	30%

laser safety spectacle F20P1L02

WAVELENGTH	OD	OPERATING MODE / TESTED PROTECTION LEVEL
180 - 315	(OD8+)	D LB8 + IR LB4 + M LB6
>315 - 532	(OD8+)	D LB6 + I LB7 + RM LB8
>532 - 534	(OD7+)	D LB6 + IRM LB7
>534 - 536	(OD6+)	DIRM LB6
>536 - 538	(OD5+)	DIRM LB5
>538 - 540	(OD4+)	DIRM LB4
780 - <810	(OD3+)	DIRM LB3
810 - <860	(OD4+)	DIRM LB4
860 - <900	(OD5+)	DIRM LB5
900 - <940	(OD6+)	DIRM LB6
940 - 1070	(OD7+)	D LB6 + IRM LB7
>1070 - 1080	(OD6+)	DIRM LB6
>1080 - 1100	(OD4+)	DIRM LB4