



SHOWVEN® FLAME SYSTEM is a hydraulic based flame effect solution for project or truss mounted installations. It consists of flame head, pump station, control box and accessories such as hoses, cables etc. It can easily achieve remote fuel supply with the pump station and no nitrogen tank needed. Any installation direction of flame heads brings endless design inspiration to event planners. In order to meet the requirements of different application scenarios we designed two pump stations (uPumper® P20 and uPumper P4) and two flame heads (uFlamer® PF10 and uFlamer® X1800).



uPumper® P20



uPumper® P4



uFlamer® PF10



uFlamer® X1800

uPumper® P20

- \ Reinforced 304 stainless steel housing
- \ Remote fuel and pressure supply
- \ Built in pump, no Nitrogen tank needed
- \ 250L extra large fuel tank
- \ Support 20 flame heads
- \ Electronic digital fuel level display
- \ Configured with pressure monitoring
- \ Intelligent solenoid valve block design ensure system pressure under control

SPECIFICATIONS

- \ DIMENSION: 1100×700×1095 mm
- \ WEIGHT: 285kg
- \ HOUSING MATERIAL: 304 stainless steel
- \ VOLTAGE: 380V
- \ WORK POWER: 6000W
- \ TANK CAPACITY: 250L
- \ PUMP OUTPUT: 110L/min
- \ MAX. SUPPORTED FLAME HEADS: 20 heads
- \ WORK TEMP.: -20 – 50°C
- \ SUPPORT FUEL: ISOPAR L
- \ COMPATIBLE FLAME HEAD: PF10, X1800



uPumper® P4

- \ Reinforced 304 stainless steel housing
- \ Remote fuel and pressure supply
- \ Built in pump, no Nitrogen tank needed
- \ 32L fuel tank
- \ Support 4 flame heads
- \ Electronic digital fuel level display
- \ Configured with pressure monitoring
- \ Fueling and pressurize function switchable

SPECIFICATIONS

- \ DIMENSION: 580×420×460mm
- \ WEIGHT: 48kg
- \ HOUSING MATERIAL: 304 stainless steel
- \ VOLTAGE: 220V/110V, 50/60Hz
- \ WORK POWER: 1800W
- \ TANK CAPACITY: 32L
- \ MAX. SUPPORTED FLAME HEADS: 4 heads
- \ PUMP OUTPUT: 15L/min
- \ SUPPORT FUEL: ISOPAR
- \ WORKING MODE: Pressurize/Fueling
- \ COMPATIBLE FLAME HEAD: PF10 / X1800 (Pressurize), uFlamer® Volcano (Fueling)

