



OptoTech

# FLASH Twin-A

Digital Surfacing Machine



The new digital surfacing-turning machine FLASH Twin-A is an enhancement of our tried and tested FLASH series. Due to the usage of 2 Fast-Tools, the FLASH Twin-A is able to simultaneously process 2 freeform lenses. Considerably increased speed of the tool spindles, combined with a high-class precision ball bearing, leads to significant improvements in quality and quantity. It is the ideal complement to our ESM Twin-A.



## Données techniques

	FLASH Twin-A
Lens Diameter	51 mm - 85 mm
Working Range Radius cv	Turning -15 dpt.
Working Range Radius cx	Turning +25 dpt.
Lens Material	All organic Materials
Number of Fast-Tools	2
Productivity	60 lenses/h - 120 lenses/h
Workpiece Spindles	Drive: Direct driven with high precision ball bearing concept; Interface: Collet Chuck $\varnothing 43$ mm DIN 58766
Air Pressure Requirement	6 bar
Power Requirement (others on request)	400 V / 50 Hz
Dimensions	Width: 1785 mm, Height: 1940 mm, Depth: 2380 mm
Weight (approx.)	2200 kg



## Highlights

- Due to the usage of 2 Fasttools, the FLASH Twin-A is able to simultaneously process 2 freeform lenses
- Considerably increased speed of the tool spindles, combined with a high precision ball bearing for the workpiece spindles, leads to significant improvements in quality and quantity
- A high dynamic drive concept combined with an ultrafast computer controller enable highest precision in freeform surfacing within shortest processing times
- For processing backsideprogressive, atoric, individual, front progressive and standard toric surfaces
- Optimized automatic loading system
- Lowest vibration due to OptoTech async mode
- Machine base made of rigid mineral cast
- Fast-Tool highspeed linear drive
- Ideal combination with ESM Twin-A

## Performance Characteristics

- Cut-to-polish (spherical, torical or a-torical): approx. 120 surfaces/h
- Cut-to-polish (freeform): approx. 120 surfaces/h

## Options

- Coolant tank
- Barcode hand scanner
- Remote diagnosis
- LAN connection