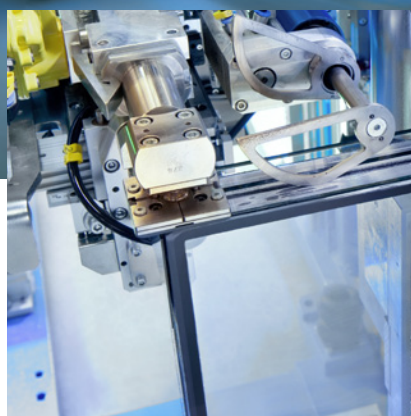


SPEED'S SEALER **HIGH-SPEED SEALING ROBOT** **FOR INSULATING GLASS UNITS**



YOU CAN ALWAYS RELY UPON:

- German-Swiss quality standards
- High efficiency and reliability
- Worldwide after-sales service

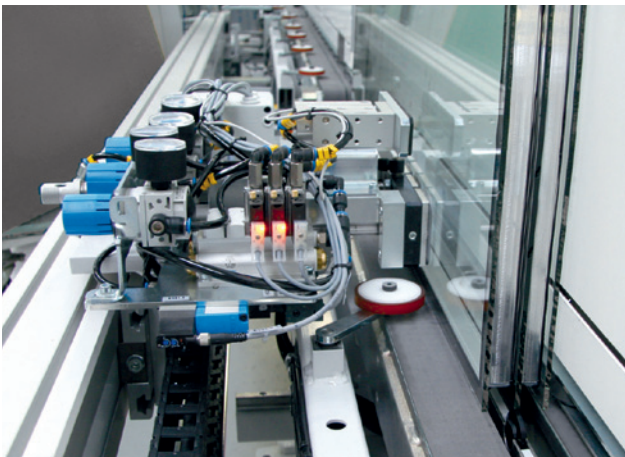
Dynamic quality sealing at maximum flow rate and highest application speed

- Dynamic mixer with a handling capacity of 6 l/min independent of the selected sealing material
- Highest application speed of 60 m/min at maximum flow rate
- Complete homogeneity of the sealing material through active, two-way mixing of components
- Fastest possible sealing of triple insulating glass units in two cycles without changing nozzles or machine downtime

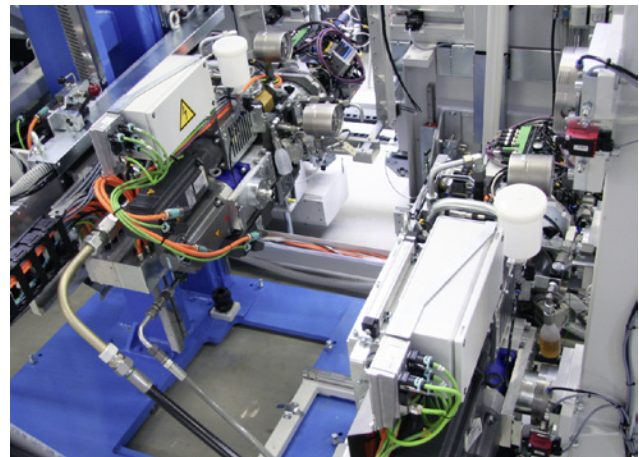
SLOWLY WAS YESTERDAY

WITH IT YOU CAN REALLY STEP ON THE GAS

- Highly accurate dosing technology for instant adjustment of volumes when there are changes in the joint depth
- Optimum sealing quality, even with changes in temperature and material batch as well as at the start of production
- Self monitoring, constant mixing ratio of the two material components
- Self-cleaning, flow optimized mixer prevents clogging of the mixing section
- Slight wear and tear due to the very low fluid pressure
- Graphical user interface for intuitive control through a touch-screen



Motorized adjustable protection of the middle pane of a triple insulating glass unit by a supporting roller



Optional quick-change system enables an automatic change of material without operator intervention

TECHNICAL DATA	SPEED'SEALER
Working heights	1.60 m / 2.30 m / 2.70 m / 3.30 m
Transportation speed	up to 80 m/min
Sealing speed	up to 60 m/min
Volume flow	up to 6 l/min
Processable dimensions	min. 190 x 350 mm (optional 100 x 250 mm) max. 3300 x 4000 mm (optional 3300 x 9000 mm)
I.G. thickness	max. 80 mm (optional 100 mm)
Glass edge stepping at lower edge (optional)	max. 100 mm
Sealing depth	3 – 25 mm (optional 30 mm)
Sealing width	4 – 24 mm (others upon request)
Weight of units	max. 250 kg/m (optional 350 kg/m)
Processable materials	All approved sealing materials

