

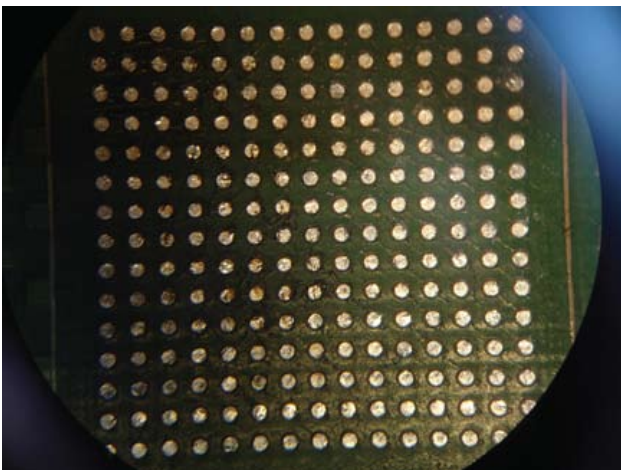
400S Scavenger System

400S

Automatic Solder Scavenger System

The VJ Technologies 400S is a stand-alone, Non-Contact Scavenging system for the automatic removal of residual solder from a rework site. Based on the well established Summit Scavengers, the 400S provides all the advanced features necessary for rapid and repeatable site dressing.

Employing the easy to use SierraMate™ Scavenging software with simple 1–2–3–GO graphical user interface, the 400S with Dynamic Height Sensing delivers a high value solder scavenging solution.



BGA site cleaned using 400S

Key Features

DHS Scavenger	Air or N ₂
Heating Power	2.1kW (Optional 3.6kW)
Automated X-Y Motion	Up to 2" (50mm) square
Max. Board Size	20"X18" (508mmX457mm)
Typical Scavenge Time	<60 seconds for a 35mm BGA*
Footprint	28"X28" (700mm) square
Compliance	CE mark / Lead-Free Capable



Before Scavenging



After Scavenging

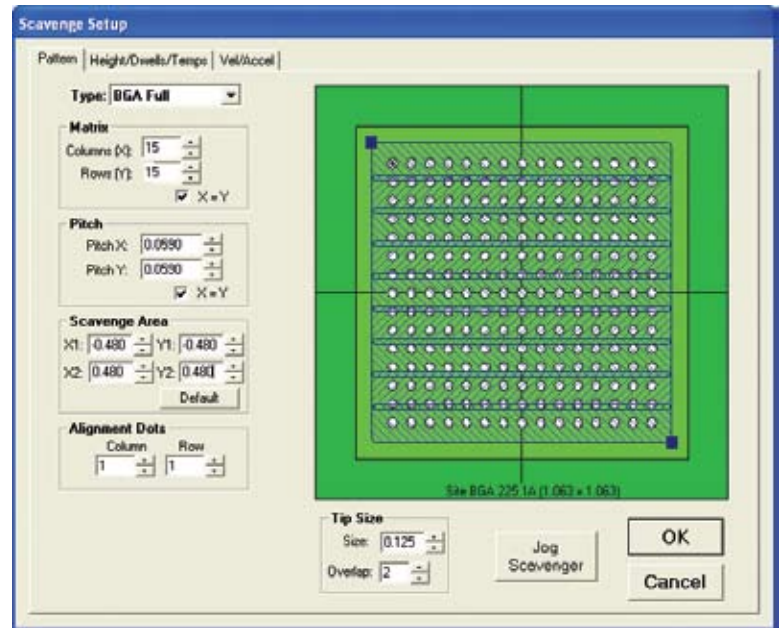
The 400S scavenger, with its automated X-Y motion, is pre-programmed to traverse the component site in the fastest and most efficient fashion resulting in the optimum heat transfer to reflow the solder while minimizing thermal exposure. Dynamic Height Sensing (DHS) ensures optimum solderability for the replacement of a new component. Suitable for conventional Sn/Pb and Lead Free solders, the 400S is "production ready". DHS is an essential feature of the 400S. This computer controlled feature maintains a preset distance between the Scavenger tool tip and the PCB surface, ensuring consistent processing over the whole component site.

Built on a VJ Technologies gantry platform, the 400S handles large PCBs while occupying very small bench space.

VJ Technologies Offices

**234 Taylor Street
Littleton MA 01460**

Bohemia NY
East Haven CT
Buford GA
San Diego CA
Monterey, Mexico
Paris, France
Stuttgart, Germany
Bangkok, Thailand
Bengaluru, India
Suzhou, China



SierraMate™ Scavenger Set-up

www.vjt.com

Email electronixsales@vjt.com

Tel +1 631 589 8800 x1247

Fax +1 978 486 4550



Because Performance Matters!