



JS-10A Automatic Quantitative Powder & Granule Filling & Packaging Machine (Mechanical Type + Vibration Loading)



Machine Features:

- Mechanical type operation with 1/4 motor, reducer, chains, and gear.
- Vibration loading & agitator for low fluidness product to ensure smooth filling process.
- Volumetric Filling method with metering dish & cups.
- Product level sensor on metering dish for auto refill from hopper ensure stable filling weight.
- Hopper quick dismantle without hand tool.
- Metering cups are easily to change within few minutes.
- Magnetic knocker support product filling completely.
- All component in direct contact with product are made with SS304 or food sanitary standard.
- PLC controlled photocell device with auto track function.
- PID function Temp. controller for each sealing part with stable sealing performance.
- Bag width is adjustable by changing bag former guide.
- Bag length is adjustable on the machine directly.
- Machine constructed by iron cast for long time operation stability & durability.
- Servo type construction available upon request.

Optional Device:

Date coder, Hopper level indicator, mixer device, output conveyor, nitrogen air connector, quantity warning, stainless steel frame, height adjustable dish and other required device upon request.

Applicable Products:

Various powder & granule, such as: sugar, salt, seasoning powder, milk powder, ground coffee, detergent powder, ...etc.

Applicable Film:

Heat seal suitable filter paper, double layer heat sealable laminated film, such as: PET+LLDPE, PET+MPET+CPP, PET+PE+AL+LLDPE, Nylon+LLDPE...etc.

Technical Parameters:

Sealing Style	3 sides, 4 side or pillow type packaging(one option)
Motor	1/4HP standard Motor x 1, Reducer x 1
Power	220V, 50 or 60 Hz, single phase(upon request)
Film Width	60-160 or 80-220mm
Bag Length	50-110 or 70-160mm
Filling Weight	1-10g / 10-30g / 30-60g / 60-100g (varies with product density)
Packaging Speed	About 20-90 bags/min
Machine Dimension	125 x 103 x 200cm(L x W x H)
Net Weight	420kg