## Maintenance Guide(2) With Pump-Out

ACTION	FREQUENCY	STATUS OF MACHINE
Solvent condition/Level	Every load	
Button trap cleaning	Every load	As lint screen
Lint screen cleaning	Every load-especially after house hold	Machine in stand-by with door open lamp Illuminated
Gasket cleaning -Loading door-Lint screen -Button trap	Daily	Machine in stand-by with door Open lamp Illuminated
Detergent level	Daily (am)	Use a damp cloth  First thing before machine is run
Drain 2 <sup>nd</sup> Separator of water (check no solvent to drain)	Daily (am)	With machine in stand-by
Still maintenance P16 RAKE-OUT LAST LOAD	Every 3 > 4 Weeks (cold)	Night before run Eco-Still / ensure normal distillation has finished Rake out still (am)-cold, door lamp Illuminated Still lamp (20) out (Clean door gasket)
Still maintenance P17 PUMP-OUT	10 > 12 Loads (Maximum 20 loads)	Ensure normal distillation has finished before running this program.
Filter maintenance 1/20	20 Loads (Maximum 1.6 bar)	Ensure normal distillation has finished before running this program. (Run before a P16 or P17)
Air-water trap and oil lubricator	Weekly	Before machine or compressor is switched on (no pressure 0n gauge)
Lint screen (wash & dry foam)	Weekly	Machine in stand-by, door Open lamp Illuminated
Drain and clean separator	Every 2>3 Weeks	Machine in stand-by, still empty-cold
Lint screen flushing strainer (If fitted)	Weekly	Machine switched off
Water strainer Onton	Monthly (more if outside tank)	Water turned Off
Replace carbon in black vent Pod (If fitted)	Two Months (max)	Machine Off
Still Pressure Valve	Two Months  ANNUAL	Machine OFF and COLD - Ensure 'O' ring re-fitted & clean - Ensure Black cap re-fined correctly
Replace carbon in Decolourant filter	Three Months (when stops removing dye or pressure at 1.5 bar)	Machine Off – open manual drain valve – leave overnight

The above is in addition to maintenance information given in the manufacturers instruction manual and is an additional 'Quick reference guide' only

please read and study the manufacturers manual