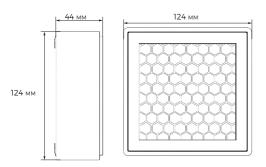
#### **HEPA H13 FILTER - P3D-R: USER INSTRUCTION**

## FILTER FOR 3D PRINTER (

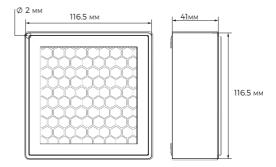
HEPA (High efficiency particulate air) filter category H13 99,95% for the most penetrating particle size (MPPS)  $0.3\mu m$ . combined with activated carbon granules 1-3mm mesh size.

That filter category is recommanded by the French National Center of Scientific research for FDM 3D printers.

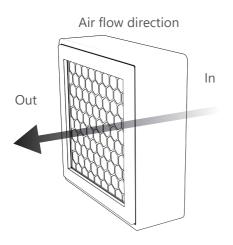
#### DIMENSIONS DRAWING



Filter size inclunding the sealing foam.



We recommand you to follow these dimensions if you want to design a slot for this filter.



### Recommandations -

Handle filter with caution. If the HEPA surface (the white pleated surface) is damaged, the filter lost efficiency.

Protect your hands when you take off used filter and put it in a plastic bag.

A saturated filter is not recycable.

## FILTER FOR 3D PRINTER (

#### LIFETIME

Filter working life are associated with many factors including: filament type, melting temperature, concentration of nanoparticles and VOCs, ambiant humidity... We suggest to replace HEPA filter P3D according to the following table:

Filter replacement	Intensive use	Occasional use
	3 months	6 months

We do not recommend going above 600 hours of use before to replace the filter.

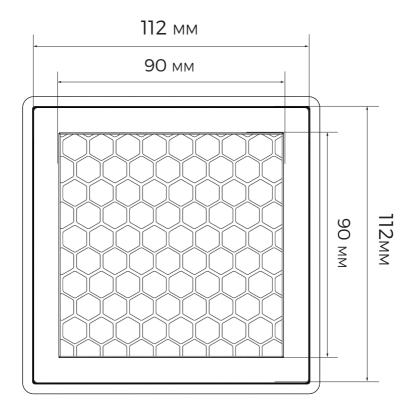
#### SPECIFICATIONS

Actual dimensions	124 x 124 x 44 mm
Frame dimensions	114 x 114 x 41 mm
Sealing	EPDM Foam
Filter grade	HEPA H13
Activated Carbon Type	Granules 1-3 mm mesh
Filter Type	Pleated Combined Panel & honeycombs
Media Material	Cotton, PP & PET
Pressure Drop	70 Pa
Maximum Air Flow	40 m³/h
Air flow max. speed (filter outlet)	1,4 m/s
Operating temperature	0-60 °C
Weight	150g

# FILTER FOR 3D PRINTER (6)

#### FIXED DIMENSIONS DRAWING

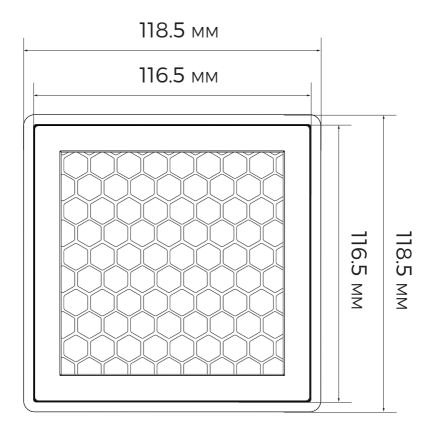
Notice the frame is assembled by hand and we have a tolerance of +/- 1 mm.



# FILTER FOR 3D PRINTER (

### • FOAM DIMENSIONS DRAWING

Slot with dimensions between 116.5mm and 118.5mm is the recommanded to ensure good sealing.



We do not recommend to make a slot under 116.5mm x 116.5 mm, if you compress more the geometry of the frame will be distorted