

Rise

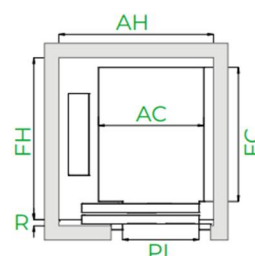
The sky is the limit.

Guarantees comfortable and safe mobility for long travel times, improving the user experience throughout the trip.

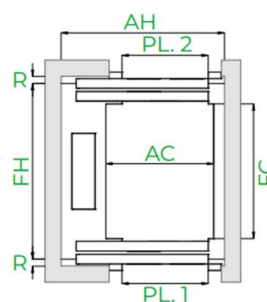
General Specifications

| | |
|------------------------------|--|
| Load | 450 (MR)/630 - 1,600 kg |
| Capacity | 6(MR)/8 to 21 persons |
| Speed | 1.6(MR)/1.75 - 2 - 2.5 m/s |
| Maximum Travel | 130 m |
| Maximum Floors Served | 64 floors |
| Machine-room Option | Yes |
| Entrances | 1 Front 2 Open through |
| Drive System | Regulated gearless (240 stars per hour) |
| Controller | ARCA III controller, low energy consumption multiprocessor |
| Door Types | Automatic side-opening Automatic centre-opening |
| Clear door opening | From 900 to 1,200 mm (in increments of 100 mm) |
| Door Height | 2,000 / 2,100 / 2,200 / 2,300 mm |
| Car Dimensions | Parametric |
| Internal Car Height | 2,100 / 2,200 / 2,300 / 2,400 mm |

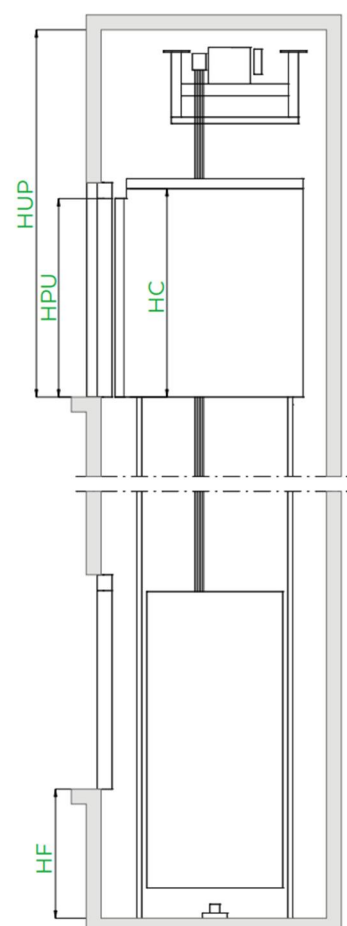
1 Entrance



2 Entrances (open through)



Vertical section



1



Drive
Compact, quiet, gearless, energy-efficient, inverter-drive permanent-magnet motor electrical machine.



2



Machine room
Simplifies lift maintenance operations thanks to the space available in the room.



3



Robust lift car
Provides greater lift comfort, reducing vibration and noise during lift travel.



4



Accessible space below the pit
Adapts the lift to suit buildings requiring an accessible space below the pit (optional).



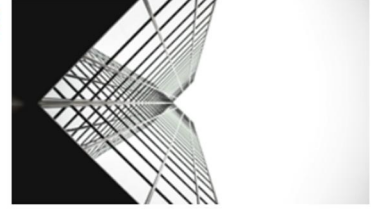
5



Travel time
Special solution for buildings with long travel times.



6



Speed
Solution that reaches a greater speed, offering quicker trips for long travel times.



7



Cars
Special car dimensions, with extra depth and wider doors. Designed with reinforced panels and floors for multiple and intensive uses.



8



Automatic rescue system
With floor level indication to ensure fast, efficient and safe evacuation of passengers in the event of an emergency. As an option, the system can incorporate a fully-automatic rescue device to evacuate passengers in the event of a power failure.

