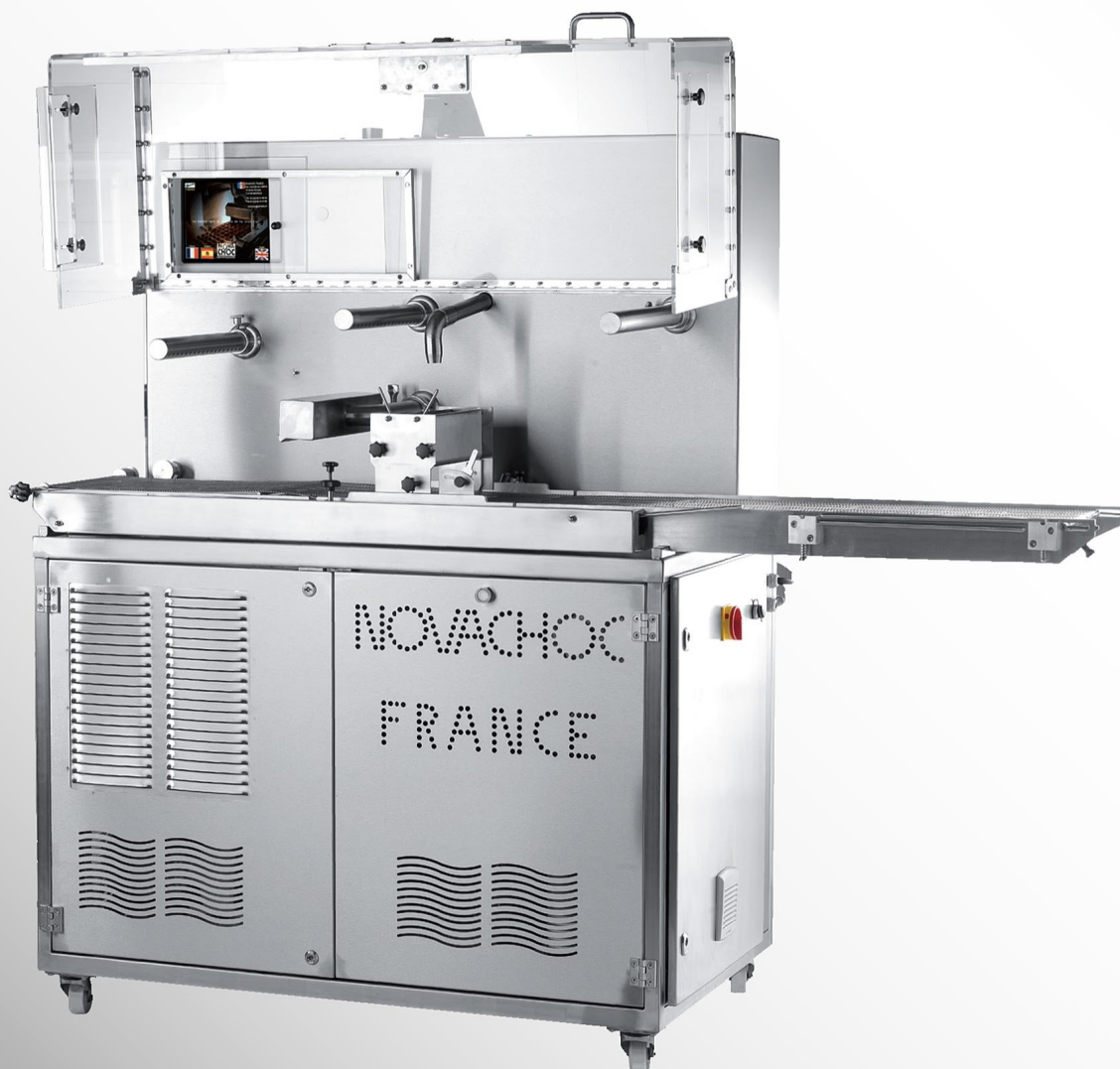


NOVACHOC

La technologie au service de la tradition

TE4



Parc d'Activité des Nations
10 rue de l'Europe
F- 67230 Benfeld
Tél. 33(0)3 88 74 09 28
Fax 33(0)3 88 74 47 98

www.novachoc.fr

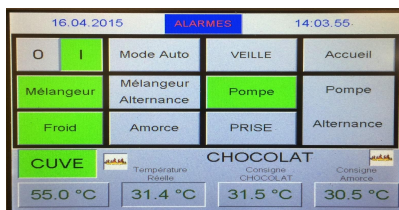


TE4 SPECIFICATIONS

FEATURES

- Machine made of stainless steel
- Three phase refrigeration unit, Blower power controller and heated worktop
- Tank capacity : 75 kg - with tank level sensor
- Closed circuit (no water mains connection or drain)
- Electric power 380V (3Ph+N+E) - Contact us for different power
- Primer system for tempering
- Hood with adjustable space heating (opening / closing by pneumatic cylinder)
- Electronic chocolate temperature control (PID controller with PT100 temperature sensor)
- Machine may be refilled with chocolate while running
- Crystallization time : around 60 mn (depends on the ambient temperature of chocolate)
- Modem for remote service connection

Touchscreen features



Easy use, touchscreen provides some additional features :

- Programming deferred start-up with cold with or without heating under cover (no waiting time)
- Programming the switching on the alternating stirrer while the chocolate is melting
- Recording of programs by recipe / by chocolate couverture
- Programming the automatic standby mode (with the possibility of operating the alternating stirrer)
- Alarm - displays the fault (eg safety grid removed)

Conveyor

- Chocolate double flow for enrobing
- Blower with dimmer
- Speed drive of the conveyor
- Detection cell for automatic conveyor stop
- Possibility to stop the loading grid (independently from the rest of the conveyor)
- Possibility of separating the grid of the output conveyor
- Length of candies loading grid 1100 mm & length of candies enrobing grid 858 mm
- Width of the coating grid 300 mm
- Output length of the conveyor 2600 mm

Dimensions

Tempering machine		Conveyor	
Width (mm)	1300	Width (mm)	340
Depth (mm)	800	Length (mm)	4558
Height (mm)	2000	Working height (mm)	1070
Weight (kg)	460	Weight (kg)	55

Together, make your dream reality

