

Laserator™ PORTY-PUMP Mobile Fiber Laser Marking Machine



Discover
the potential



Made in Turkey



ISO9001:2015



PORTY-PUMP

www.laserator.com

Laser Machine Design Team

**BUILT UP FOR LASER-MARKING ALL NECESSARY TAGS' CONTENTS IN BLACK
ALONG SIDE SUBMERSIBLE PUMPS WHILE PUMPS STAND UP VERTICALLY**

- **JUST IN TIME MARKING RIGHT BEFORE DELIVERY FROM STOCK**
- **CALLS IN ANY PROGRAM PREVIOUSLY CREATED FOR EACH SERIES OF PUMPS WHENEVER NEEDED**
- **APPROACHES PUMPS WITH ITS IN-BUILT SHOCK ABSORBERS WITHOUT KNOCKING THEM OVER**
- **MARKS TAGS' CONTENTS VERTICALLY ONE AFTER THE OTHER EASILY**
- **PERMANENT MARKING RESULTS OBTAINED**
- **A MUST-HAVE MACHINE FOR OEM DELIVERIES FROM STOCK**



MARK YOUR HARD-TO-MOVE, HEAVY, LARGE WORK PIECES WITH EASE USING OUR LASERATOR PORTY-PUMP FIBER LASER MARKING MACHINE

Laserator PORTY-PUMP Mobile Fiber Laser Marking Machine is moved on the factory floors. It has very long Z axis on which specifically designed scan head is moved up and down vertically based on the programs created. PORTY-PUMP is a CLASS-I laser marking machine. It does not mark if there is not any metal piece positioned against the scan head. The scan head approaches the pumps very smoothly with its shock absorbers and does not let you hit and fall the pumps down. A Laserator PORTY-PUMP machine is powered up with our "smt-series Laserator 20, 30, 50, 70 and 100W Fiber Laser Engines". Keep in mind that higher the power, faster the marking process. This mobile fiber laser has an industrial computer, resistant to harsh working environments. The magnetized remote controller is also helpful when you want to see the process along the pump. The length of the Z axis might be done for marking up to 2m submersible pumps in length. On the other hand, the scan head section can be built up for marking horizontally positioned pumps as well. In brief, this mobile marking system is used to mark big, heavy and hard-to-move work pieces on the spot. We can also revise the system based on your marking needs too.

