

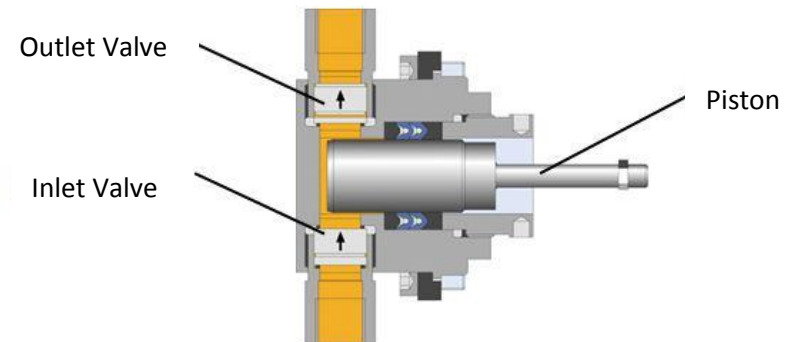
# Dosing Technology BATTLE

## Endless-Piston-Principle



VS

## Piston Pumps



- + repeatability over 99%
- + dosing accuracy  $\pm 1\%$
- + pulsation free
- + reversible flow direction
- + high viscosity
- + low shear dosing
- + volumetric dosing
- + valveless, self-sealing
- + solids dosable
- + independent of viscosity, time, pressure

- sensitive against dry running

- + high pressures possible

- many moving parts
- piston filling times affect cycle times
- high maintenance costs
- complicated system design which needs many regulatory elements
- high pulsation
- shear sensitive and abrasive materials are difficult to dispense

# Dosing Technology BATTLE

## Endless-Piston-Principle



VS

## Membrane Pumps



- + low to high viscosity media dosable through special dosing geometry
- + low shear dosing
- + continuous dosing
- + pulsation free
- + easy cleaning
- + solids dosable
- + self-sealing system
- + compatible with all media
- + dosing accuracy  $\pm 1\%$
- + dosage independent of time, temperature and pressure

- sensitive against dry running

- + less maintenance effort
- + save for dry running

- not suitable for high pressures
- dosing quantity depends on time, temperature and pressure
- pulsation through piston stroke travel
- dosable materials depends on membrane design
- not compatible with all media
- no continuous dosing

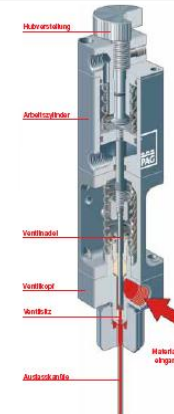
# Dosing Technology BATTLE

## Endless-Piston-Principle



VS

## Needle Valve



- + low to high viscosity media dosable through special dosing geometry
- + continuous dosing
- + pulsation free
- + easy cleaning
- + solids dosable
- + self-sealing system
- + compatible with all media
- + dosing accuracy  $\pm 1\%$
- + dosage independent of time, temperature and pressure

- sensitive against dry running

- + good cycle times
- + cheap

- many moving parts
- dosed quantity independent of time, temperature and pressure
- pulsation through pneumatic stroke
- wear out through abrasive materials
- sealing not suitable for all medias
- no continuous dosing

# Dosing Technology BATTLE

## Endless-Piston-Principle



VS

## Peristaltic Pumps



- + low to high viscosity media dosable through special dosing geometry
- + low shear dosing
- + continuous dosing
- + pulsation free
- + easy cleaning
- + solids dosable
- + self-sealing system
- + compatible with all media
- + dosing accuracy  $\pm 1\%$

- bigger size

- + gentle conveying
- + save against dry running

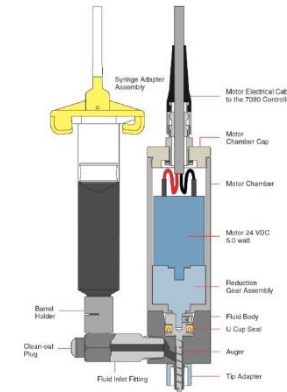
- limited life time of the tube
- pulsation depending on the building design
- no continuous dosing
- contamination through wear of the tube possible
- less precise due to wear out of the tube
- not compatible for all media

# Dosing Technology BATTLE

## Endless-Piston-Principle

VS

## Auger Valve



- + low to high viscosity media dosable through special dosing geometry
- + low shear dosing
- + dosed quantity proportional to the speed
- + dosed quantity independent of supply pressure
- + easy cleaning
- + fillers dosable
- + self-sealing system
- + dosing accuracy  $\pm 1 \%$

- sensitive against dry running

- + high viscosity up to pasty materials

- low viscosity not dosable because of openings in the design
- high shear forces
- dosed quantity is not proportional to the speed
- dosed quantity depends on the supply pressure
- high cleaning effort
- no fillers dosable
- no self-sealing system
- dosing accuracy  $\pm 5 \%$

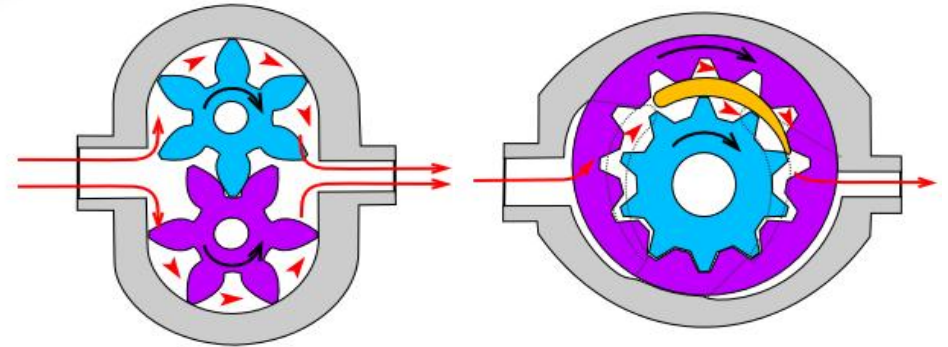
# Dosing Technology BATTLE

## Endless-Piston-Principle



VS

## Gear Pumps



- + repeatability over 99%
- + dosing accuracy  $\pm 1\%$
- + pulsation free
- + reversible flow direction
- + high viscosity
- + low shear dosing
- + continuous dosing
- + valveless
- + solids dosable
- + independent of viscosity, time, pressure

- low pressures

- + very cheap
- + high pressures
- + reversible flow direction

- not suitable for abrasive fluids
- gap stream
- low repeatability
- very high shear
- valves necessary
- viscosity-dependent
- linear conveyance only with increased effort and readjust possible

# Dosing Technology BATTLE

Endless-Piston-Principle

VS

Time-Pressure-System



- + repeatability over 99%
- + dosing accuracy  $\pm 1\%$
- + pulsation free
- + reversible flow direction
- + high viscosity
- + low shear dosing
- + continuous dosing
- + valveless
- + needs only power, low energy costs
- + solids dosable
- + independent of viscosity, time, pressure

- price
- not suitable for CA adhesives

- + very cheap
- + suitable for single-use applications

- many small items
- valves are always necessary
- always needs compressed air and electricity, increased energy costs
- difficult control of the quantity
- low dosing accuracy of  $\pm 5\%$
- highly variable dosing results by viscosity and temperature changes