

Model:TLPA24G30G-46-46-BC
**Solid State High Power Amplifier Systems
 24-30GHz,Gain:46dB,Psat:46dBm,220V AC**
Feature:

- Wide Band: 24-30GHz
- Gain: 46dB Min
- Psat Output Power:46dBm Min
- Protection:Over TEM,over voltage, over current ,over VSWR protection.
- 50 Ohm Matched Input / Output


电气特性 Electrical Specifications:

参数Parameter	代码 Sybo	Min	Typ	Max	单位Units
频率范围 Frequency range	BW	24-30			GHz
增益 Gain	GP	46			dB
增益平坦度 Gain flatness	Δ GL		± 3.5		dB
饱和输出功率 Output Psat	Psat	46			dBm
杂散 Spurious	Spur			-50	dBc
谐波 Harmonics	HAM			-20	dBc
输入驻波 Input VSWR	VSWRin			2	:1
交流电压 AC Voltage	Vac	220			V AC
阻抗 Impedance	I/O-IMP	50			Ohms

机械特性 Mechanical Specifications:

参数 Parameter	指标 Value	单位Units
输入/输出接口 Input/Output Connector	N Female/WR-34	
通信接口 Communication Interfaces	RJ45/DB9	
尺寸 Size	449.2*570*132.5	mm
重量 Weight	≤ 25	Kg

绝对最大值 Absolute Maximum Ratings:

参数 Parameter	指标 Value
输入功率 RF Input Power	10 dBm
ESD灵敏度 ESD sensitivity (HBm)	Class 0, passed 150V

外形尺寸 Outline Drawing:

Unit: mm



主要功能 Key Features:



参数 Parameter	特点 Advantages
控制 Control	RS422/LAN
内置保护功能 Protection functions	1,Over TEM 2,Over voltage 3,Over current protection 4,Over VSWR
控制功能 Control functions	1, Power setting On/Off 2,Psat Adjust
冷却系统 Cooling system	Built in Cooling system,forced air cooling

温度环境 Environmental Conditions:

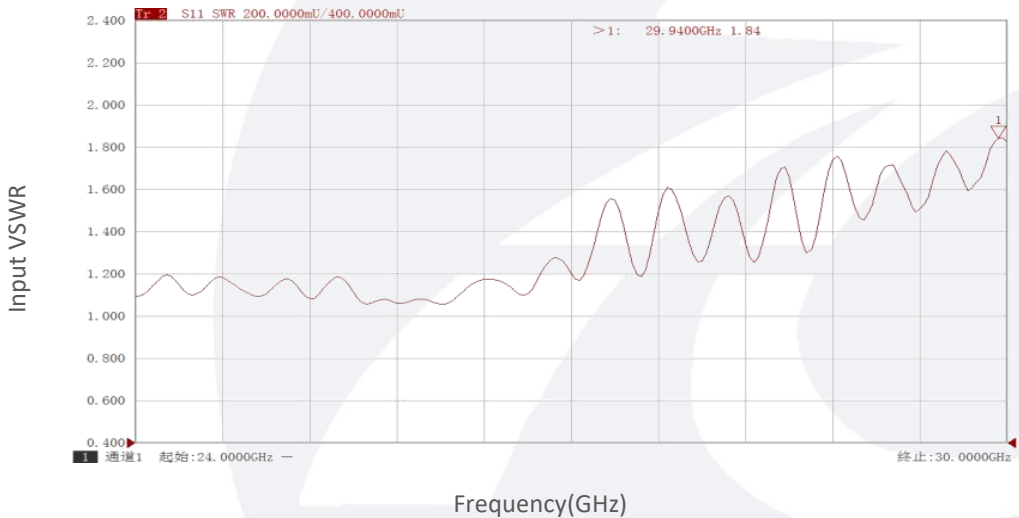
参数 Parameter	Min	Typ	Max	单位 Units
操作温度 Operating Temperature	-20		+50	°C
存储温度 Non-operating Temperature	-40		+65	°C
相对湿度 Relative humidity		95		%
海拔 Altitude	50000			feet
震动 Shock / Vibration(MIL-STD- 810F)	25g rms (15 degree 2KHz) endurance, 1 hour per axis			
冲击 Shock(non operating)	20G for 11msc half sin wave,3 axis both directions			

