

COMPENSATOR 50 LITER SPRING LOADED

A PART OF ENVIREX
COMPENSATOR
SERIES



Description

The Envirex Compensator Series represents a number of hydraulic compensators that features a reliable and solid design, made to handle harsh subsea environments on great depths.

The compensator are designed for systems which requires relatively over-pressure on depths down to 3000 meter and are typically used as fluid reservoirs for subsea systems.

The compensators are produced of EN-AW 6082 T6, GRP and POMC materials with stainless steel springs.

In addition to our hydraulic compensators, we also deliver complete subsea control systems (hydraulic, electronic and software).

Features

- ❑ Solid and Reliable Design
- ❑ Facilitates system over-pressure
- ❑ Analog Fluid Level Sensor

Typical Applications

- ❑ Subsea HPU Systems
- ❑ Subsea Reservoir
- ❑ Chemical Injection
- ❑ Subsea Tooling
- ❑ Subsea RWOCS Systems
- ❑ Subsea Excavators
- ❑ Trenchers

SPECIFICATIONS

SPRING LOADED COMPENSATOR 50 LITER

General Technical Data

Type		Spring Loaded Compensator 50 Liter
Compensation Volume	(liters / USG)	50 / 13,2
Total Oil Volume	(liters / USG)	
Depth Rating	(msw)	6000 meter
Weight (in air / submerged) [kg]		~60 kg / ~23 kg
Operating Temperature		-10°C / + 60°C (14°F / 122°F)
Part Number		112614 - with level sensor 112385 - without level sensor

Hydraulic Data

Connection 01 - 6 off	1/2" BSP Female
Connection 02 - 3 off	1-1/4" BSP Female
Min. Pressure (empty)	0,09 Bar (1,305 PSI)
Max. Pressure (full)	0,44 Bar (6,38 PSI)
Fluid Compatibility **	Petroleum Based Mineral Oil / Water Based Glycol**
Hydraulic Connections	6 x 1/2" BSPP Female, 3 x 1-1/4" BSPP Female

** Please contact us for more information regarding fluid compatibility.

Electrical Data (only applicable for P/N 11214)

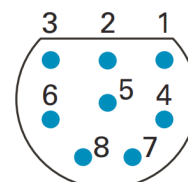
Nominal Voltage	20...30VDC
Signal Type	4-20mA
Connector	55 Series, Shell Size 15, 8-Pins

Pin-out

PWR & COMS

Pin 01 – 0 VDC
 Pin 02 – 24 VDC
 Pin 03 – 4-20mA
 Pin 04 – NC
 Pin 05 – NC
 Pin 06 – NC
 Pin 07 – NC
 Pin 08 – NC

Connector Face View



Dimensions

