

ZOOM STEREO MICROSCOPE CODE ISM-ZS30

SPECIFICATION

Optical tube	binocular
Eyeiece (wide field)	10X (view field: Ø20mm)
Objective	1X~4.5X (zoom)
Zoom ratio	1:4.5
Pupil distance	55~75mm (adjustable)
Diopter adjustment	±5 diopter (two eyeieces)
Working distance of objective	97mm
Max. workpiece height	147mm
Illumination	adjustable reflected and transmitted LED light
Power supply	110/220V, 50/60Hz
Dimension (L×W×H)	260×190×400mm
Weight	4.3kg



STANDARD DELIVERY

Main unit	1pc
WF 10X eyeiece	2pcs
Ø95mm glass plate	1pc
Ø95mm white/black plate	1pc
Anti-dust cover	1pc

OPTIONAL ACCESSORY

Auxiliary objective	0.5X	ISM-ZS30-OB05X
	0.63X	ISM-ZS30-OB06X
	0.75X	ISM-ZS30-OB07X
	2X	ISM-ZS30-OB2X
Eyeiece	10X dividing eyeiece (0.1mm/div.)	ISM-ZS30-EPD10X
	WF15X (view field: Ø16mm)	ISM-ZS50-EP15X
	WF20X (view field: Ø12mm)	ISM-ZS50-EP20X
Digital camera		ISM-D500

HIGH MAGNIFICATION MICROSCOPE CODE ISM-M600**



- For high magnification observation
- Reflected and transmitted illumination can work at the same time
- Objectives 40X, 60X are spring type



SPECIFICATION

Eyeiece (wide field)	10X (view field: Ø18mm)				
Objective (plan achromatic)	5X	10X	20X	40X	60X
Numerical aperture	0.12	0.25	0.40	0.60	0.75
Working distance	18.4mm	8.8mm	8.6mm	3.7mm	1.34mm
Stage	double layer with sample clamp				
	size: 160×140mm				
	travel: 75×50mm (graduation: 0.1mm)				
Pupil distance	53~75mm				
Diopter adjustment	±5 diopter (one eyeiece)				
Illumination	reflected and transmitted: 6V/20W halogen lamp, brightness is adjustable				
Dimension (L×W×H)	450×300×350mm				
Weight	11kg				

** Add "P" on code No. when power supply is 220V, 50/60Hz
Add "U" on code No. when power supply is 110V, 50/60Hz

STANDARD DELIVERY

Main unit	1pc
Anti-dust cover	1pc
Filter (blue/green/frosted glass)	1pc of each

OPTIONAL ACCESSORY

Objective	PL80X	ISM-MTM-OB80X
	PL100X (dry type)	ISM-MTM-OB100X
10X dividing eyeiece (0.1mm/div.)		ISM-MTM-EPD10X
WF16X eyeiece		ISM-MTM-EP16X
WF20X eyeiece		ISM-MTM-EP20X
Camera adapter (1X)		ISM-M600-ADAPTER
Digital camera		ISM-D500