订货信息 Ordering Information:

标准型号 Part Number	描述 Description	版本号 Revision
TLPA24G30G-46-46-BC	Solid State High Power Amplifier Systems 24-30GHz,Gain:46dB,Psat:46dBm,220V AC,Built in Fan Cooling	Rev.1.0

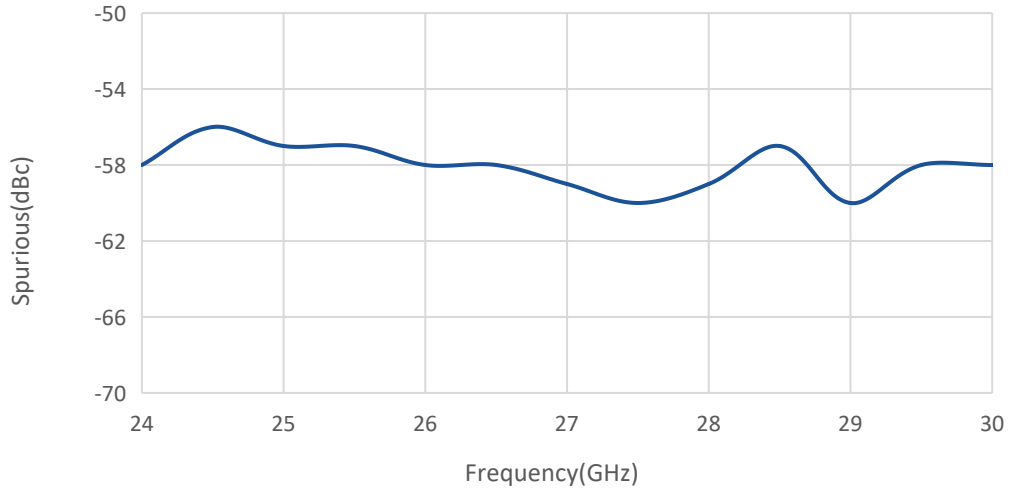
典型曲线 Typical Performance Data:

Input VSWR vs Frequency

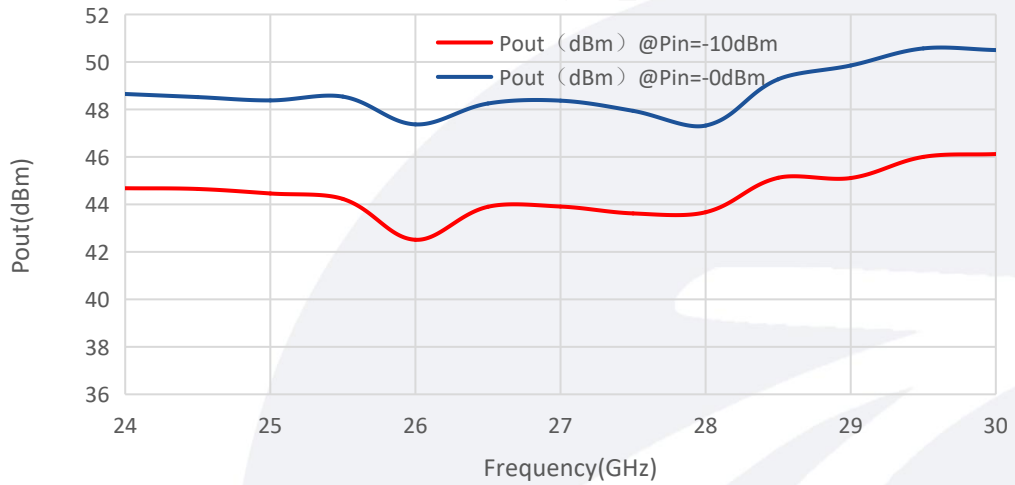


典型曲线 Typical Performance Data:

Spurious vs Frequency



Pout@Equal_Pin



Gain vs Frequency

