



Pulse valve

JSXF Series +



Remove fine particles using a pulse valve.



MAIN FEATURES

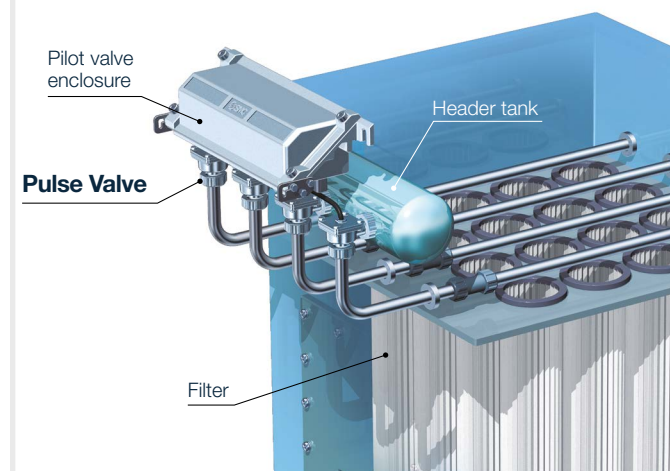
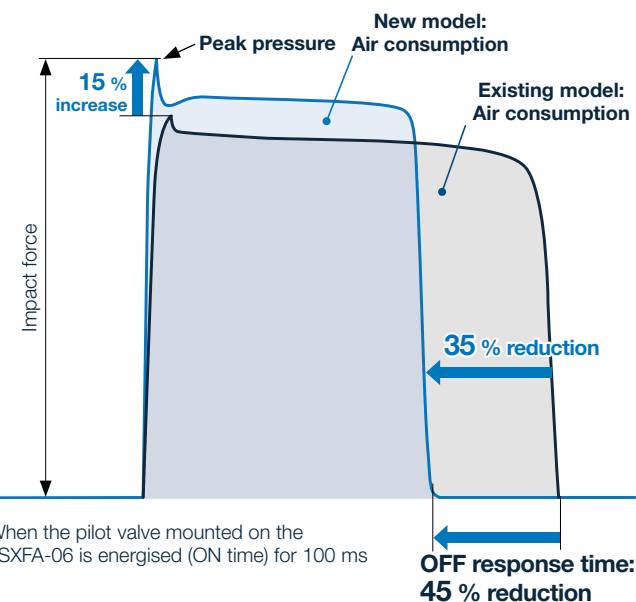
High peak pressure and low air consumption

10 million cycles or more

Compression fitting and immersion type available

Action: electric type, air type

ENERGY EFFICIENCY DIGITAL SHEET



JSXF case study

A customer manufacturing cast ceramic filters DPF (Diesel Particulate Filter) for diesel engines using filtering systems that require unblocking with a pulse air shot. Conventional competitor valves across 10 die-casting machines were evaluated to quantify compressed air usage. Measurements showed 435 l/min per machine, equating to approximately 54 L per valve shot, with 80 valves identified as potential replacements operating at 0.45 MPa. Based on operating characteristics, the proposed valve solution demonstrated an estimated 30 % reduction in air consumption. Savings calculations confirmed strong cost-reduction potential, leading the customer to purchase four valves initially for performance validation and phased implementation.

Key customer benefits:

- Demonstration of SMC product.

Investment

9,474 €

Annual saving

40,612 €

ROI

2.8 months

Annual CO₂ reduction

72,319 kg

SELECTED PART NUMBERS

Part number	Piping	IN/OUT port size	Thread type	Orifice diameter [mm]	Pilot port size	Max. operating pressure differential [MPa]
☐ JSXFAE-06F-B	Compression fitting type	3/4	G	Ø 32	1/4	0.9
☐ JSXFAE-10F-B		1		Ø 40		
☐ JSXFAE-14F-B		1 1/2		Ø 50		
☐ JSXFAP-06F-B	Direct piping type	3/4		Ø 32		
☐ JSXFAP-10F-B		1		Ø 40		
☐ JSXFAP-14F-B		1 1/2		Ø 50		
☐ JSXFAE-06F-B-1	Compression fitting type	3/4		Ø 32	1/8	
☐ JSXFAE-10F-B-1		1		Ø 40		
☐ JSXFAE-14F-B-1		1 1/2		Ø 50		
☐ JSXFAP-06F-B-1	Direct piping type	3/4		Ø 32		
☐ JSXFAP-10F-B-1		1		Ø 40		
☐ JSXFAP-14F-B-1		1 1/2		Ø 50		
JSXFAH6-10F3-B	Immersion type	1 (25A)		Ø 40	1/4	
JSXFAH6-10F4-B					1/8	
JSXFAH6-10F3-B-1						
JSXFAH6-10F4-B-1						

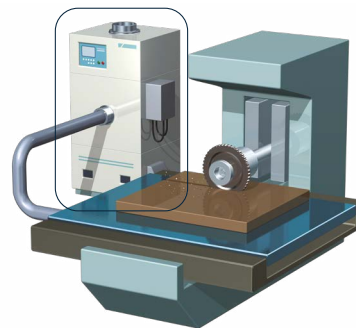
☐: Add prefix 55- for ATEX compliant type.

APPLICATIONS

For mixing



For cutting



For pressing (Blanking/Piercing)



Discover more

