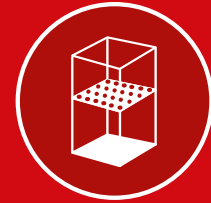


MPS X1 - The **ultrasonic sieving station** for powder handling via containers



**Powder sieving
stations**

Printer-independent

Process stable

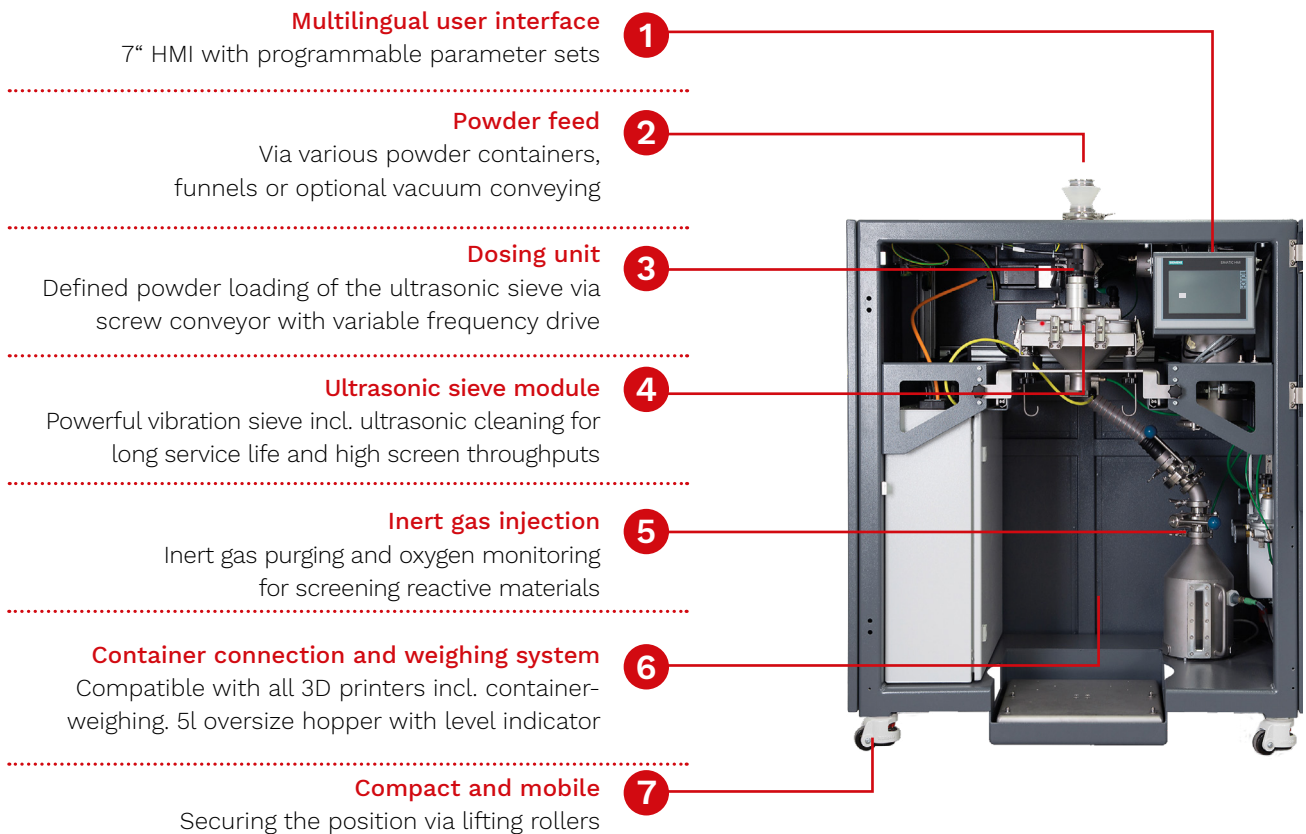
Powerful

Compact

Efficient **ultrasonic screening station**
for powder recovery

Ultrasonic-seiving station MPS X1

Simple powder handling via container

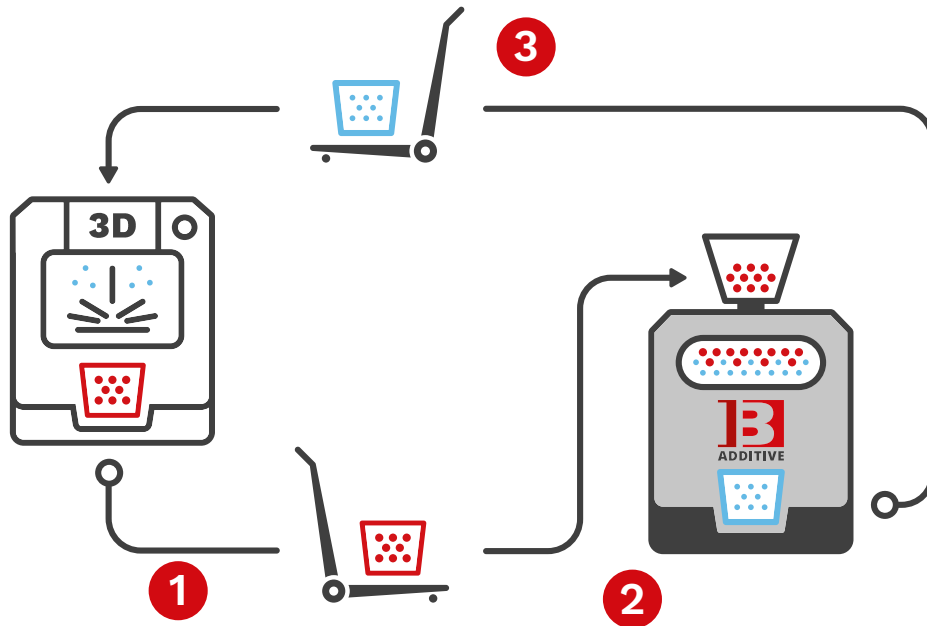


Technical Data

Dimensions	↔	1000 x 680 x 1200 mm (W x D x H)
Empty weight	📦	350 kg net
Mesh size	⋮	37 μm - 250 μm
Screen drive	≈	Vibratory drive with ultrasonic cleaning
Inert gas	⚡	Argon / Nitrogen
Container volume	📦	3D printer dependent, oversize 5 liters
Electr. connection	⚡	400 V, 50-60 Hz
Documentation	📄	CE / EAC ATEX / GOST

Universally compatible in the smallest space and with the highest reliability

The MPS X1 Ultrasonic Sieving Station enables the feeding of already used powder and the return transport of the recycled powder via the existing containers. Despite the small space requirement, large powder quantities can be efficiently recovered.



