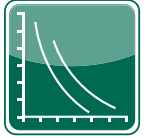




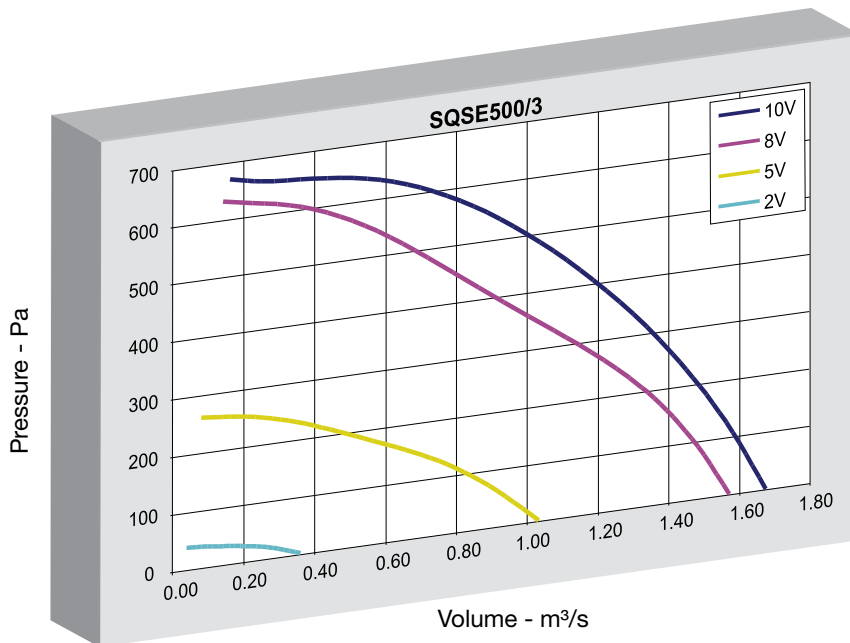
DEMAND CONTROL VENTILATION

## Technical Data Quietflow SQSE 500/3



EC/DC Option - 380V-415V / 3 Phase / 50Hz

Speed	Airflow/ SFP	Airflow m³/s @ Static Pressure Pa											
		0	25	50	75	100	150	200	250	300	350	400	500
10V	m³/s	1.677	1.657	1.635	1.613	1.590	1.540	1.484	1.424	1.356	1.282	1.200	1.007
	w/l/s	0.54	0.56	0.58	0.59	0.62	0.66	0.70	0.75	0.81	0.86	0.93	1.08
8V	m³/s	1.573	1.551	1.527	1.501	1.474	1.412	1.337	1.246	1.140	1.025	0.912	0.688
	w/l/s	0.46	0.47	0.49	0.50	0.52	0.56	0.60	0.66	0.72	0.80	0.89	1.10
5V	m³/s	1.034	0.987	0.939	0.888	0.829	0.674	0.480	0.222				
	w/l/s	0.21	0.23	0.25	0.27	0.30	0.37	0.49	0.84				
2V	m³/s	0.359											
	w/l/s	0.83											



Speed	Sound Data	Sound Power Level dBW @ Octave Band Hz								dBA @ 3m	Silencer dBA Attenuation		FLC Amps
		63	125	250	500	1K	2k	4k	8k		1DENP	2DENP	
10V	Inlet	85	87	77	73	70	69	64	61	57	-8	-12	1.89
	Outlet	86	87	81	74	69	66	60	53	57	-8	-12	
	Breakout	78	81	74	67	65	61	54	45	51	-	-	
8V	Inlet	84	89	75	71	68	67	62	58	56	-7	-10	1.51
	Outlet	83	88	79	72	66	64	57	50	56	-7	-11	
	Breakout	76	81	71	65	63	59	52	42	49	-	-	
5V	Inlet	74	76	64	59	57	56	49	45	44	-7	-11	0.53
	Outlet	78	78	67	60	56	53	43	36	45	-7	-10	
	Breakout	70	73	60	55	54	49	39	32	40	-	-	
2V	Inlet	59	50	49	48	44	37	28	28	28	-10	-15	0.16
	Outlet	56	48	47	48	42	34	28	29	27	-10	-16	
	Breakout	50	44	46	48	42	35	26	27	27	-	-	

V = Fan speed setting based on 0-10VDC signal input  
 SFP = Specific Fan Power in Watts per litre per second.  
 Performance data is based on tests carried out in accordance with ISO 5801:1997 (airside performance).  
 Acoustic data: tests and preparation of the data have been carried out in accordance with BS848 Part 2 (1985). The In-duct Sound Power Level Spectra are in dB re 1pW. The overall A-Scale sound pressure level is at a distance of three metres with spherical propagation. It is expressed in dB re 2uPa and is presented for comparative purposes only as in practice the semi-reverberant nature of any installation and directivity effects can give a different value.