

Coil Winding Machine

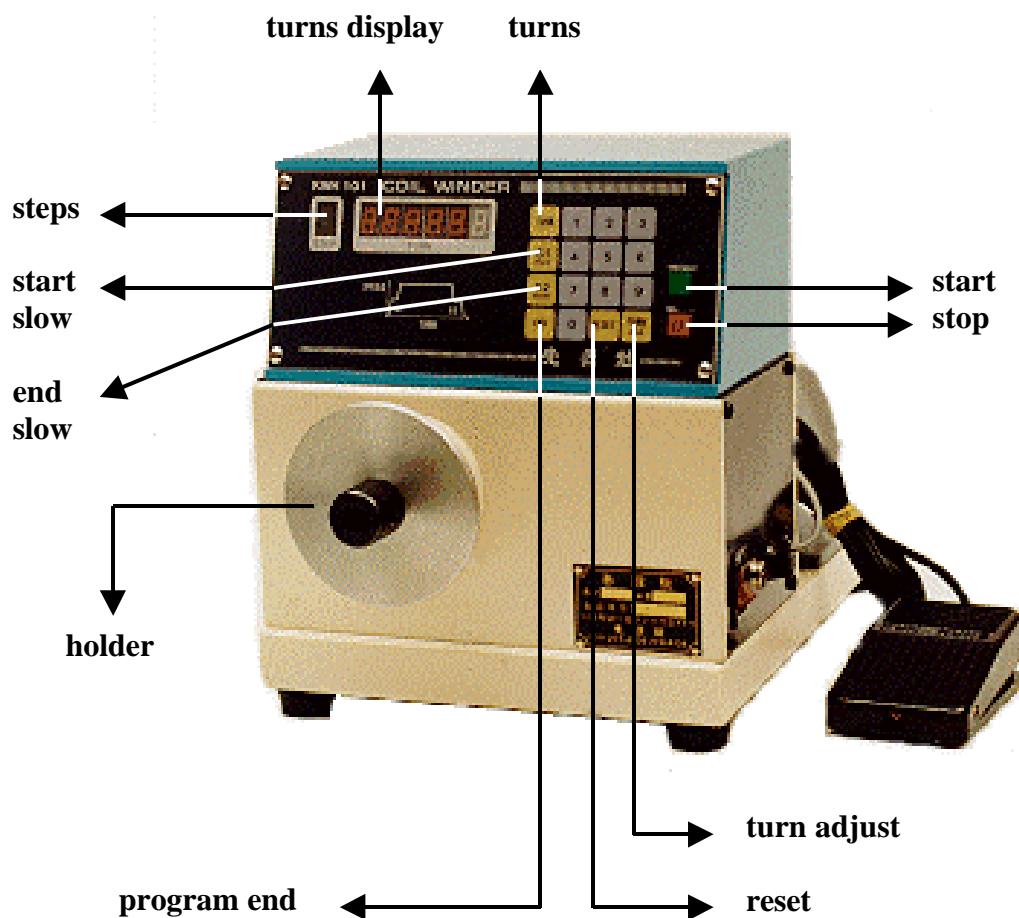
User's Manual

MODEL : KWH 101-2

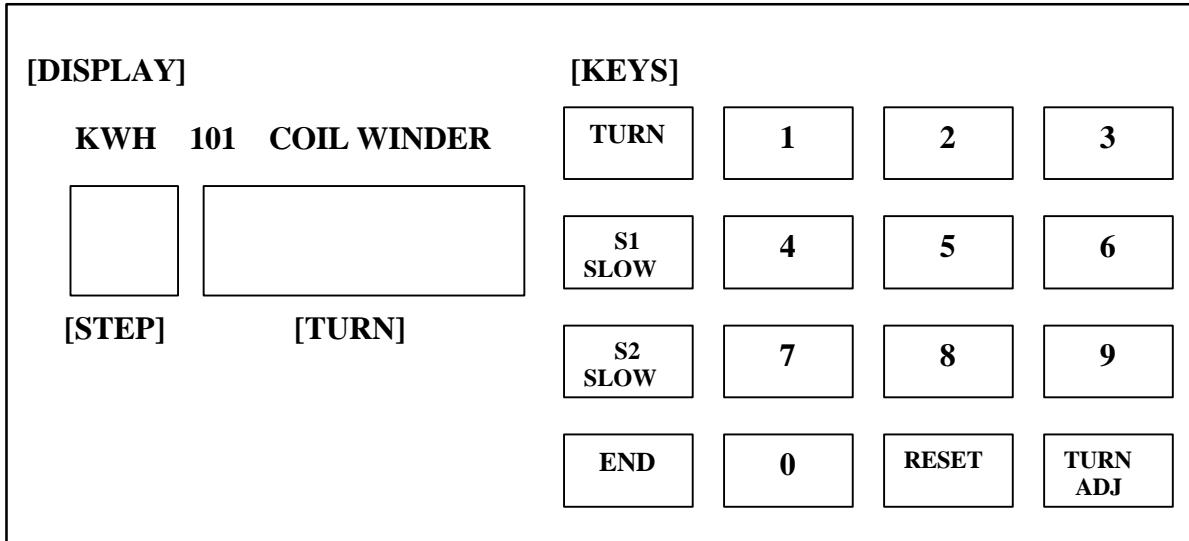
Kwang Won Co., Ltd

KWH 101-2 Coil Winding Machine

[Front Panel & Switches]



Front Panel



1. Display Windows

[STEP] display window : It is a stage of coil winding.
It can be set up to 10 steps.

[TURN] display window : The number of turns(rotations) for each step.

2. Function keys

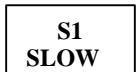
- **TURN** : **TURN** key is used to set or revise the number of turns for a step.

How to use : Push it.
Then figures in TURN display windows flicker.
Set the number of turns you want with numeric keys.

And push **END** key to save it.

Unit : Turns can be set by 0.1
Maximum : Turns can be set up to 99999.9

- **END** : **END** key is used to save the number of turns.

-  :  key is used to set start slow.
-  :  key is used to set end slow.
-  :  key is used to make the difference between setting turns and real turns in a test.

How to use : Assuming that setting turns is 100 and real turns in a test running is 105, you can adjust real turns to 100 from next running by touching this key.

-  :  key is used to start with a new bobbin in a stop status of the previous running.

If this is push, the number of turn in TURN display window for previous running is erased and the guide goes to the starting position.

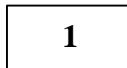
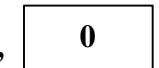
3. Secondary Function

- **Counter Function** : This function is used to know total winding quantities.
 - How to use :** Push [STOP] Switch in stop status, then total winding quantities finished till now displays in TURN display window.
