## Air solenoid valve CPE10-M1BH-5L-QS-6 Part number: 196883



## **Data sheet**

Feature	Value
Valve function	5/2, monostable
Actuation type	Electrical
Width	10 mm
Standard nominal flow rate	320 l/min
Pneumatic working port	QS-6
Operating voltage	24V DC
Operating pressure	0.3 MPa 0.8 MPa
Operating pressure	3 bar 8 bar
Structural design	Piston gate valve
Reset method	Pneumatic spring
Certification	c UL us - Recognized (OL)
Maritime classification	See certificate
Degree of protection	IP65 With plug socket as per IEC 60529
Nominal width	4 mm
Type code	CPE10
Exhaust air function	With flow control option
Sealing principle	Soft
Mounting position	Any
Manual override	Detenting via accessory Non-detenting
Type of control	Pilot-controlled
Pilot air supply port	Internal
Flow direction	Non-reversible
Symbol	00991023
Valve position ID	Label holder
Lap	Overlap
Switching time off	20 ms
On switching time	16 ms
Duty cycle	100% in combination with holding current reduction
Max. positive test pulse with 0 signal	1200 µs
Max. negative test pulse on 1 signal	900 µs
Coil characteristics	24 V DC: 1.28 W
Permissible voltage fluctuations	-15 % / +10 %
Operating medium	Compressed air as per ISO 8573-1:2010 [7:4:4]

14 □ □ 



Feature	Value
Information on operating and pilot media	Operation with oil lubrication possible (required for further use)
Vibration resistance	Transport application test with severity level 2 as per FN 942017-4 and EN 60068-2-6
Shock resistance	Shock test with severity level 2 as per FN 942017-5 and EN 60068-2-27
Corrosion resistance class (CRC)	2 - Moderate corrosion stress
Temperature of medium	-5 °C 50 °C
Ambient temperature	-5 °C 50 °C
Electrical connection	2-pin
Type of mounting	With through-hole
Pilot exhaust air port 82	M3
Pilot exhaust air port 84	M3
Pilot air port 12	M3
Pilot air port 14	M3
Pneumatic connection 1	QS-6
Pneumatic connection 2	QS-6
Pneumatic connection 3	M7
Pneumatic connection 4	QS-6
Pneumatic connection 5	M7
Note on materials	RoHS-compliant
Seals material	NBR
Housing material	Die-cast aluminum