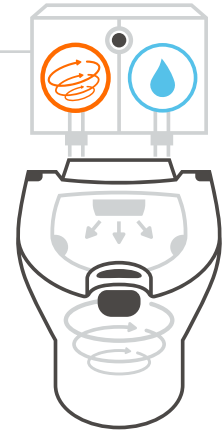


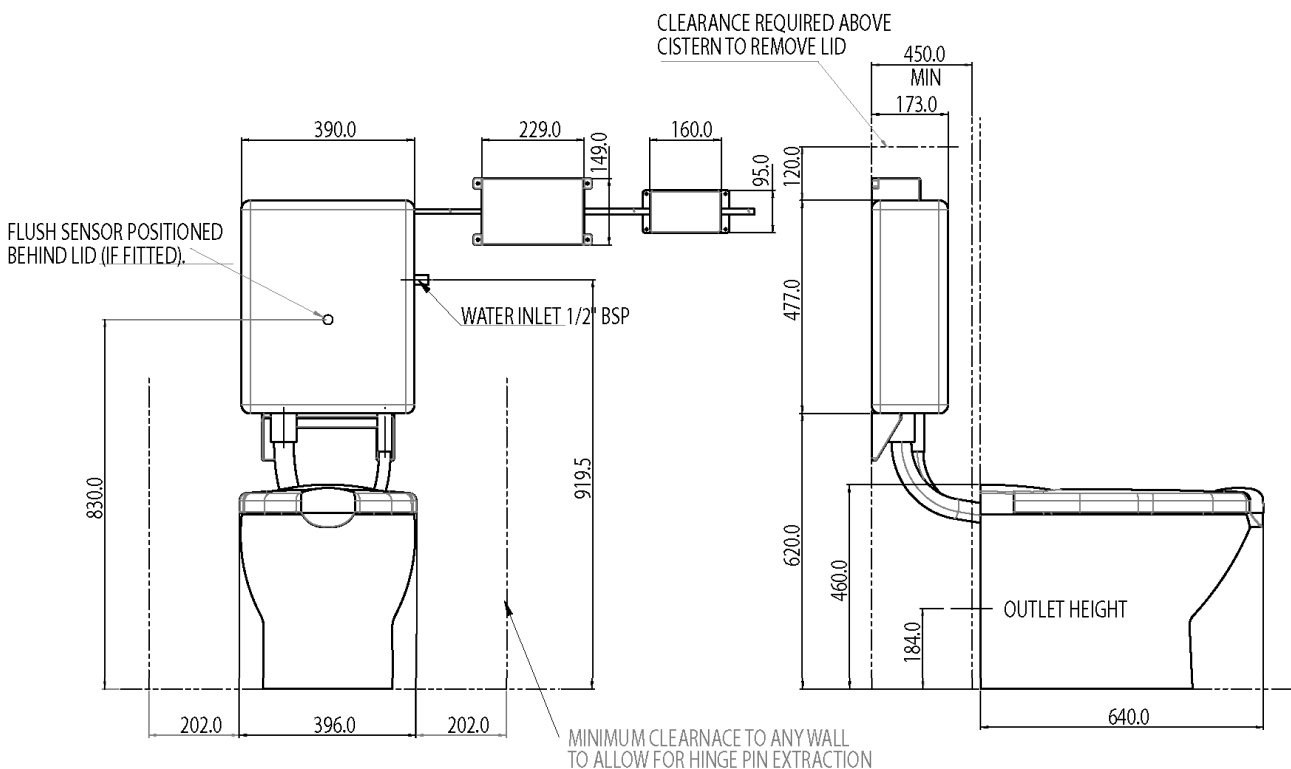
SPECIFICATION SHEET

How it works:

- 1 Propelair® has a two-section cistern; one for air and one for water
- 2 Before flushing, the lid is closed to form a seal
- 3 When the flush sensor is activated water enters the pan to wash it, followed by air from the unique patented pump. The air cannot escape due to the sealed lid. This pushes out the entire contents of the pan to give a powerful, reliable flush.
- 4 The remaining water fills the water trap.
- 5 The flush is completed in 3 seconds with the toilet ready to be re-flushed in 20-30 seconds (subject to water supply pressure).



Dimensions:



Water supply:

- INLET VALVE:** Side entry float valve - 15mm BSP Male thread.
- WATER PRESSURE:** 0.1 - 10 bar. (Must be restricted to 1.5 bar. Flow restrictor supplied)



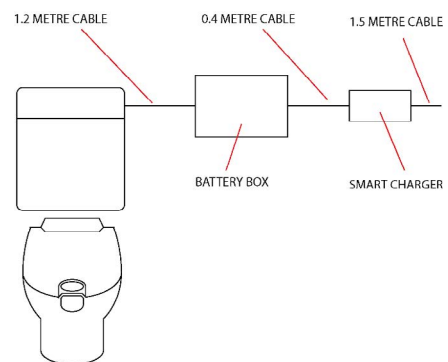
Overflow:

Fluid Category 5 Compliant

Electrical:

TOILET: 600W, 25A
SMART CHARGER: 230v AC, 70w, 0.3A

- The Propelair toilet is powered by a 24v DC Battery Pack which is charged by a 230v AC Smart Charger.
- Each Smart Charger should be connected to the mains power supply via its own RCD fused spur.



Drainage and venting:

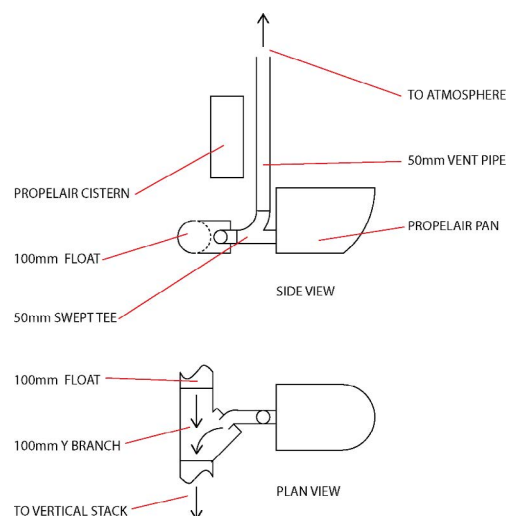
The Propelair toilet connects to standard 100mm (4") drainage.

The drains must be maintained in accordance with Building Regulation H1 (or equivalent).

Each Propelair toilet must have its own vent. **The vent must:**

- Be at least 50mm (2") in diameter.
- Be connected between the Propelair pan outlet and the 100mm (4") float via a 50mm (2") swept tee.
- Have a continual rise.
- Be open to atmosphere.
- Be installed in such a way that it cannot become blocked.
- Be installed in such a way that it can be inspected and cleaned internally.

Void depth is dependant in how pipes are fixed. It can be as small as 370mm when connecting to a 100mm Y Branch and 410mm when connecting to a 100mm 92.5 swept Tee, but note that this is very tight. We recommend a void depth of 450mm.



Cubicle dimenions:

Minimum Cubicle Dimensions are:

- Width 800mm
- Depth 650mm + Turing Circle + Door Swing (note, this doesn't include void depth)

