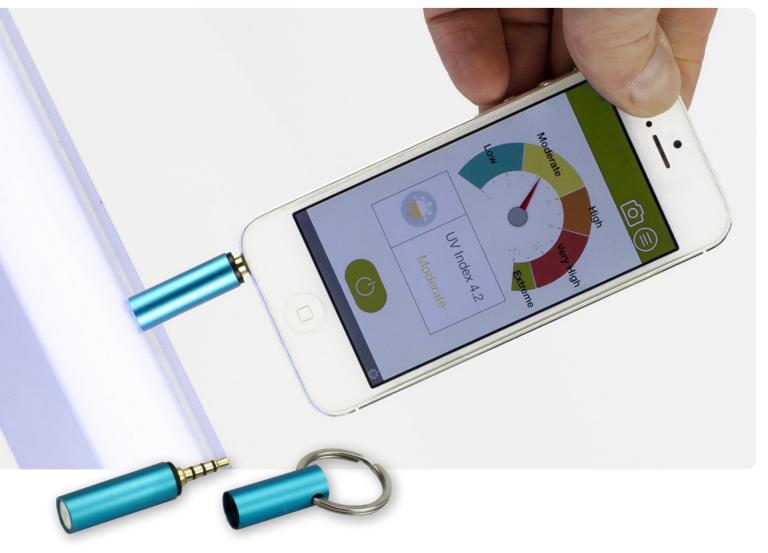


# **UV-A TESTER**

www.insect-trap.net



For Analysing UV-A lamps with your Smartphone.





## **UV-A TESTER**

### Analysing UV-A lamps with your Smartphone

It's a tiny, beautifully designed with Aluminum body, UV monitor/tester that connects to your phone to measure and analyze the UV-A light from UV lamps. Prior to taking a UV-A reading, make sure that the lamp has been working for at least 5 minutes. Depending on the ambient temperature, it can take up to 5 minutes for a UV-A lamp to reach its full UV-A output.

#### Hoe to use the UV-A tester?

Plug in the sensor on the Smartphone headphone jack. Tap [ON] button to measure the UV-A light.

Please refer to the App or our homepage for the product compatibility.

- For exact measurement result, prevent vibration and do not apply impact to the measuring smart phone or the sensor and measure for more than 10 seconds.
- Incoming call during the measurement may affect the result.
- Go to menu for saving data, history or other settings.
- The sensor works by plugging in the headphone jack; therefore, you can't hear the receiving volume. When making a call, unplug the sensor.

Depending on the type of Smartphone, the sensitivity of the measurement may differ and result in abnormal value.

#### Output result:

Level	Index Range	Measuring results
Extreme	Over I I	Lamp has a very high UV-A output value
Very high	8-10	Lamp has a high UV-A output value
High	6-7	UV-A output of the lamp is moderate
Moderate	3-5	UV-A output of the lamp is low, we recommend a lamp change
Low	1-2	UV-A output of the lamp is very low, we strongly recommend a lamp change

: UV-A



#### Technical specifications

Detects

Available on the App Store



Range	: 310 ~ 400 nm
Measurement Error	: ±10%
UVI (UV Index) Range	: 0 ~ 12
UV Power	: $0 \sim 20 \text{ mW/cm}^2$
Sensor Type	: Semiconductor Sensor
Length / diameter	: incl. headphone jack 47mm, diameter 10 mm
Weight	: 6 g
Workable Temperature	: -20 ~ 50°C
User Interface	: Smartphone (headphone jack)
	Apple iPhone 4S and later / Android 3.0 and later



