

ORTOFON stylus VNL

Šifra: 15798

Kategorija proizvoda: DJ Igle i Kertridži za Gramofone

Proizvođač: Ortofon

Cena: **4.200,00** rsd

The new VNL features and improvements

Extra resistance to hardcore scratching and back spinning

High tracking performance for both DVS usage and real vinyl

Optimal balance of output and of sound quality

Technological improvements have been applied for the benefits of all users:

- Ultrasonic welding of the components ensures high rigidity and freedom from resonances.

- Robotic assembly of stylus assembly offers high precision and uniformity of industrial production.

VNL-stylus_web1920x1024px.jpg

3 different feels to fine-tune your performance

To match the multiple applications of modern DJs the VNL INTRO PACK includes 3 different styli with suspension types of varying feel and rigidity:

- Stylus VNL I compliance, dynamic lateral 16 $\mu\text{m}/\text{m N}$ - Flexible

- Stylus VNL II compliance, dynamic lateral 15 $\mu\text{m}/\text{m N}$ - Rigid

- Stylus VNL III compliance, dynamic lateral 14 $\mu\text{m}/\text{m N}$ - Firm

DJs can easily identify which stylus type best suits their individual DJ style and enables their absolute best performance capability.

All three VNL styli variants are available separately.

The VNL SINGLE PACK is supplied with the stylus VNL II premounted on the VNL cartridge body.

Output voltage at 1000Hz, 5cm/sec. - 6 mV

Channel separation at 1kHz - 20 dB

Frequency response 20 Hz - 20 kHz -2/+4 dB

Tracking ability at 315 Hz at recommended tracking force:

VNL I 100 μm

VNL II 90 μm

VNL III 90 μm

Compliance, dynamic lateral:

VNL I 16 $\mu\text{m}/\text{m N}$

VNL II 15 $\mu\text{m}/\text{m N}$

VNL III 14 $\mu\text{m}/\text{m N}$

Tracking force range - 3 - 5 g

Tracking force recommended - 4 g

Internal impedance, DC resistance - 750 Ohm

Internal inductance - 450 mH

Recommended load resistance - 47 kOhm

Recommended load capacitance - 200-600 pF

Cartridge weight - 6,5 g

Replacement stylus units: VNL I, VNL II, VNL III

Antiskating: for best backcueing performance use "0"