



"Make Life Safer"



UV-V Ozone Lamp Disinfection Trolley

(NLUVZXC120OZA)



TECHNICAL FEATURES

Lamp Model	NLUVZXC120OZA
Lamp power Watt	120w
UV wavelength	UV-V 185nm Ozone
Static area applicable	up to 120m ²
Ozone flow generated (g/hour)	N/A
Disinfection cap. (m ³ /h) in millijoules/cm ² (30mj/cm ²)	N/A
Auxiliary control devices (timer and timer time, human presence sensor, ignition delay and ignition delay time)	10s delay switch 0-120mins timer time
Arm adjustment angle in degrees °	30,60,90,135,180
Supply voltage in volts	AC 220-240V / 50Hz
Absorption in Ampere	0,63A
Estimated tube life	>8000Hrs
Type of tube	Straight-type 894mm
Lamp dimensions	1160*400*340mm
Packaging dimensions	1190*420*380mm
Lamp weight	22Kg
Weight with packaging	24Kg
Frame construction material and screws	201 Stainless steel
Operating temperature	0° C <--> 45° C
IP dust and humidity protection degree	IP55

Disinfection with ultraviolet rays is an effective way to destroy microorganisms including bacteria, viruses, mold spores, acting on the DNA-RNA of microorganisms by irradiating with the appropriate wavelength of ultraviolet rays UV-C at 253.7nm or UV- V at 185nm with generation of Ozone gas leads to the death of the cell, after a correct exposure to rays and gases, a mortality level of virus bacteria and spores exceeds 99.9%.

These destroy the DNA molecular bonds of microorganisms, producing thymine dimers in their DNA and destroying them, rendering them harmless or impeding their growth and reproduction.

The ignition times are variable depending on the power of the lamp compared to the surface to be irradiated. The dosage is measured in microwatts per second per square centimeter: $\mu\text{W} / \text{cm}^2$. Dosages from 2 to 8 $\mu\text{W} / \text{cm}^2$ kill 99.9% of spore virus bacteria.

When the lamp is turned on in the room, there must be no human presence, animals and plants, the sterilization cycles normally last 15-30-60 minutes or more for large rooms greater than 150 m², the cycles are regulated by a timer or by a remote control depending on the model.

