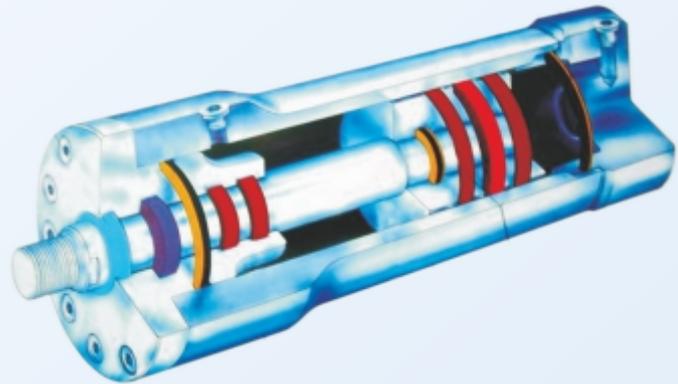


Hydraulic and pneumatic elements repairs and service

Thanks to our own machinery and long-term experience in the field, we produce and repair hydraulic and pneumatic elements according to our own design or in conformity with a sample. We also cooperate with partners who provide thermal refinement, chrome plating, hardening, nitridation, coating etc. which has often been present in the field of hydraulics and pneumatics.



We perform the following works:

- repairs and service of the hydraulic and pneumatic cylinders
- repairs and service of hydraulic pumps, fluid motors, switchboards, valves, etc.
- production of component parts such as pistons, piston rods (chrome plated, hardened, nitridated), cylinders, end-seals etc
- service of the plastic injection machines and extruders as for their mechanical part
- sealing production or exchange for more modern types of sealing
- cylinders, pumps and valves examination after repairs on a testing bench
- service all around the Czech Republic with our service cars for customers

Thanks to our long-term knowledge and functioning at the plastic production we perform plastic repairs and service for injection machines and extruders by all European producers straight by the customer with our service cars or after delivering the component parts in our premises. For customer needs in this field we produce or repair spare parts and equipment for the machines.



Sealing production:

- we are able to produce all profiles (see the profiles review) up to 250 mm
- we will provide production of profile larger than 250mm
- we will produce profiles according to the delivered design or sample
- for extra 50% pay we will produce your product immediately
- the number of production series is only up to your needs
- we will suggest the desired profile or material

Our sealing components product assortment is made on ECONOMOS IP 3200 CNC machine with a Sinumerik 310T system. Thanks to our own semi-products store we are able to react in very short periods of time.

