

Liliput

A versatile gluing machine which meets highest demands:

The standard machine is suited for gluing paper, plastic foils, thin leather and similar goods in blanks of every description. It is normally supplied with motor, but it can also be operated by hand.

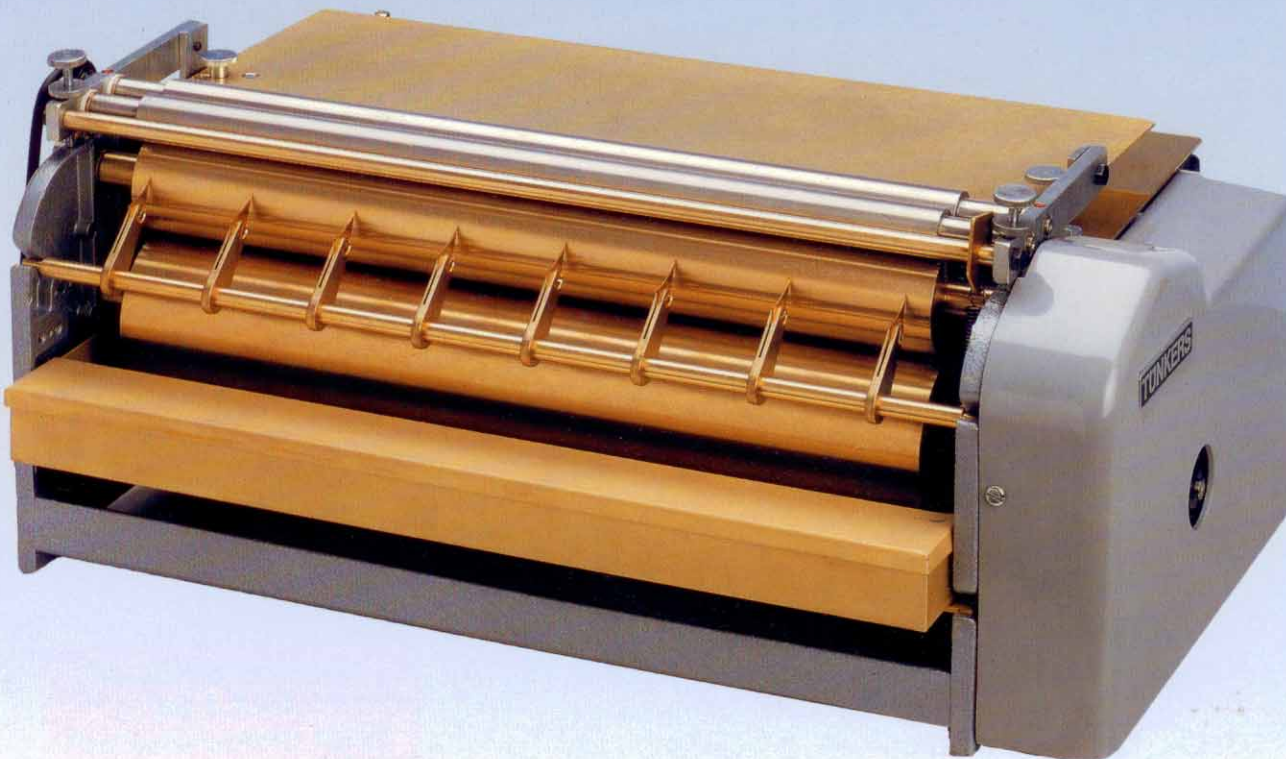
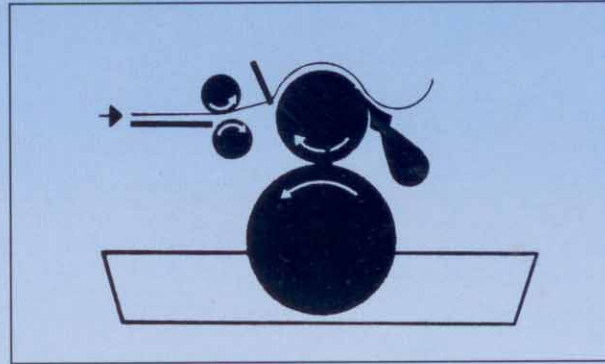
The motor is infinitely adjustable, so that the operating speed can be adapted to both the material to be worked and the operating cycle. The two-roller system (see sketch) ensures a clean, uniform, and economic glue application.

