DBM1600-2-K

PRODUCT INFORMATION BROCHURE

DBM1600-2-K Blasting Machine is a multipurpose device designed to work with E*STAR detonators. DBM1600-2-K main functions are to verify charge & fire all detonators in all branches. It is possible to fire up to 1,600 E*STAR detonators per blast. If connected with second Blasting Machine DBM1600-2-K through DIM1 module in master-slave mode it is possible to fire up to 3,200 E*STAR detonators per blast.



BENEFITS

- All detonators verified prior firing
- 30 minutes ready to fire time
- Data download after firing
- Large buttons suitable for use with gloves
- Water resistant

PROPERTIES

- Verify all detonators
- Change detonators delay
- Charge detonators capacitors
- Fire detonators
- Transfer data from Logger / Loggers
- Transfer data to PC for post processing



DBM1600-2-K

PRODUCT INFORMATION BROCHURE

STANDARD TECHNICAL DESCRIPTION

Name	DBM1600-2-K
Weight	5,300 g
Size	270 x 250 x 180 mm
Case	ABS plastic
Battery	9 x NiMH (rechargeable), built-in
Charging	Mains charger (100 – 240 V; 50 – 60 Hz) Car charger (11 – 16 V system)
Operation voltage	42.5 V
Operation current	0.55 mA (programing), 150 mA (verification)
Temperature range for application	from -30 °C to +60 °C in temperatures under -20 °C slower display reaction
Storage condition	from 0 °C to +40 °C R.H. max. 80%
Firing capabilities	maximum 1,600 detonators (normal mode, single Blasting Machine)
	maximum 3,200 detonators (master-slave mode, two Blasting Machines)

Disclaimer of Warranties and Limitations of Liabilities: Products described in this bulletin are sold by Austin Powder Company without warranty; express, implied or statutory or as to MERCHANTABILITY, except as expressly stated in Austin Powder's straight bill of lading. Under no circumstances shall seller be liable for loss of anticipated profits, consequential damages or incidental damages.

© 2020 Austin Powder Company. All rights reserved.

For more information and service locations in your area, please contact Austin Powder Company's head quarters:



