

Sea-Water Desalination Filter Housing (SW Series)



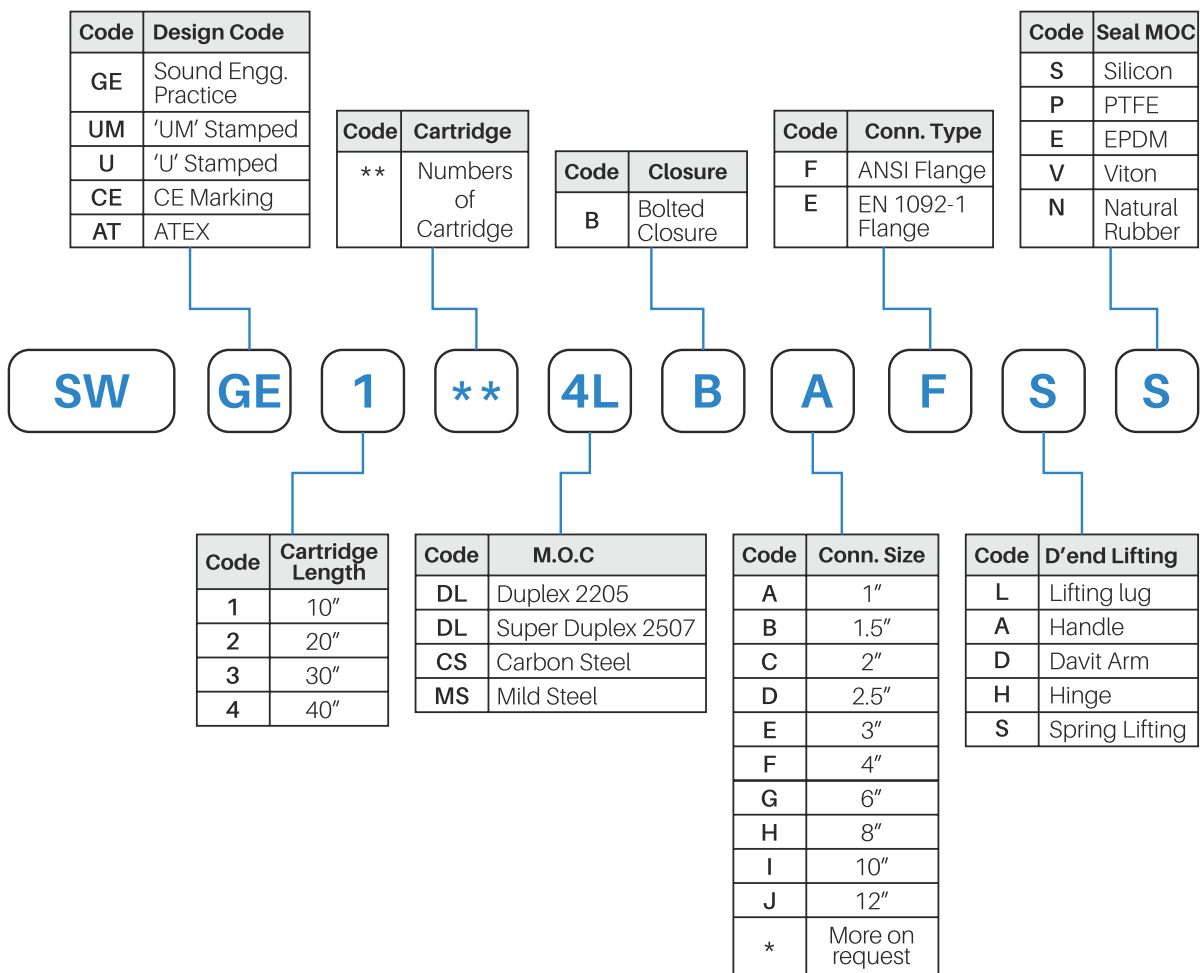
Sea-water Desalination Filter Housing

- Unique design filter housing designed for sea water desalination, heavy acid / alkali chemicals
- Materials included mild steel or carbon steel with rubber lining, duplex & super duplex
- Filter housing internals available in different material of construction to suit the end application
- Available in different design pressure
- Various inlet & outlet connection options available
- Custom design housing are available
- Leistung has built filter housing for flow rate up to 1000 m³/hr
- Housing is constructed of shell, tube sheet, positive sealing arrangement for cartridge and choice of end connection.
- Seawater, free from large solid particles enters the housing and is distributed evenly around the filter cartridges. Filtration takes place from outside to inside, fine solid particles are collected on the outside of filter cartridge and clear filtrate is collected at outlet.

Technical Data	
No. of Cartridges	Up to 250, more on request
Cartridge Length	10", 20", 30", 40"
Flow Rate	Up to 1000 m ³ /hr, more on request
Cartridge Fitment	DOE & Code-222 type
Design Code	Good Engineering Practice, ASME section VIII Division 1, PED, ATEX
MOC	MS, CS, Duplex 2205, Super Duplex 2507
Pressure Rating	1 - 15 bar *
Temperature Rating	-25°C to +65°C, more on request *
Connection Size	1.5" - 20" *
Connections	Flange *
Vessel Closure	Bolted
Sealing Material	Silicon, EPDM, PTFE, Natural Rubber *
Lifting Device	Davit Arm, Lifting Lug, Lifting Handle
Vessel Support	Legs, Skirt
Surface Finish	Matt Finish, Mirror Finish, Paint
Optional Finish	Rubber Lining and/or Painting, GRE Lining, PFA Coating/PTFE Coating/Lining
Accessories (Optional)	Pressure Gauge, Vent Valve, Drain Valve, D.P. Gauge
Marking (Optional)	ASME 'U' Stamp, 'UM' Stamp, 'R' Stamp, CE Marking, ATEX Marking

* Customization in design available on request

Ordering Chart



* Customised design with more number of cartridges and connection are available.