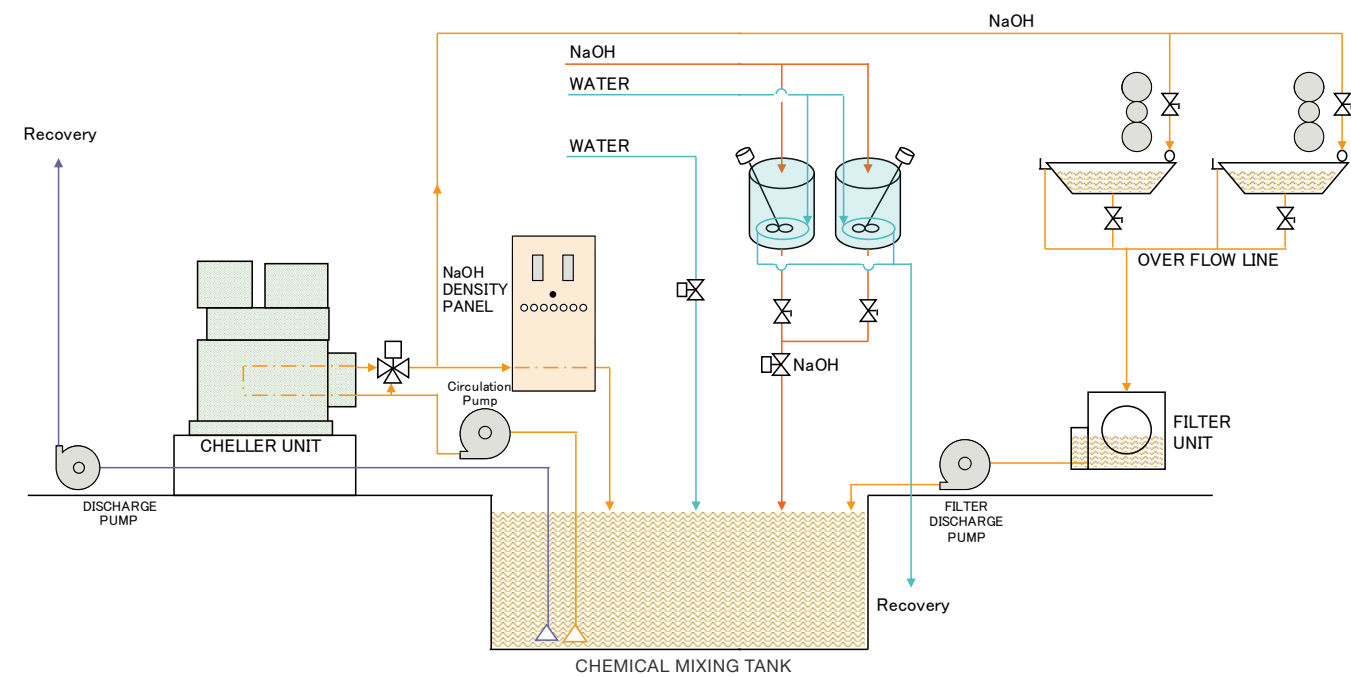


CONCENTRATION CONTROL SYSTEM for MERCERIZING RANGE



Standard Specifications of Clip Type Mercerizing Range

TYPE	M40	M60	M80	M100	M120	M150
Length of Stenter (m)	12	15.2	18.2	18.2	21.3	24
Cloth Length from 1st Mangle to 1st Shower (m)	24	40	47	60	67	80
Max. Machine Speed (m/min)	40	60	80	100	120	150
Number of Shower	2	3	4	4	5	5

MERCERIZING RANGE

CLIP STENTER TYPE



MERCERIZING RANGE -CLIP STENTER TYPE-

Features

Wide Availability for various types of fabrics

For ex., following new developments are ready for your option.

- Weft Distortion Proof System for thin fabrics.
- Cloth Width-loss Proof System for thin fabrics. (ex. lawn)
- High Tension Proof Design for thick(heavy) fabrics.

Clip Stenter

High-speed operation is completely achieved by means of our specially designed rigid rails and clips. Our clip is perfectly available for both thin and thick fabrics.

High-speed model provides special lining on the rail to reduce friction and to save driving power.

New type of a Suction Equipment contribute energy saving and increases suction effect.

Padding Mangle

Rigid steel frame provided. Impregnating trough is constructed with double wall with heat insulation material inside and equipped with trough elevator system by pneumatic cylinder to make the cloth threading easy.

Automatic Density Control Device of caustic soda solution and Refrigerating Equipment are on demand.(Option)

Tension Cylinder

It is specially designed to overcome strong tension of thick fabric.

The magnetic brakes are provided in the interim of tension cylinders of high-speed machine to prevent the running fabrics from explosive tension and cutting problem when emergency stopping.

Warp tension can be adjusted thrufinger-tip operation.(Option)

Refrigerrating Equipment

Freon gas type refrigerator and cricularing pump are adopted to cool caustic solution.

Our indirect cooling system by water brings easy operation and free from maintenance.



Clip Stenter



Padding Mangle & Tension Cylinders



Stenter Drive



Cascade Unit