The glue thickness is set on a dial regulator.

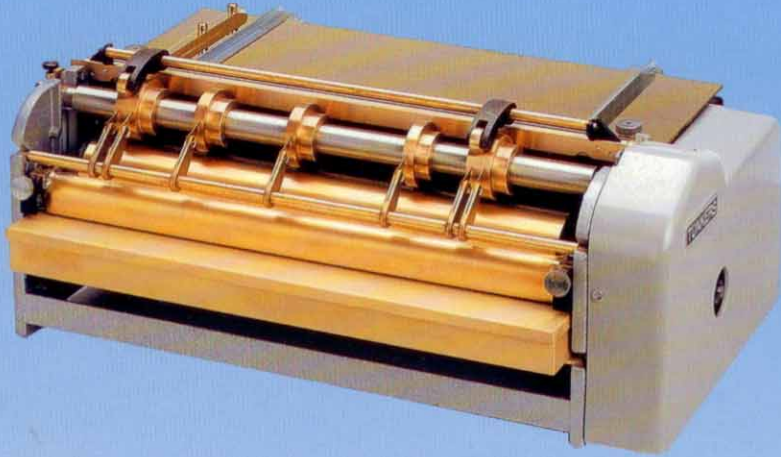
Due to the use of plastic gears the machine runs almost without noise. It is

easy to operate and maintain and need not be dismantled for cleaning.

The LILIPUT Gluer is built to the unit system. Therefore, the additional attachments shown in this folder can be supplied either with the machine or subsequently.



Optional Attachments:

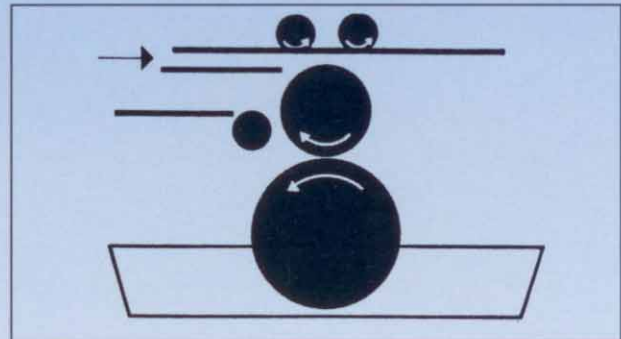


Strip Gluing Attachment

Glue wheels mounted on a shaft are available for applying glue strips. The glue wheels are available in various widths and can be shifted on the carrier shaft as required.

Cardboard Gluing Attachment

A pressure roller attachment enables the gluing of stiff materials, e.g. cardboard and leather, up to a caliper of 5 mm (3/16").



Further Optional Equipment:

- Chrome-nickel steel finish of all parts coming into contact with the adhesive (for Latex gluing)
- Spare glue pan for using a different adhesive while the first pan is being cleaned
- Hot glue attachment
- Side scrapers for handling paste
- Label feeder

	Max. Speed	Glue Pan Capacity	Bench Space	Weights Gross	Weights Net	Shipping Volume
Liliput 210	23 m/min 75 ft/min	1,5 l	410 x 350 mm 16 1/8" x 13 1/4"	30 kgs 66 lbs.	19 kgs 42 lbs.	0.12 cbm 4.2 cu.ft.
Liliput 420	23 m/min 75 ft/min	2,6 l	620 x 390 mm 24 3/8" x 15 3/8"	48 kgs 106 lbs.	30 kgs 66 lbs.	0.20 cbm 7.0 cu.ft.
Liliput 500	23 m/min 75 ft/min	3,1 l	700 x 460 mm 27 1/2" x 18 1/2"	56 kgs 123 lbs.	34 kgs 73 lbs.	0.25 cbm 8.7 cu.ft.