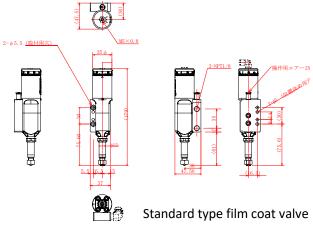
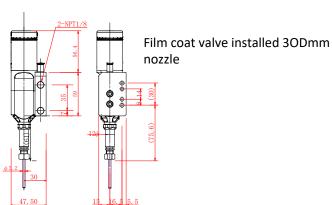
THE FEATURE OF THE FILM COAT VALVE

- That maintenance is easy, highly precise coating valve.
- The optimum circulate system to the nozzle front
- The film coat nozzle of 3 OD mm(option) is prepared.
- Outstanding On and Off movement.
- The instantly change of film width is prepared(option).
- Various coating is achieved by setting of various nozzles.
- The film coat valve with original rotate and tilt system moved on a nozzle tip point. (option).

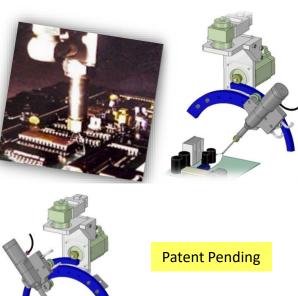
Demention of Film Coat Valve





Specifications:

- 1. Operating air:
- Gun operating pressure: 0.4 Mpa -0.45 Mpa
- 2. Head Weight
- 457g
- 3.Min response time
- 10ms
- 4.Max reply cycle
- 3000 times/min
- 5. Coating specification: Film coat by a rectangular nozzle
- Narrow small area dot coating by jet nozzle
- 6.Film Coater with Tilt & Rotate (Option, Patent Pending)
- 7.0D.3mmφ Film Coat Nozzle (Option Patent Pending)



Please inquire of the following orders of this equipment.

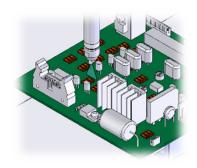
Shimada Appli G.K.

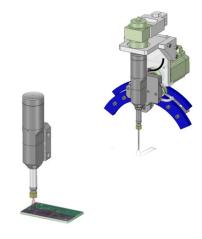
〒333-0842 3-7-15-101,Maekawa, Kawaguchi-city,Saitama Pref. TEL/FAX:048-269-7703 URL:http://shimadaappli.com/

Revised 3/2017 ,Printed by Shimada Appli G.K.

New SA Film Coating Valve

Film coat gun with a sophisticated function and diversity

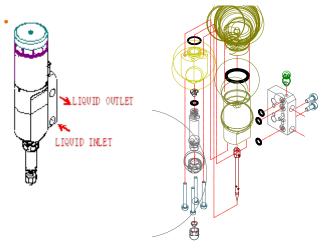




Shimada Appli G.K.

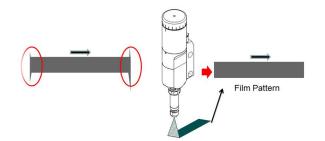
The structure of the film coat valve

- Uniting of drive parts.
- Substantial improvement of the maintenance. •
- The improvement are movement and maintenance • more than other heads



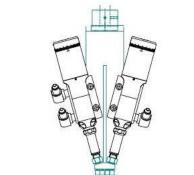
Please refer to the following You Tube. https://www.youtube.com/watch?v=2DqqwLxZwNU

New Nozzle dimensional outline drawing



Dissolution of the mustache of ON and OFF

All kinds' option



Single Type

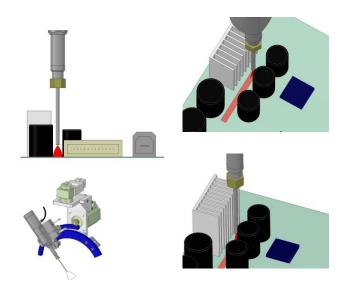


3 OD mm Nozzle



29

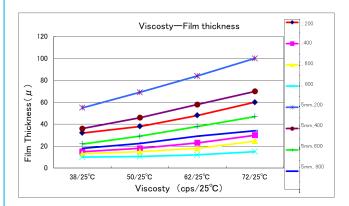
Twin Nozzle

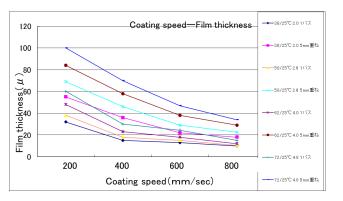


USED MATERIAL OF FILM COAT VALE

The main solvent type material : Acrylic fiber Silicon Urethane Rubber







Coating Material : Acrylic 40CPS, NV 20% Fix condition: Liquid Pressure 0.2 0.4Mpas

