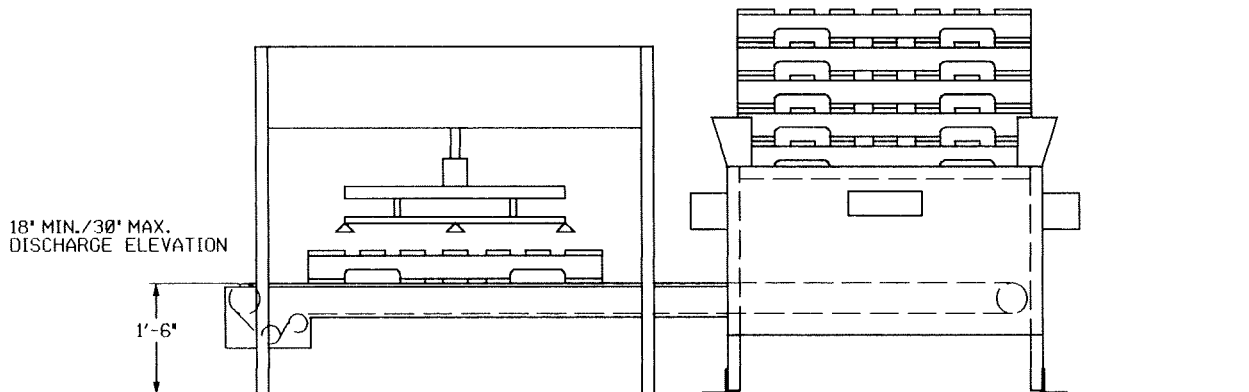


PALLETIZING STATION

PS PSD



STANDARD SPECIFICATIONS

- Stand Alone Station
- Handles 48" x 40" GMA Pallet
- Handles up to 54" x 44" Sheet
 - Sheets must be double
 - Sheets must be flat
 - Max sheet weight 8 lbs
- Rugged framework
- Electrical/Pneumatic operation – No Hydraulics
- Standard elevation top of conveyor pallet or stand:
 - Minimum 18"
 - Maximum 30"
- Units can be loaded from 3 sides
- Pallet capacity – 14 pallets
- Sheet capacity – up to 10" of sheets
- Electrical controls including "OFF/ON" control, for each unit; "MOTOR STARTER": necessary photoeyes and emergency stops. All wired
- Customer to supply 120V-480V Power and 80PSI air supply to control enclosures and air regulator

OPTIONS

- Vertical tubing on sides of pallet dispenser – Increases capacity to 20 pallets
- Low level pallet alarm light and horn
- Low level sheet alarm light and horn
- Other types and sizes available

DESCRIPTION OF OPERATION

The Selector Switches on both units must be in the "ON" or "AUTO" position. The Air Supply must be "ON."

The Emergency Stop Switches must be in the "OFF" position.

The Dispenser will dispense a pallet onto the pallet discharge conveyor whenever the conveyor is empty and no pallet is detected by the photoeyes.

When the new pallet is detected by the photoeyes, the sheet hopper rises until the top sheet activates the suction cups. Vacuum is applied and the sheet and hopper return to the down position. The carriage then transports the sheet out over the pallet, the sheet is dropped onto the pallet and the carriage returns to the home position.

The pallet will move off the conveyor via a signal by the operator. A signal is ignored if either dispenser is operating.

If the Selector Switch on either unit is in the "OFF" position both units will be inoperable.

To manually dispense a pallet, turn the Pallet Dispenser Selector Switch to "OFF" then back to "ON."

To manually dispense a sheet, turn the Sheet Dispenser Selector Switch from "AUTO" to "MANUAL" and back to "AUTO."