

The Media Loader is the fast, efficient solution for loading large volumes of filter media with ease. Designed to eliminate dust formation, it ensures a cleaner and safer working environment. Its user-friendly setup requires only a water supply, and the compact, portable design makes it ideal for challenging installations with limited access. Suitable for various media types, including Activated Filter Media (AFM), carbon media, calcite, DMI-65, Turbidex, softener resin, and sand, to name just a few.

FEATURES & BENEFITS

- **Fast & Efficient:** Quickly loads large volumes, saving time.
- **Dust-Free:** Prevents dust for a cleaner, safer workspace.
- **Workplace Safety:** Minimises manual handling of media, lowering strain and injury risk.
- **Easy Installation:** Simple setup with just a water supply.
- **Ideal for Tight Spaces:** Works in locations with limited access.
- **Compact & Portable:** Lightweight and easy to transport.

HOW IT WORKS

- **Water Supply:** Connect to mains or alternative water source with adequate pressure to move filter media efficiently.
- **Media Loading:** Introduce filter media into the hopper using a crane, forklift, or from standard 20-25kg bags. Hopper design ensures controlled feeding with minimal dust.
- **Mixing & Transport:** Once inside the hopper, the filter media is premixed with water to create a smooth slurry. The ejector system then accelerates and transports the media through the connected piping, delivering it efficiently to the filter with minimal handling effort.



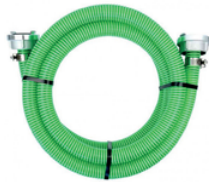
SPECIFICATIONS

Min. Water Pressure (at Inlet)	4 bar (58 psi)
Recommended Water Pressure (at Inlet)	6-8 bar (87 - 116 psi)
Max Water Pressure (at Inlet)	8 bar (116 psi)
Recommended Pipe Ø Inlet	40 - 75 mm
Recommended Pipe Ø Outlet	40 - 55 mm
Water Usage	15 - 30 m ³ /h
Connections (Outlet)	Storz C(55mm)/G 2"
Connections (Inlet)	2" BSP

REQUIRED ITEMS



Media Loader Hopper



Outlet hose



2" BSP Inlet valve
Image for illustration only



Inlet hose

* Not included in the kit

