



### Features and Benefits

#### Machine Features

- Flashing safety beacon
- Adjustable top and bottom illuminated LED wrap counters
- Magnetic proximity switches in place of mechanical limit switches
- Top film over wrap control feature (TOC)
- Electronic film tension adjustment control on control panel
- Long range photo eye for automatic load height sensing
- User-friendly push button operator control panel
- Built-in self-diagnostics
- Positive home position alignment

#### System Components

- Heavy-duty, welded steel construction (no plastic panels) designed for long life
- Eco-friendly, durable powder coating
- Up to 15 RPM rotating arm can deliver 25–45 loads per hour
- Dual V-belt drive rotating arm
- NEMA 3 commutator

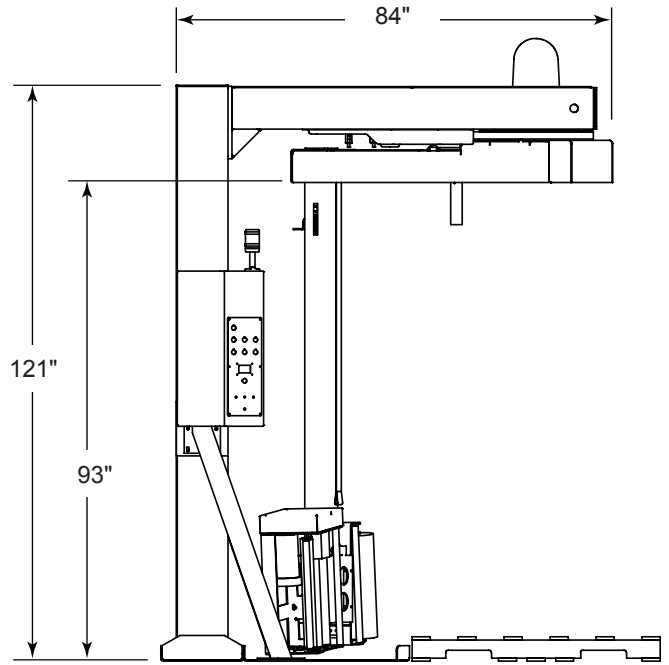
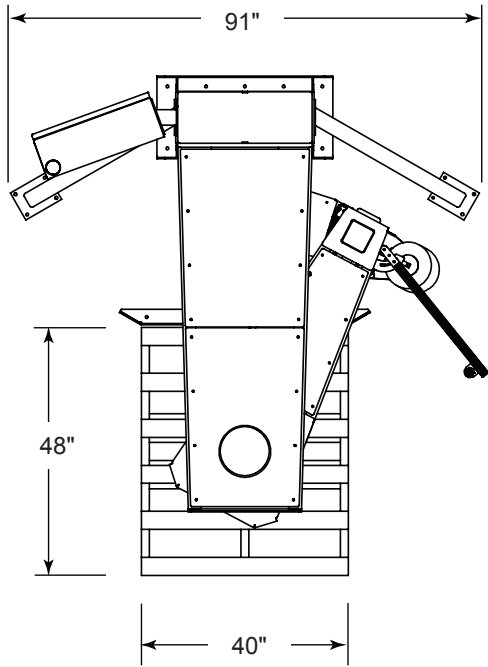
#### Controls Hardware

- Allen-Bradley® power, control, and safety components
- Allen-Bradley® MicroLogix™ PLC
- NEMA 12 electrical cabinet
- UL/CSA approved components

#### Film Delivery System

- EZ-Load® film pre-stretch dispenser for 20" film rolls
- Dual anti-static film rollers with manufacturer's lifetime warranty
- Film pre-stretch capability from 150 to 300% stretch (200% standard)
- Variable carriage speed up to 21 FPM
- Belt lift for quiet operation
- Dancer bar variable corner compensation
- Electronic film tension adjustment control

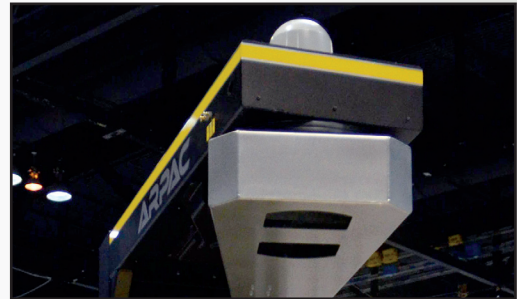




Specification	Measurement
Arm rotation speed	Up to 15 RPM
Min load height	24"
Max load height (standard tower)	80"
Max. load diagonal clearance	75"
Max. load footprint	53" x 53"
Machine height (standard tower)	123"
Machine length	84"
Machine width (wrapper only)	91"
Electrical power requirements	120 V, 1 Ph, 60 Hz, 20 A, 2.4 kW

#### Options

- Tower and arm extensions for wrapping loads exceeding standard machine capability
- Automatic film tear device (AFTD)
- Cycle counter
- 30" film delivery system
- Other NEMA rated control enclosures available
- Cold and freezer packages available
- All ARPAC® *STRETCH*™ equipment is fully customizable



Heavy-Duty Slewing Bearing and NEMA 3R Commutator