Fully automated application by COBOT Automation for palletising and depalletising eggs. Through the years, this product underwent further development, optimisation and expansion.





KC160 PALLETISER ROBOT

Thanks to its many options, the KC160 can be expanded to a complete fully automatic solution for any poultry farm.

The fully stainless steel gripper has a number of unique features. Including the retracting fork carriage. This results in stable and straight stacks on the pallets, without compromising on processing speed.

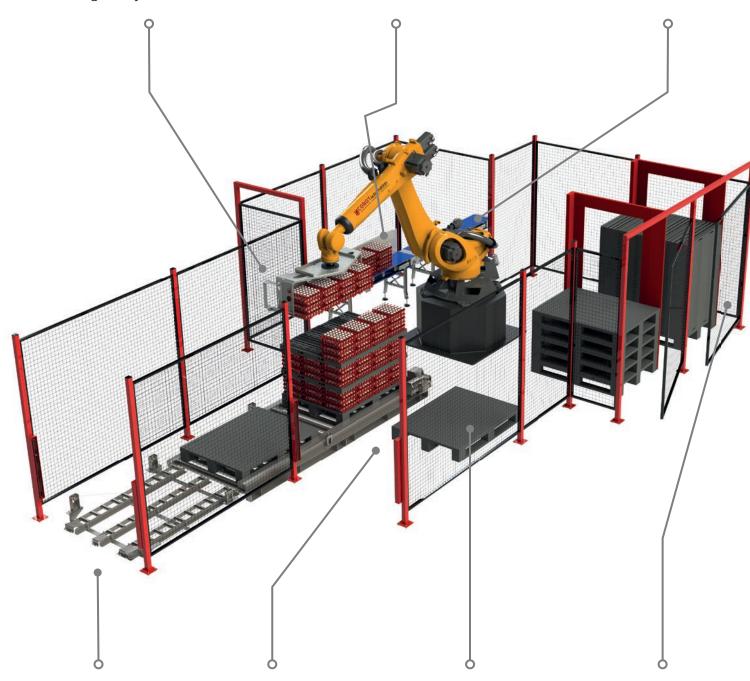
The greatest benefit of a 6 axis robot is the highly flexible solution by means of which the pallet loading places are positioned around the robot. The space around the robot cell for entering or removing pallets can be determined fully individually and is therefore also flexible. The possibilities are huge. You have a considerable freedom of choice in relation to expansions and loading places. This depends on the available space.

It is not only possible to process standard plastic trays and dividers (Twinpack). It is also possible to process 30 cell cardboard trays and dividers. Other combinations are possible as well. In a regular configuration, a robot has a capacity of 120,000 eggs per hour. Every situation requires its own unique solution. Various expansions are available to allow you to automate your operations as well as possible.

Gripper teeth provided with safeguard. Unique solution that prevents failures, also in the case of damaged trays.

Picking up from existing discharge conveyor behind tray stacker. Optional conveyor belts up to inside the robot cell.

Compatible with any packager brand. Touch screen at packager for operation.



Roller conveyor provides buffering facility and better efficiency. Outfeed section suitable for any type of forklift truck or hand pallet truck.

Pallet places can be provided with automatic weighing function.

Several loading places and ability to stack types separately.

The safety can be made of fences or light curtains.