Manifold Selection Chart

General Purpose Applications

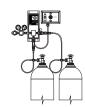
Stations are used in low flow applications. They are smaller than Cabinet-Style or Open-Style manifolds and less complex to make as they require only small parts. In general, Stations are the most

economical manifold option available.

SINGLE REGULATOR Single regulator equipment is used when interruption of gas supply is not a critical issue

PSB3000 Series Protocol Stations

MANUAL SWITCHOVER The switchover process is done by opening/closing/ turning valves manually (gas flow interruption may occur)

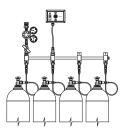


MCS3000 Series Manual Changeover Stations

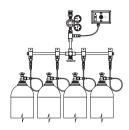
Open-Style Manifolds

Stations

Open-Style manifolds allow the operator to freely adjust the pressure settings and to perform the proper sequence of valve closing and opening. This requires the operator to be available and knowledgeable enough to work with such equipment.



SIM3000 Simplex Manifolds



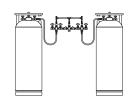
SCM3000 Series Simplex Center, Manually Operated, Switchover Manifolds

Cabinet-Style Manifolds

The cabinet greatly restricts the access to preset regulators and electronic/electric devices. But, the switchover process is controlled automatically, hence making the manifold easier to operate. Due to the complexity and quantity of parts required to fabricate them, the Cabinet-Style Manifold is the most expensive option among comparably functioning Open-Style manifolds.

Cryogenic Manifolds

Cryogenic manifolds withdraw cryogenic fluid and deliver cryogenic fluid. Open-Style manifolds, Cabinet-Style manifolds and Stations are all withdrawing gas and delivering gas. With a properly sized vaporizer and regulator installed downstream of a cryogenic manifold, you can achieve flows (in gaseous state) that other types of manifolds cannot achieve. Since liquid cylinders contain significantly more molecules than high pressure gas cylinders, they require less floor space.



OLM500 Series Open-Style, Manually Operated, Liquid Withdraw/Dispense Manifolds