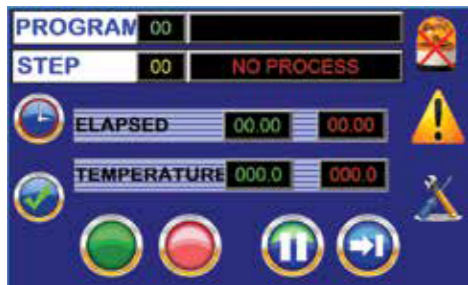


DRUMFINISHER



Shrinking, softening, drying.

Technical Data	Unit	Model		
		DF-20	DF-50	DF-100
Dimension				
Width	mm	1.467	1.990	2.200
Length	mm	1.458	1.672	1.300
Height	mm	2.125	2.735	2.750
Weight	kg	1.100	1.600	2.200
Drum volume	liter	510	1.400	1.670
Electric				
Consumption	kw/h	1,4	2,5	3
Steam				
Pressure	bar	6	6	6
Consumption	kg/h	40 to 60	100 to 140	150 to 200
Compressed air				
Pressure	bar	6	6	6
Consumption	liter/h	7	7	7
Production capacity				
Min.	kg/batch	11	28	63
Max.	kg/batch	28	63	118
Process time	min	5 to 35	15 to 35	15 to 35

FINISHING TUMBLER

FOR ANY KINDS OF

FABRICS,
GARMENTS,
SOCKS

Applicable Chemicals

- silicon,
- softener,
- antibacterial,
- perfume,
- water-repellent,
- Aloe Vera,
- and other chemicals.



DF-20

PRINCIPLE

To get quickly the best and an even finish result, the variable drum-speed makes the textiles Continuously "fall" directly in front of the unique injector-system, which can inject steam or Small quantities of a finish product.

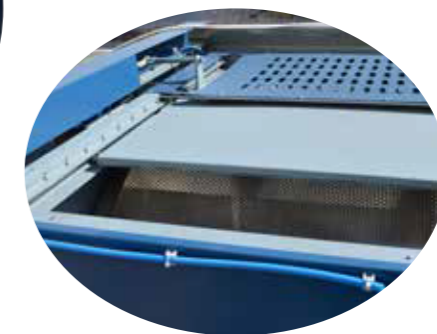
Finishing products are injected as a fine spray at a high speed for good penetration, which is extra Ensured by tumbling in steam. As all finish-product is absorbed by the textiles, there is no waste = Saving up to 40% product. During drying the air inlet-temperature and the exhaust-temperature Are checked. Consumption of heat-energy is low as only little water needs to be evaporated. Cooling Before unloading avoids "hot creases" and stabilizes the finishing effects. Result is a fully relaxed textile with maximum volume and a full, soft handle.

Finishing in a **DRUMFINISHER** requires only one, automatic machine.

Without wet-treatment the production-flow is not only much faster, but also up to 50% lower costs for energy, operations, water and effluent.

ADVANTAGES

- * No water
- * Short process time
- * Max. Shrinkage
- * Energy saving
- * Direct chemical in jeatlon without water
- * Direct steam injection
- * No need washing and squeezing process



SOCKS FINISHING



www.helintinternational.com

DRUMFINISHER