

# 101 & K SERIES PLATE ROLL CONTROLS STANDARD OPTIONS



## FS

*This feature is available for forward and reverse rotation of the rolls, allowing operator to use both hands to manipulate workpiece and can be used on all control styles.*



**Foot Switch . . .**  
**Price . . . . .**

**\$ 1,000.00**



## Beta 3 Pendant Control

*The Beta 3 is a pendant control mounted in fiberglass enclosure that's encircled in a stainless steel hand rail. Push buttons control near and far roll up/down position and roll rotation. Two LED readout show the up/down position of the near and far roll. An electronic speed control dial controls the system speed. An E-stop is located on top of the enclosure. Main motor start/stop and dropend up/down are in their own enclosure, mounted on the machine housing. This control comes with a roll around stand to hold the pendant, converting it into a rolling console. This control is recommended for job shops with part batches of up to 10 pieces.*

## Pre 3 Semi-Automatic Free Standing Control

*The Pre 3 semi-automatic free standing rolling console provides digital readouts and 2 presets for each axis (near & far roll). Also included is the LP2 (length position) with readout and 2 presets for the roll rotation. All machine functions are controlled via joysticks or push button on the control panel. Motor start/stop, dropend up/down, speed control dial and E stop is mounted in the panel for easy access. The controls are housed in a heavy duty Nema 12 enclosure with stainless steel guard rail. This popular control provides just enough automation to greatly speed through put, performance, and accuracy. It is easily programmed and can be used as standard or preset type control. In many cases this control increases roll performance 500% or more and is usually all the automation that is required. This control is recommended for part batch sizes from 3 to 100 pieces or more.*

**Price . . . . \$ 10,700.00**

**Standard, No Charge**



*Other features and variations available to suit your individual needs . . . . . P.O.A.*