

Contactless Memory Card



Description

Special feature of LSI Card is that it is “CONTACTLESS”

What is contactless...

It refers to the CCL system (Contactless access on Clear-cut Logic) which performs all access functions by means of an electromagnetic coupling system. Four built-in sheet coils provide power carry commands, and allow reading and writing without any physical connections using pins.

Contactless freedom...

No contact failure due to vibration, abrasion, oil, water, iron powder, dirt, etc., and not affected by static electricity or magnetism.

Additionally...

The card is sealed with epoxy resin inside, making it resistant to bending, dropping, and other physical impacts.



Type of LSI Cards

The LSI Card format is largely divided into R series card equipped with S-RAM and S series cards equipped with FLASH memory. (LSI card has a coil-to-coil transfer rate of 500 kbps)

Application

The LSI Card offers high-speed, fully contactless data transfer via electromagnetic coupling—ensuring reliable, maintenance-free operation even in harsh environments with oil, dust, or vibration.

Overview LSI-Cards

Product image	Memory kinds	Part No.	Capacity (byte)	Size (mm)	Hardware page	Backed-up battery	lifespan
	S-RAM	RR-128KB, R-512KB	128K~512K	54.0×85.6×3.8	None	Built-in	5 years
		RL-128KBNLA, RL-256KBNLA RL-512KBNLA, RL-1MBNLA	128K~1M	54.0×103.0×4.1			10 years
		RL-128KBPLA, RL-256KBPLA RL-512KBPLA, RL-1MBPLA			Yes ^{※1}		
	FLASH	SL-1MB, SL-2MB, SL-4MB, SL-8MB	1M~8M	54.0×103.0×4.1	Yes ^{※1}	None	100,000 times ^{※2}

Note ※1 : LSI card with hardware page

S-RAM The card interior is hard-wired and divided into every 8K bytes.

FLASH The card interior is hard-wired and divided into 2M bytes each.

Note ※2 : The erase count limit for cards with FLASH is 100,000.

The useful life of the card itself is 10 years.

Note: T&O exclusively offers the SL-1MB. Our standard portfolio includes only the SL-1MB.

For any other requirements, please feel free to contact us via email.