



## FOR IMMEDIATE RELEASE

### VJ Technologies Announces IR Pre-heaters with Advanced Control

*May 2010 — VJ Technologies, Inc., the leader in rework technologies and global provider of advanced X-ray inspection systems, announces its updated IR Pre-heater Series, designed to preheat assemblies that require additional heat to compliment manual soldering and desoldering of SMT, through-hole and other thermal applications.*

VJ Technologies' infrared pre-heaters provide the additional heat and control required for lead-free applications, especially for multi-layer circuits. The pre-heaters occupy minimal bench space and are ready for use. The total heated area is segmented into four selectable zones, efficiently directing energy at specific sized boards.

The IR Pre-heater Series is designed to work in conjunction with hand soldering and desoldering tools. IR Pre-heaters were developed for manual rework or for use with equipment, such as selective soldering systems for preheating boards to help eliminate board warping prior to rework. The pre-heaters also compliment underpowered rework systems lacking effective bottom heating.

IR Pre-heaters feature robust, flexible board fixtures that are easy to adjust. Spring-loaded board clips allow thermal expansion without bending boards. Many PCB tooling options are available, including four-sided board support, bottom board support, and extended reach board clips to accommodate odd-shaped boards with ease.



IR4 Preheater



VJ TECHNOLOGIES

**About VJ Technologies**

VJ Technologies, Inc. manufactures production ready, automated Rework and X-ray inspection solutions with many advanced capabilities. The company also provides custom Rework and X-ray solutions tailored to satisfy specific application requirements. VJ Technologies is a worldwide leader in custom industrial X-ray inspection solutions.

**Company Contact:**

Ron Lindell, Director Global Sales & Marketing

234 Taylor Street, Littleton, MA 01460 USA

+1 631 589 8800

[www.vjt.com](http://www.vjt.com)