See all 6 Products in Family

1064nm, 0.80 NA, foXXus Multi-Focus Objective | foXXus_0.015-0.047_NA0.8_1064

See More by AdlOptica

AdlOptica foXXus Multi-Focus Objectives

Stock **#19-499** CONTACT US

- 1 + S$14,831.00

ADD TO CART

Volume Pricing	
Qty 1+	**S$14,831.00** each
Need More?	Request Quote

Product Downloads

General

Model Number:
foXXus_0.015-0.047_NA0.8_1064

Type:
Objective

Field of View (°):
±1

Note:
Includes foXXus objective and pre-mounted protective window (#19-500)

Physical & Mechanical Properties

Physical & Mechanical Properties

Length (mm):
39.60

Clear Aperture CA (mm):
12.9

Diameter (mm):
34.50

Optical Properties

Focal Length FL (mm):
8.10

Numerical Aperture NA:
0.80

Working Distance (mm):
1.0

Design Wavelength DWL (nm):
1064

Damage Threshold, By Design:
25 mJ @ 5ns

Beam Diameter (mm):
12.9 (maximum)

Damage Threshold, Pulsed:
25 mJ @ 5ns

Threading & Mounting

Mount:
C-Mount

Regulatory Compliance

RoHS 2015:
Compliant

Certificate of Conformance:
View

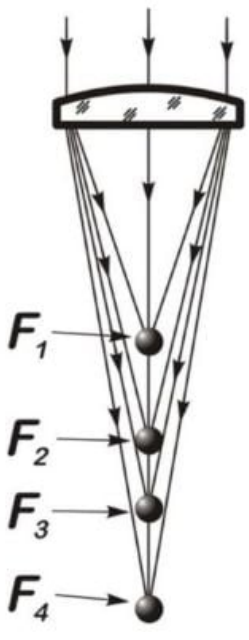
Reach 250:
Compliant

Product Details

- Focus Laser Light to 1, 2, or 4 Focal Points Along the Optical Axis
- Available with 0.38 or 0.80 Numerical Apertures
- Aplanatic Designs for 515/1030nm and 1064nm Lasers
- **AdlOptica aplanoXX Aplanatic Objectives** Also Available

AdlOptica foXXus Multi-Focus Objectives focus laser light to multiple foci along the optical axis, increasing the effective depth of focus and enabling high speed multilayer cutting of materials with excellent quality. Optimized for either 515/1030nm or 1064nm, these objectives are designed to be used with ultrafast solid-state and fiber lasers such as Yb:doped fiber and Nd:YAG. By manual rotation of the objective's collar, 1, 2, or 4 foci can be selected by the user. AdlOptica foXXus Multi-Focus Objectives are ideal for use in micromachining and materials processing applications to cut glass, sapphire, silicon carbide, or other brittle materials. A replaceable front window protects these objectives from damage during materials processing.

Technical Information



;