

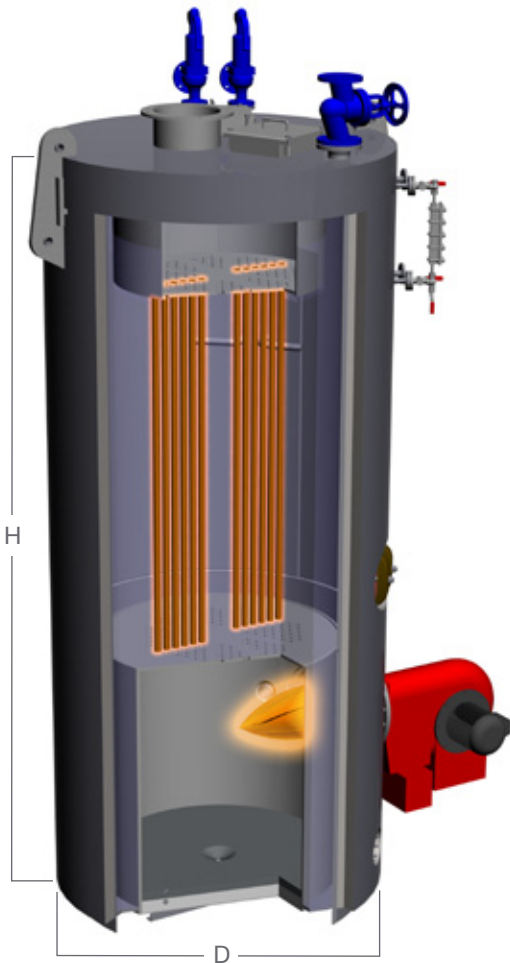
PARAT MVS

# Marine Smoke Tube Boiler



# PARAT MVS: Marine Smoke Tube Boiler

## Technical data



- Available with ASME S-stamp
- Vertical design
- Pre-assembled, delivered as turnkey solution
- Easy maintenance
- Capacity up to 6.5 t/h
- Approved by DNV, LRS, BV, ABS, etc
- Available with oil, gas and dual fuel burner

The boiler is of vertical design with smoke tubes through the boiler and steam evaporation at the upper section. The boiler is constructed from drawings approved by all classification societies and delivered with equipment in accordance with class requirements.

The oil burner is mounted at the side, easy accessible for inspection and maintenance. The combustion chamber is well dimensioned for burning of MDO and HFO. The boiler is delivered as a complete unit, insulated and preassembled with all valves and instruments, oil burner and control panel.

The control system is designed to enable an unmanned engine room. The system is fully automatic and operates with electronic controllers and electric/pneumatic actuators. The panel is mounted on the side of the boiler. Operation of the boiler control panel is done from the local touch screen. The boiler PLC can be connected to the main control system by standard ethernet/profibus/modbus communication.

<b>Output kg steam/h</b>	1000	1500	2000	2500	3000	4000	5000	6500
<b>D (mm)</b>	1550	1700	1900	2000	2100	2300	2500	2700
<b>H (mm)</b>	4220	4420	4420	4520	4620	4920	4920	5170
<b>Transport weight (kg)</b>	4.500	5.500	6.500	7.500	8.500	10.000	11.000	13.000
<b>Operation weight (kg)</b>	8.600	10.700	13.000	15.000	16.500	21.000	24.000	30.000
<b>Main steam valve DN</b>	65	65	80	80	100	100	125	125
<b>Safety valve DN</b>	2x25	2x25	2x32	2x32	2x32	2x32	2x40	2x40
<b>Feed Water valve</b>	2x25	2x25	2x32	2x32	2x32	2x32	2x40	2x40
<b>Blow Down valve</b>	2x25	2x25	2x25	2x25	2x25	2x25	2x25	2x25
<b>Flue gas outlet DN</b>	300	300	350	400	400	500	500	550

Technical data based on operating pressure 7 barg and feed water temp 80°C.  
We reserve the right to make changes.