1. Removal of the container from the 3D printer and transport to the screening station

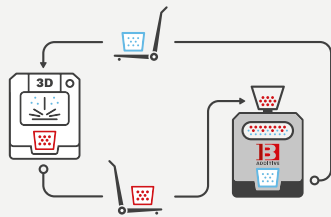
2. Inerting and ultrasonic sieving of the used powder in the MPS X1

3. Removing the container from the screening station and transport back to the 3D printer

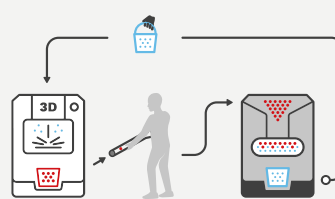
The advantages

- > Powerful ultrasonic sieve with long service life
- > Powder feed via powder tanks with variable interfaces
- > Inert gas purging and oxygen-monitoring
- > CE and EAC compliant
- > Automated system with integrated scale
- > Sieve throughput aluminum 1l / min at 63 μ m
- > Sieve throughput titanium or stainless steel 2l / min at 63 μ m
- > ATEX and GOST certified

MPS screening stations for every application

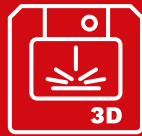
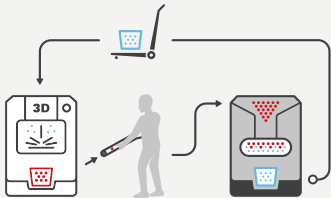


MPS X1



MPS 5

MPS 30



MPS X1
The sieving station for flexible powder feeding via powder hopper

MPS 5
The very compact screening station for 3D printers with small Building spaces

MPS 30
The powerful and adaptable screening station for medium and large printers