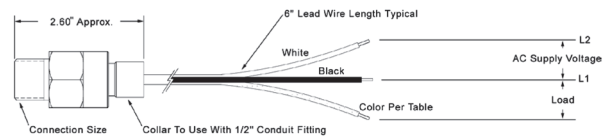


Introduction

Liquid level switches are used in refrigeration plants to monitor and detect liquid refrigerant or oil in several parts of the system. While they are most commonly used in the liquid receiver or liquid line they can also be used in oil separators, oil reservoirs, and compressor crankcases. If the liquid level falls below the sensor eye, a solid state switch closes sending a digital signal to the plant control system, triggering corrective action or plant shut down.

The LS liquid level switch is a highly reliable method of detecting fluid levels. Solid state construction offers many years of trouble-free operation. The hermetically sealed sight glass provides high working pressures without leakage. The LS switch has eliminated the use of molded prisms and cones, prone to problems with liquid contamination. The liquid level is optically detected through a flat sight glass.

Fluids can be as clear as water or as dirty as crude oil. The switch must be installed horizontally and must have at least 2" of distance between it and the vessel wall or pipe. Line voltage is wired directly to the switch removing the need for step down transformers. A 1/2" conduit boss is provided for the mounting of a junction box.



Features and Specifications

Features

- Body made of 1-1/8" Hex Nickel Plate Steel
- Solid state switching
- Serviceable without loss of fluid
- 1000 PSI max working pressure
- UL listed, file number E141577
- Switch rated at over million cycles
- Non-invasive liquid sensing
- Suitable for Refrigerants and other industrial fluids non-corrosive to steel and glass

Specifications

- Inductive rating = 36va pilot duty rated
- Minimum load = 2ma w/o bleed resistor
- Power consumption = 3.5ma AC
- Power consumption = 5.5ma DC
- Contact power off = Normally open
- Mounting = Horizontal only

Part #	Voltage	Contacts liquid present	Resistive rating	Connection Thread	Connection Elec
4200S- 9420	240v 50/60Hz	N.C	0.25A	1/2"NPT	Lead
4200S - 9420A	240v 50/60Hz	N.O	0.25A	1/2"NPT	Lead