



! Speeds Cassette Closing

! Operator adjustable “closing pressure”, assures optimal closing for any manufacturer’s cassettes.

! Operates from “house” compressed air or compressed air cylinders.

! Can close up to 600 cassettes an hour with no operator fatigue.

! Safe dual hand activation

For years anyone preparing their own aerosol sampling cassettes, was faced with a dilemma. OSHA/NIOSH advises that all cassettes be closed in a manner that will prevent bypassing of air around the sampling filter. One could assure this requirement was met by pressing the cassettes with a lot of pressure, and to be safe, an extra measure of pressure was always applied.

Two things could occur if the pressure was excessive: the cassette could fracture or have so much stress build up that it would show signs of “crazing” after 24 hours. A second possibility was, that after sampling the cassette could not be opened easily without damage to the cassette, or worse.... damage to the filter.

The “Accu-Press™” cassette closer developed by Omega solves these problems .

By allowing the operator to select the optimal pressure, the cassettes can be closed without risk.

The device is made of a sturdy anodized aluminum stand that holds a pneumatic cylinder in an orientation that will allow the plunger to move downward and press on the cassette placed under it.

The plunger face is parallel to the resting surface that the cassettes sits on, assuring proper closing.

Two hand are required to depress two separate palm buttons to activate the piston’s movement, making it safe. Its low profile makes it ergonomically sound and prevents operator fatigue.

SPECIFICATIONS

Stand	Clear Anodized Aluminum
Quick Disconnects.....	Nylon
Hoses to Pressure Regulator	Polyethylene
Hoses to Closer	Polyurethane
Pressure Guage	0 -100 PSI
Air Filter	Fiberglass , 5 micron
Filter Housing	Nylon

ORDERING INFORMATION

Closer	APCSCLSR-2
Retrofit for old style Cassette Closer	APCSRETRO

SPARE PARTS & CONSUMABLES

Air Filter	APFLTCLSR
Air regulator	AIRREG