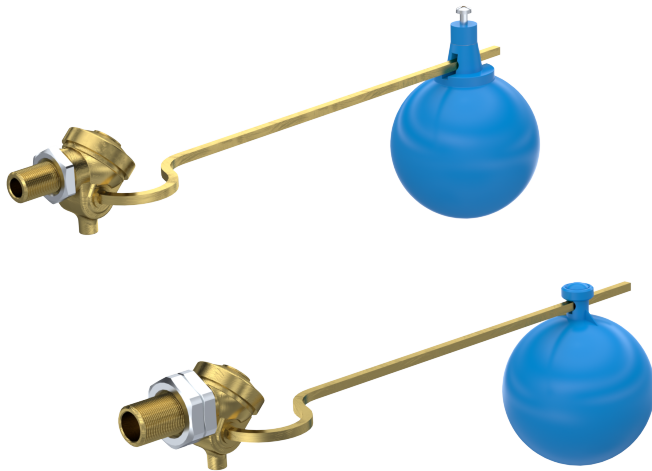


Float valve brass TYPE SW01



description:

Float valves are used for the filling or the regulation of fluid levels of storage tanks. The fluid level can be regulated exactly through the moving of the float on the float arm.

features:

- suitable for water, not adhesive and neutral fluids
- the float is movable on float arm for variable fluid levels
- replaceable valve seat

diameter:

3/8" and 1/2" inch

construction:

lightweight version

working pressure:

0 – 6 bar

design:

float valve lightweight version, not pressure-tight*
(*medium can leak from the float arm mounting)

connection:

male thread ISO 228

body:

brass

seal:

NBR

float arm:

brass 5x5mm

cap:

brass

float:

plastic PE-HD Ø 90 mm

temperature:

max. 80°C

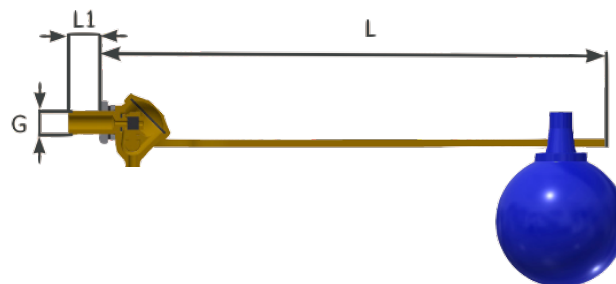
working pressure:

max. 6 bar

KVS-value:

DN10: 0,2 m3/h; DN15: 0,3 m3/h

dimensions:

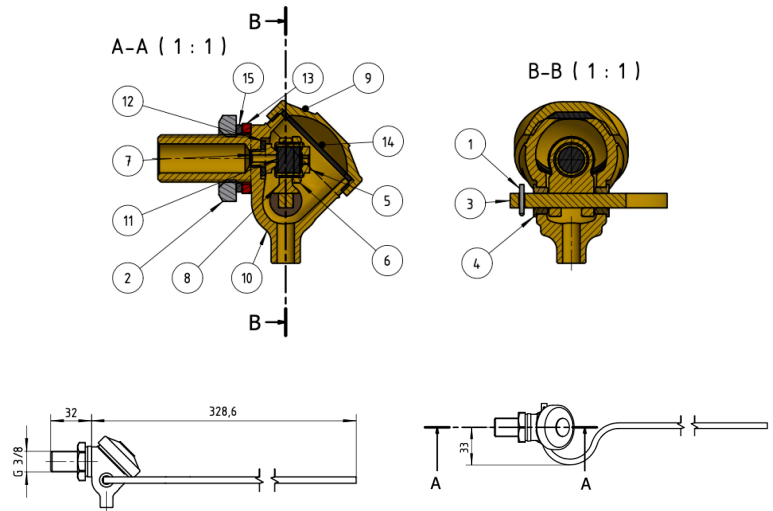


diameter	connection	L	L1	Kvs	weight
DN	G	mm	mm	m3/h	kg
10	3/8"	329	32	0,2	0,3
15	1/2"	329	40	0,3	0,4

material:

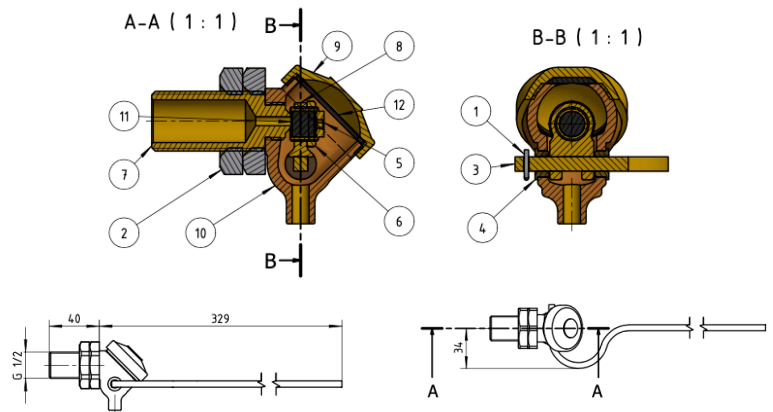
type DN10 – 3/8"

