

MULTI-SPEED FAN SWITCHES

Switch
P2-1-300
P3-1-300



Applications

Applied for speed ON/OFF switching and speed select switching in the fans with multi-speed motors.

Design and control

The casing is made of plastic. Provision is made for the direct switching of the motor speeds (wiring diagram 1 and 3) as well as fan switching ON and

control synchronically with lightening in the room (wiring diagram 2 and 4).

Mounting

Speed switch is designed for indoor wall mounting inside a flush mounting box MKV-2 (under separate order). It can be installed into standard round electric junction boxes.

Technical data:

| | P2-1-300 | P3-1-300 |
|----------------------------------|-----------------|-----------------|
| Voltage [V/ 50 Hz] | 1~ 230 | 1~ 230 |
| Rated current [A] | 3.0 | 3.0 |
| Number of selected speeds | 2 | 3 |
| Overall dimensions LxWxH [mm] | 88x88x51 | 88x88x51 |
| Maximum ambient temperature [°C] | 40 | 40 |
| Protection rating | IP 40 | IP 40 |
| Weight [kg] | 0.13 | 0.13 |

SWITCH CONNECTION OPTIONS

diagram 1

The fan can be manually switched ON to one of the three required speeds or switched OFF by means of external speed switch as P3-1-300.

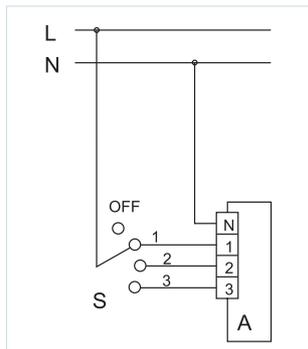


diagram 4

The fan can be manually switched ON to one of three speeds by means of the external S speed switch as P2-1-300. When switching the fan ON the light is switched in parallel ON. The fan can be switched OFF with parallel switching the light OFF. The fan operates both with light or without it.

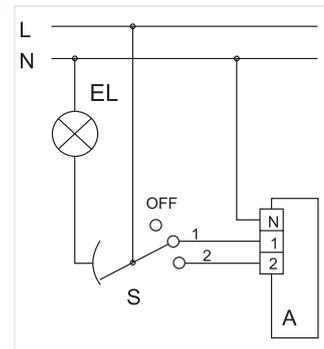


diagram 2

The fan can be manually switched ON to one of three speeds by means of such external S speed switch as P3-1-300. When switching the fan ON the light is switched in parallel ON. The fan can be switched OFF with parallel switching the light OFF. The fan operates both with light or without it.

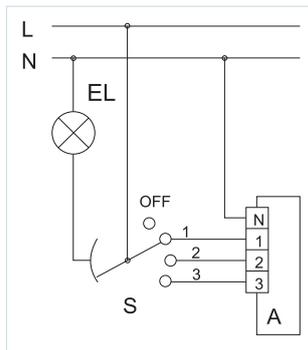
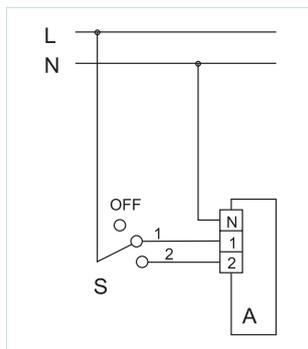


diagram 3

The fan can be manually switched ON to one of the two required speeds or switched OFF by means of the external speed switch as P2-1-300.



FLUSH MOUNTING JUNCTION BOX