 - **Initializing Counter** : This function is used to set total winding quantities to zero.
- How to use :** Push  key for 5 seconds in stop status, then total

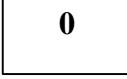
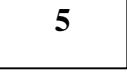
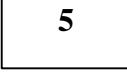
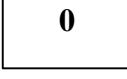
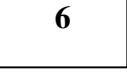
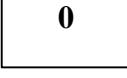
4. How To Set

- Assuming that winding pattern you want is followings;

Step 1 : 10 turns
Step 2 : 20 turns
Step 3 : 30 turns
Step 4 : 40 turns
Step 5 : 50 turns

- 1) Turn on the power switch. : Figure in STEP display window blinks.
- 2) Push  key. : Figure "1" displays and blinks in STEP display window.
- 3) Push  key. : Figures in TURN display window blink, and figure "1" in STEP display window does not blink.
- 4) Input ,  : Figures "10" display and blink in TURN display window.
- 5) Touch  key. : Figures "10" in TURN display window don't blink.

6) Repeat 2) - 5) for other steps.

| | | | | | |
|---------|---|---|---|--|---|
| step2 : |  |  |  |  |  |
| step3 : |  |  |  |  |  |
| step4 : |  |  |  |  |  |
| step5 : |  |  |  |  |  |
| step6 : |  |  |  |  | for stopping after running step 5. |

- Key Point : If you want to wind to 7 step, you must set zero for turns of step 8 in order to stop the machine after running step 7.

- Thus, to push the start switch, from step 1 to step 5 are exercised automatically and continuously.

5. Specifications

- 1) Power : 110V**
- 2) Step : 10 steps**
- 3) Maximum Turns : 99999.9**
- 4) Speed : 5,000 RPM**
- 5) Motor : DC 90V, 90W**
- 6) Belt : 5M, 300M/M**
- 7) Bearing : front 6202, rear 6201**
- 8) Dimension : 200(W) x 295(D) x 240(H)**
- 9) Weight : 11.5Kg**
- 10) Diameter of Axis : 9.5**