

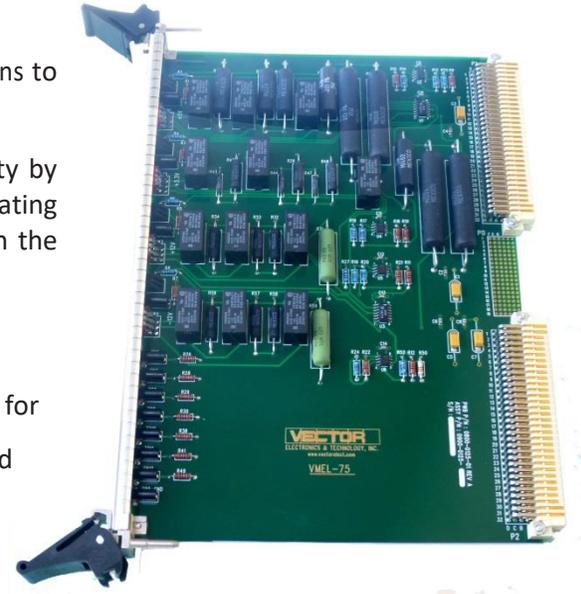
Description

Vector Electronics and Technology, Inc. VME/VME64x load board provides a means to test the power generated and cooling capability of VME systems.

The 6U VME/VME64x load board functions to test a system's cooling capability by applying a variable load to the power supply for verification, then generating necessary heat to confirm the chassis' cooling. This enables locating hot spots in the chassis so the airflow can be properly directed.

Features:

- ❖ Conforms to electrical and mechanical connections of ANSI/VITA 1, 1994 for VME and ANSI/VITA 1.1, 1997 for VME64 extensions, **J1 & J2** power and ground
- ❖ Verifies chassis can meet power requirement and specifications for VME/VME64x J1/J2
- ❖ Aids in locating hot spots in the chassis
- ❖ Switches are used to select resistive loads for each voltage
- ❖ Primary test points +V1, +V2, -V1, -V2, ACFAIL, SYSRESET, SYSFAIL, and GROUND
- ❖ Power supply loading varies with front panel switches from 0 to 7 amps for thermal characterization (see below)

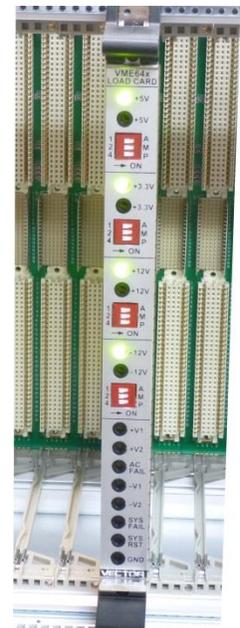


Board Specifications

- ❖ 4-layer stripline design
- ❖ 2 oz. copper power and ground layers
- ❖ 0.062" thick PCB, UL recognized 94V-0 and FR-4 or equivalent

Mechanical Specifications

- ❖ 6U x 160mm with 160-pin J1/J2 (P0 optional, contact factory)
Backwards compatibility to 96-pin J1/J2.
- ❖ 4HP (0.80") wide



Switch/Voltage Settings

Switch	+5V	+3.3V	+12V	-12V
000	off	off	off	off
001	1 A	1 A	0.1 A	0.1 A
010	2 A	2 A	0.2 A	0.2 A
011	3 A	3 A	0.3 A	0.3 A
100	4 A	4 A	0.4 A	0.4 A
101	5 A	5 A	0.5 A	0.5 A
110	6 A	6 A	0.6 A	0.6 A
111	7 A	7 A	0.7 A	0.7 A

Power Rating

35W @ +5V
 23.1W @ +3.3V
 8.4W@+12V
 8.4W@-12V

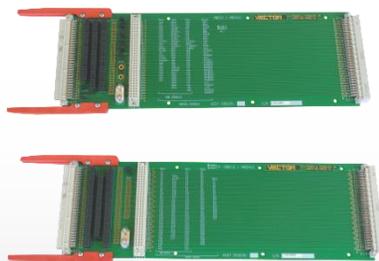
Ordering Information

Order Number	Description
VMEI-75	VME64x with Type IV Injector / Ejector handles
Contact Factory or Inquire@Vectorelect.com	VME with Type II Ejector handles
Contact Factory or Inquire@Vectorelect.com	VME with Fixed handles

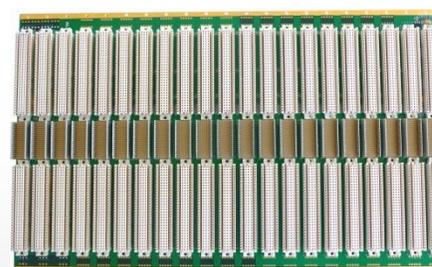
Related Products



VME64x J1/J2/J0 Extender



VME J1 or J2 Extender



VME, VME64X Backplanes