

Drain-All manufacturers an extensive line of "zero-loss" condensate traps providing energy-saving, performance-improving functionality to many compressed system applications. The patented design has been modified to accommodate a variety of non-standard applications including high and low-pressure environments, high temperatures and high concentrations of rust or other solids. The Rust Handler® is a solution for situations when severe rust and debris is present, typically found in old receiver tanks, piping and old inter-coolers/after-coolers that slough off scale.

RELIABLE

The Drain-All cycling is controlled by a patented magnetic interaction with a totally pneumatic control circuit. While other pneumatic drains have a complex lever action "toilet bowl" type internal float with many parts, there are few moving parts in the Drain-All. Since the Drain-All is totally pneumatic, it is not affected by power outages or the other vulnerabilities of electrical devices such as timer solenoid valves, motorized ball valves or electrically operated float traps.



LIQUID REMOVAL

The air pressure in the system being drained, forces the liquid out of the Drain All reservoir. Because the power of the air system is behind it, the discharge can be directed upward, to a containment vessel, oil-water separator or overhead discharge piping system.

FEATURES

- Automatic; no timers, work on demand
- Pneumatic; totally air operated
- Energy efficient; saves valuable system pressure
- Reliable with few moving parts
- Easily Installed with simple pipe connection
- Adaptable with special models for all applications

SPECIFICATIONS

Rust Handler												
Part Number		Control Air (in)	Balance Line (in)	Dimensions - in (cm)			Max Liquid	Max Liquid	Control Air	Control Air	Max Flow at	Weight - lbs
	Inlet/Outlet (in)			Height	Width	Depth	Temperature - F	Pressure - PSIG (BARG)	Min - PSIG (BARG)	Max - PSIG (BARG)	100 PSIG (GPM)	(kg)
RH50-0LAAA	1/2 NPT	1/4 NPT	1/8 NPT	11 (27.9)	9-1/4 (23.5)	10-1/2 (26.7)	170 (76.7)	170 (11.7)	40 (2.8)	130 (9.0)	1.5	21 (9.5)

