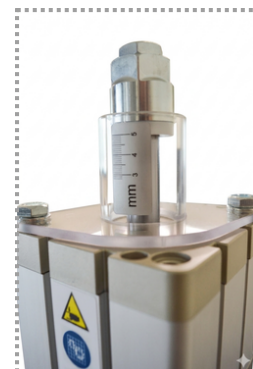


## TWO HEADS PNEUMATIC APPLICATOR

Professional solution for snap buttons and punching holes



- Application of snap buttons , eyelets and rivets.Punching holes in fabrics,pvc or cardboard
- Pneumatic head with a **new** cylinder featuring millimetre-precision stroke adjustment
- Ideal for fabrics, leather, pvc sheets and cardboard
- Compatible with standard dies supplied by button manufacturers



## TECHNICAL SPECIFICATIONS PRD

Product description	Double heads, manually loaded pneumatic machine for applying snap buttons and small parts in general, complete with hand guard.
Maximum force developed at 8 bar	520 kg
Cylinder specifications	ISO diam. 100 with stroke adjustment
Cylinder stroke	50 mm -adjustable up to 30 mm
Air consumption per cycle	2,75 N/l
Working pressure	adjustable from 3 to 8 bar
Type of start up	pneumatic pedal
Throat depth	110 mm
Distance between tool holders	85 mm
Technical specifications of the upper tool holder	¼-inch 24-thread
Technical specifications of the lower tool holder	diam.12,2 mm
Processing time	3-4 sec
Suitable for	iron,brass,aluminium,steel,plastic
Max.diam.of small parts that can be processed	24 mm
Safety	adjustable hand protection system
Number of operator per machine	1
Standard equipment	1 double-ended spanner, 4 feet, 1 button container, 1 centring device,1 allen key 3mm
Customisation	option to manufacture custom-designed tool holders on request
Suitable setting tools	compatible with standard dies supplied by button manufacturers
Bench height adjustment	yes
Operating area height	92 - 102 cm
Optionals	red light led positioning device ( point or cross) distance reference guide tool holder panel work table with reference stops pneumatic timer for extending the pressing time approaching device
Warranty duration	12 months
Certification	CE labeling

## DIMENSIONS AND LOGISTICS

Dimensions	Net weight	Packaging dimensions	Gross weight	Type of packaging	Packaging modality
70X56X150-160 cm	65 kg	90X45X64 cm	73 kg	cardboard boxes on pallet	disassembled bench