



Data Recorder gt-432 Series

High-Performance Mobile Data Acquisition for Noise and Vibration



The new data recorder gt-432 offers you a wide range of options for measuring your sound and vibration signals. Connect up to 112 channels with a sampling rate of 192 kHz to the data recorder. Thanks to the modular design, you can adapt the device exactly to your requirements.

The entry-level model gt-210 or gt-201 offers 24 channels for connecting microphones or 24 IEPE sensors. Fully equipped, the gt-432 offers you a total of 112 channels: 96 microphone or IEPE channels, 12 digital inputs and 4 optically decoupled analog inputs (voltage-fed or current-fed). The integrated display shows you the most important parameters of the data recorder. Run it mobile with two Bosch battery packs or use the power supply unit.

Parallel operation of two arrays is implemented as well as the parallel operation of several data recorders of the gt-432 series.

BENEFITS

- Designed as part of the Acoustic Camera for use with vibration sensors
- Data acquisition for up to 100 sensors
- Battery operation or mains operation
- Integrated touch display
- Synchronization of several data recorders possible
- Modular
- Small
- Light



gt-432 with one of two Bosch battery packs



Data Recorder gt-432 Series

SIZE AND WEIGHT	
Dimensions	270 x 200 x 193 mm (W x H x L) without batteries
Weight	4060 g
OPERATING CONDITIONS	
Ingress protection code	IP20
Cable length to notebook	50 m for 1 GB Ethernet
Power supply	100 to 240 V, 2 batteries or power supply unit
Operating environment	0 °C – 45 °C, up to 80 % RH
gt-432 SERIES DATA	
Microphone channels	up to 96 time-synchronized analog channels
IEPE channels	up to 100 time-synchronized analog channels
Sampling rate	24 to 192 kHz (32 bit)
Interface	1 GB Ethernet PC interface streaming capabilities
MEASUREMENT CARDS AVAILABLE	
DMCADC450	24 differential analog inputs
DMCAIC401	24 analog inputs for IEPE sensors
DMCAI401	4 isolated analog inputs
DMCDDC401	12 digital channels
Can bus	Support of CAN bus data in NoiseImage

