

## 1 ASSEMBLY STYLE

- 1**
- B** =Bifurcated style for emitter and receiver
- I** =Individual style for emitter or receiver only
- M** =for M18 and M30 series sensors
- M18, M30

- 2**
- 1** =one sensing head
- 2** =two sensing heads
- 3** =three sensing heads
- 4** =four sensing heads
- 5** =five sensing heads
- 6** =six sensing heads
- 8** =eight sensing heads

## 3 BUNDLE DIAMETER OR DIMENSIONS

- .44 =0.7mm   .50 =0.8mm   .75 =1.2mm   1 =1.6mm   1.5 =2.3mm   2 =3.2mm   2.5 =4.0mm

## 4 FIBER OVERALL LENGTH

- 2 =2 feet (0.61m)   3 =3 feet (0.91m)   6 =6 feet (1.82m)   T = other dimensions

## 5 SHEATHING MATERIA AND DIAMETER

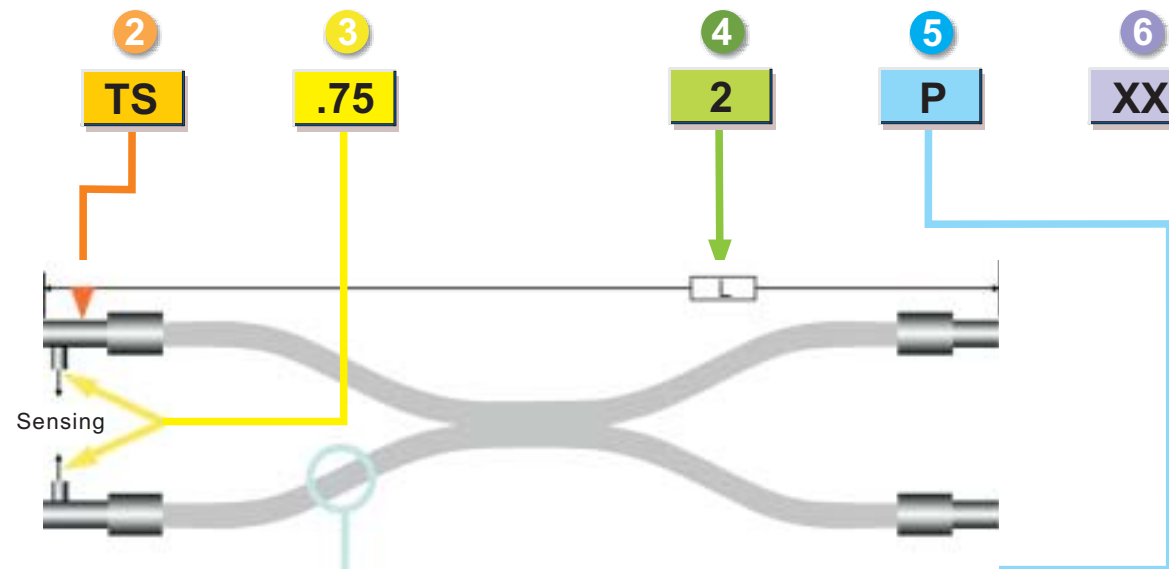
- HDP** =High density polyethylene  
(max. electrical isolation, min. Flexibility)
- L** =Silicone rubber tubing  
(max. flexibility, min. fiber protection)
- S** =Stainless steel flexible conduit  
( φ7 φ6 φ4.5 )
- P** =PVC with galvanized mono coil reinforcing wire  
( φ7.6 φ6.6 φ5.4 φ4.4 )
- T** =Teflon tubing  
(max. chemical resistance, min. Flexibility)

## 2 SENSING END TIP STYLE

- 1**
- N** =Normal
- E** =Thread End tip
- M** =Miniature
- T** =Thread (#5/16"-24x1-1/2")
- S** =Thread (#8.32x0.5")
- P** =Probe bendable tip
- R** =Rectangular

- 2**
- S** =Straight tip
- V** =Vertical to the sensing face
- H** =Half angle tip (45°)
- A** =Angle tip (90°)

- 3**
- =Circular bundle termination
- R** =Rectangular bundle termination (plastic tip)
- E** =Rectangular bundle termination (plastic tip)
- M** =Miniature probe
- I** =Micro-miniature probe



## 6 MODIFICATIONS

- A0.09** =the length of the ferrule after the angle is 0.09 meter
- AC** =for acidic liquid level protection
- ASEN** =the sensor end is angled
- B0.027** =the length of the ferrule before the angle is 0.027 meter
- DA** =Double-angled, both the sensing end and the sensor end are angled

- F90** =can be used in 900°F environments.
- LLP** =Liquid Level Probe
- NC** =Non-Conductive
- OPP** =opposed mode
- SRE** =Silicone Rubber sheathing for Electrical insulation properties
- V** =Vertical, the fiber is vertical to the mesh of light bundle