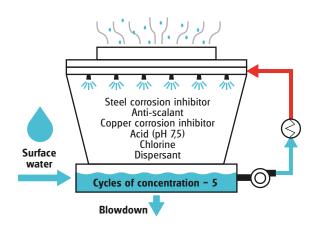
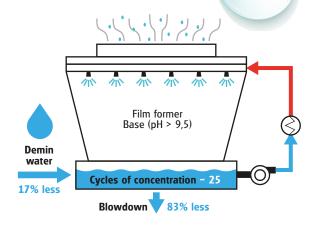
Water is a core component of industrial heating and cooling applications. It is the medium for the transfer of heat and the source of cooling that ultimately controls industrial processes. At Evides Industriewater we have developed a new way of conditioning cooling water to improve the reliability and sustainability of systems.



# A new way of cooling water conditioning

Advantages of high-quality feedwater





### Standard cooling

#### **Feed Challenges**

- Water scarcity
- High salinity
- High organics

### **Cooling Challenges**

- Pipe and heat exchanger failures
- Reduced heat transfer by scaling/corrosion
- · Cooling tower packing fouling
- · Sediment deposition

### **Health & Safety Challenges**

- · Prevention of Legionella
- Environmental impact of biocides

### **Legislation and Sustainability Challenges**

- Thermal discharge constraints
- Cooling water additives
- Power consumption

## **Evides cooling water treatment**

### **Reduced water footprint**

By using high-grade feed water, we can increase the cycles of concentration and thereby reduce the blowdown. By reusing the brine in the demin water production, the total water footprint is reduced. In most cases this concept will lead to a reduction in Total Cost of Ownership.

#### **Reduced Fouling**

Our feedwater is of such high quality, that scaling cannot occur, and the film former is effective preventing corrosion. Biofouling and deposition are prevented by high feedwater quality and high pH.

### Improved Health & Safety

Our cooling concept eliminates Legionella without using any biocides at all. Instead we create an environment in which Legionella simply cannot grow due to the high pH.

### **Improved Sustainability**

The amount of heat discharged is much lower, by producing less blowdown. Additives are easily biodegradable and free of chlorine and phosph(on)ates. Chemical consumption is lower as well. Heat exchangers stay clean, which reduces the amount of energy that is required for cooling.