

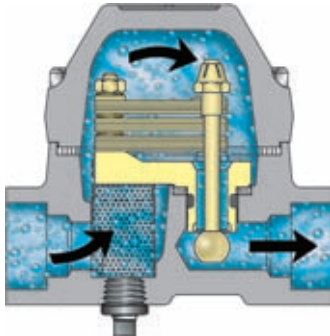
# HOW IT WORKS

## THE 4 PURPOSE VALVE AND ITS FUNCTION IN THE VELAN UNIVERSAL BIMETALLIC STEAM TRAP

### FAST WARM UP

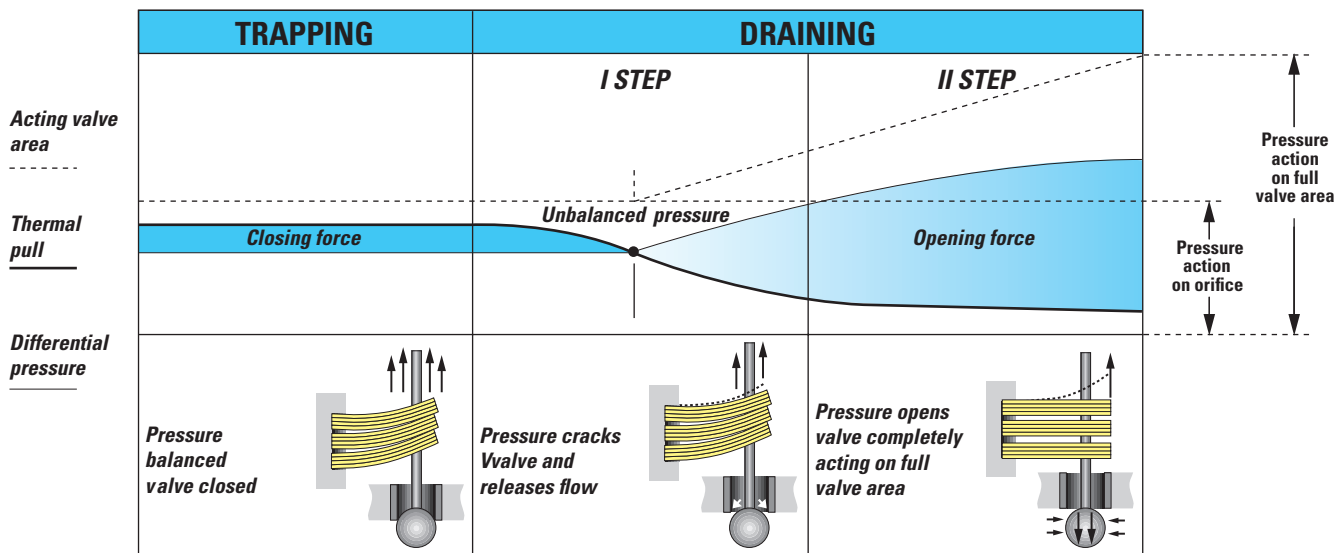
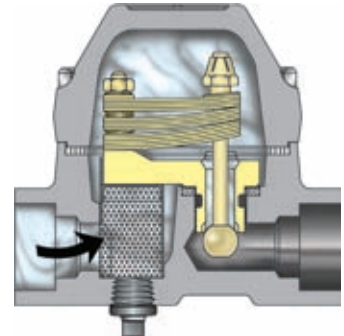
The discharge valve is open, allowing air and cold water to be discharged rapidly. The period of waiting to start a process is reduced to minutes – there is no air binding, water-logging or steam locking to delay equipment warm up.

Actual tests show that up to 2½ hours may be saved on each “warm-up” because Velan steam traps have a much greater venting capacity than other traps, due to large orifice.



### POSITIVE TRAPPING

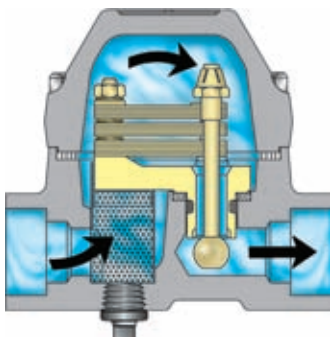
Incoming steam causes the bimetal to deflect. This thermal pull of the bimetal element acts on the valve stem overcoming the steam pressure closing the valve. The ball valve is pulled tightly on to its seat preventing weeping and loss of live steam. The thermal pull increases or decreases as a function of temperature, in the same relation as the temperature and pressure of the saturated steam. The same element can be used for varying steam pressures within wide pressure ranges.



### TWO STEP DRAINAGE

When steam condenses into water, the thermal pull of the bimetal is gradually reduced until the line pressure on the valve releases it from the valve seat and allows condensate to be discharged.

This is the first step in the smooth and quick opening of the valve, without noise or violent action. When the flow is released, the unbalanced pressure acts on the full valve area. The force to overcome the thermal pull increases and opens the orifice to full capacity.



### CHECK VALVE ACTION

Back pressure in the discharge pipe, a sudden drop in steam pressure a rapid fluctuation or discharging to overhead lines causes back flow of condensate. To prevent this possible back flow or condensate entering the equipment not in service, separate check valves have to be installed as near to the trap as possible. In Velan steam traps the discharge valve in the trap acts as a check valve providing full back flow control.