no.	description	material
1	VA-cotter	stainless steel
2	DIN 431 - G 3/8	VA
3	brass rod - 4Kt.-5mm	brass
4	caster	brass
5	main seal holder	brass
6	MS-Ring	brass
7	valve seat - 3/8"	brass
8	insert piece- 3/8" & 1/2"	brass
9	cap - 3/8" & 1/2"	brass
10	main body - 3/8"	brass
11	plug	NBR
12	sealing ring	NBR
13	vulcanic ring	vulcanized fiber – KTW
14	flat seal	EPDM
15	flat seal	EPDM

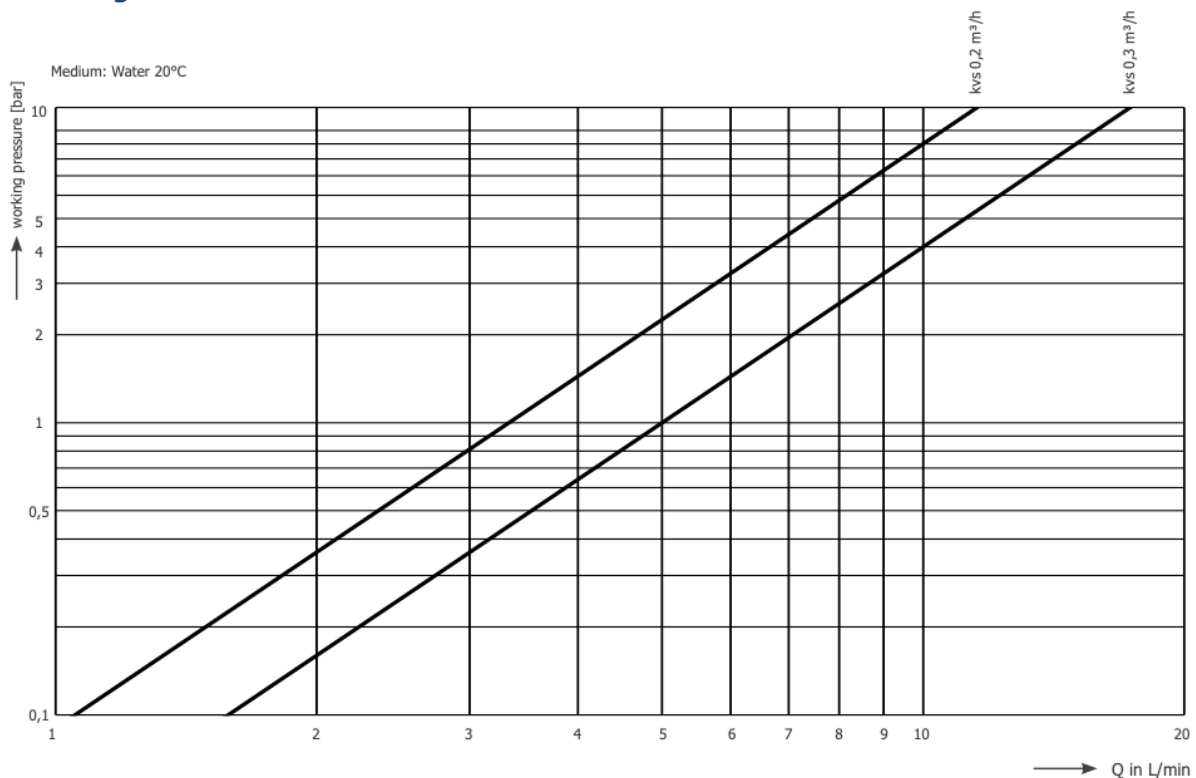


type DN15 – 1/2"

no.	description	material
1	VA-cotter	V2A
2	DIN 431 - G 1/2	V2A
3	brass rod - 4Kt.-5mm	CuZn39Pb3
4	caster	CuZn39Pb3
5	main seal holder	CuZn39Pb3
6	MS-Ring	CuZn39Pb3
7	nozzle - 1/2"	brass (gelb, weich)
8	insert piece- 3/8" & 1/2"	CuZn40Pb2
9	cap - 3/8" & 1/2"	CuZn39Pb3
10	main body - 1/2"	cast bronze
11	plug	NBR – 70° Shore
12	flat seal	EPDM – 65° Shore



flow diagram:



article number:

Type	Body	Float	Size
SW01	00 – brass	00 - plastic	02 – 3/8" 03 – 1/2"

Example no. SW01000002:

SW01	00	00	02
------	----	----	----

Float valve SW01

body: brass
float: plastic
size: 1/2"

Image similiar, subject change without notice.