BOGE condensate drains



Float operated condensate drains

NO COMPRESSED AIR LOSSES

Float operated drains only open when there is condensate to remove. That means that compressed air losses are avoided.

SIMPLE OPERATING PRINCIPLE

Float operated drains work very simply however they are more sensitive to dirt and require regular maintenance.



Bekomat electronic level-controlled condensate drains

ZERO COMPRESSED AIR LOSSES

An electronic sensor ensures the drain only works when there is condensate to discharge — this is done without any air losses. The intelligent electronic controller ensures loss free discharge and also monitors the condition of the drain.

CONTROL FUNCTION

An LED display indicates the operating condition of the drain. A potential free contact (not available in Bekomat 31) allows remote monitoring — for high operating safety.

Level controlled condensate drains: Condensate is a by-product of compressing air. The amount produced depends entirely on humidity, ambient temperatures and the volume of air generated. Condensate is produced in different quantities in different places within the compressed air network, i.e. when the temperature of the compressed air falls below the pressure dew point. Due to their absolute reliability BOGE condensate drains stand for safe and efficient condensate management.

Float-controlled	
Float drain	Ø 85 mm, H = 185 mm
Connection	In G $^{1}/_{2}$, Out G $^{3}/_{8}$

Electronic level controlled

BOGE	Max. compressor output	Max. dryer output	use for*	Dimensions in mm	Connection
Туре	m³/min	m³/min 100% saturated		WxDxH	In/Out
Bekomat 31	2,5	5,0	a, b	164 x 65 x 118	G ½/ G ¼
Bekomat 32	5,0	10,0	a, b	179 x 74 x 127	G ½/ G ¼
Bekomat 12	6,3	12,6	а	65 x 150 x 141	G ½/ G ¾
Bekomat 13	280,0	56,0	a	93 x 212 x 162	G ½ / G ½
Bekomat 14	126,0	252,0	a	120 x 252 x 180	G 3/4 / G 1/2
Bekomat 16 CO	1400,0	2800,0	a, b	280 x 280 x 280	G 3/4 / G 1/2

^{*} Output figures based on central European climate conditions

a = condensate with oil

b = oilfree, aggressive condensate