

Micro-ingredient weighment system

GAME Engineering, Witham St Hughs, UK, has devised a weighment system which is designed to provide automatic weighing and transfer of micro-ingredient additions used in a production process, as opposed to manual weighing and tipping. Each of the ingredients to be included in a batch mix is automatically weighed and discharged into a central weigh hopper (mounted on load cells), after which the contents are blown to the designated process. On completion, the system automatically makes up the next batch. A key advantage is that it ensures exact repetition of the weighments. Up to 10 different ingredients can be stored and weighed at any one time, these being transferred into the process simultaneously, rather than each ingredient being individually weighed and tipped into the process line. www.game-engineering.com



Micro-ingredient weighment system from GAME Engineering