

When to Choose the CE Mark

Note: Please read carefully before choosing CE option.

The CE (Conformite European) mark indicates that a product complies with any or all of the European Union (EU) directives, and will affect you only if your system is to be sold in Europe. CE does not describe the quality of a product, only that it complies with relevant EU directives and can be incorporated into systems sold in the European market.

Select encoder Series manufactured by Encoder Products Company (EPC) are tested in accordance with harmonized standards to meet specific noise immunity and emission requirements for an industrial environment, so as to comply with European directives. These tests ensure that when you order CE certified encoders from Encoder Products Company they will operate without disturbing other equipment and without being disturbed themselves.

Testing for CE certification is performed on encoders with 6 feet of cable length or standard body mount connectors. These testing

limitations should be taken into consideration any time the CE mark is ordered in combination with non-standard connectors or cable lengths in excess of 6 feet.

It should be understood that CE wiring techniques may cause severe ground loops if used with systems other than CE certified systems. Therefore, we strongly suggest that the CE encoder option only be used with CE wired systems, or in situations where the user has a clear understanding of the CE requirements. For markets other than the EU, Encoder Products Company maintains the strictest tests to ensure that non-CE units are shielded and grounded against electromagnetic phenomenon. Testing can be done at any agency approved by the European Union. This includes several agencies in the U.S. Encoder Products Company want to assure that all testing is accomplished to the "letter of the law". With this in mind, we use a testing agency in the European Union. If you have additional questions please contact EPC Customer Service at 800-366-5412 or e-mail cs@encoder.com.