

## LASER PROJECTION SYSTEM

### GREATEST ACCURACY IN AN ULTRA-PORTABLE PACKAGE

#### PRODUCT DESCRIPTION

MicroLASERGUIDE mobile laser projection system provides the same high-quality, highly reliable 3D industrial laser projection as our proven LASERGUIDE<sup>2</sup> system, but in a smaller, portable package that easily services confined or remote work areas. Designed for projection to surfaces 3 to 15 feet from the unit, MicroLASERGUIDE produces the brightest, most accurate laser lines of any portable system.



#### FEATURES AND BENEFITS

##### Accurate laser projection in confined spaces

- Small housing (8.5" x 4.5" x 5.5" — 25% the volume of LASERGUIDE<sup>2</sup> projector) easily fits inside composite tooling or structures
- Accurate projection from 3' to 15'
- Optional pan/tilt mounting creates large projection field

##### Portability

- 8 lb unit is easily handled, mounted and relocated by a single operator
- Moving unit from site to site is easily accomplished

##### Accurate, reliable technology

- Same best-in-class software as LASERGUIDE<sup>2</sup>
- Multitasking software enables one projector to run multiple jobs
- CDRH Class II/IEC Class 2 laser provides safe, bright, long-lasting projection

#### SPECIFICATIONS

Laser Head Size	8.5" x 4.5" x 5.5" / 21.5 x 11.5 x 14 cm
Electronics Module	7" x 6" x 13" / 18 x 15 x 33 cm
Weight	8 lb / 3.6 kg
Projection Angle	60° (±30°)
Projection Range	3' – 15' / 1m – 4.5m
Accuracy	±0.015"/ 0.38 mm (Meets Boeing D6-55902 requirements)
Beam Color	Green (532nm)
Laser Line Width	0.020" – 0.050" / 0.5 mm – 1.25 mm
Laser Class	CDRH Class II / IEC Class 2
Power Requirements	100-240 VAC 50 / 60 Hz
Communication	Ethernet (RJ45)
Set-Up Requirements (Interchangeability)	Plug and Play (no programming required)
Multitasking Capabilities	4 simultaneous projections
Tool Location Requirements	None (can be placed or moved into any orientation)
Advanced Focus	Adjustable from computer
Warranty	2 years
Customer Support	Unlimited free phone and email support for the life of the projector