






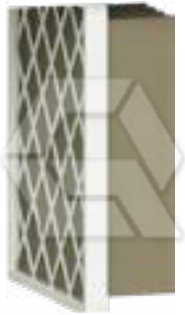


















FILTERS

Filter_Bag-Left	Filter_Bag-Right	Filter_Basic-Hor	Filter_Basic-Vert	Filter_Basic-Vert-Full	Filter_Hepa
					
Animation Preview	Animation Preview	Animation Preview	Animation Preview	Animation Preview	Animation Preview
					
Description	Description	Description	Description	Description	Description
Bag filter with bag on the left.	Bag filter with bag on the right.	Basic horizontal filter.	Basic vertical filter.	Basic vertical filter full sized to be placed on the end.	Hepa filter.
Animation Types	Animation Types	Animation Types	Animation Types	Animation Types	Animation Types
<ul style="list-style-type: none"> <input checked="" type="radio"/> Off State <input checked="" type="radio"/> On State <input type="radio"/> Alarm State <input checked="" type="radio"/> Stage Animation <input type="radio"/> Repeating Animation 	<ul style="list-style-type: none"> <input checked="" type="radio"/> Off State <input checked="" type="radio"/> On State <input type="radio"/> Alarm State <input checked="" type="radio"/> Stage Animation <input type="radio"/> Repeating Animation 	<ul style="list-style-type: none"> <input checked="" type="radio"/> Off State <input checked="" type="radio"/> On State <input type="radio"/> Alarm State <input checked="" type="radio"/> Stage Animation <input type="radio"/> Repeating Animation 	<ul style="list-style-type: none"> <input checked="" type="radio"/> Off State <input checked="" type="radio"/> On State <input type="radio"/> Alarm State <input checked="" type="radio"/> Stage Animation <input type="radio"/> Repeating Animation 	<ul style="list-style-type: none"> <input checked="" type="radio"/> Off State <input checked="" type="radio"/> On State <input type="radio"/> Alarm State <input checked="" type="radio"/> Stage Animation <input type="radio"/> Repeating Animation 	<ul style="list-style-type: none"> <input checked="" type="radio"/> Off State <input checked="" type="radio"/> On State <input type="radio"/> Alarm State <input checked="" type="radio"/> Stage Animation <input type="radio"/> Repeating Animation

*Example images are shown as PNGs.
Not actual size.

For more information e-mail: sales@qagraphics.com or Call: 515-965-3403

FILTERS

Filter_UV					
					
Animation Preview	Animation Preview	Animation Preview	Animation Preview	Animation Preview	Animation Preview
					
Description	Description	Description	Description	Description	Description
UV filter with flickering gif animation					
Animation Types	Animation Types	Animation Types	Animation Types	Animation Types	Animation Types
<input checked="" type="radio"/> Off State <input checked="" type="radio"/> On State <input type="radio"/> Alarm State <input type="radio"/> Stage Animation <input checked="" type="radio"/> Repeating Animation	<input type="radio"/> Off State <input type="radio"/> On State <input type="radio"/> Alarm State <input type="radio"/> Stage Animation <input type="radio"/> Repeating Animation	<input type="radio"/> Off State <input type="radio"/> On State <input type="radio"/> Alarm State <input type="radio"/> Stage Animation <input type="radio"/> Repeating Animation	<input type="radio"/> Off State <input type="radio"/> On State <input type="radio"/> Alarm State <input type="radio"/> Stage Animation <input type="radio"/> Repeating Animation	<input type="radio"/> Off State <input type="radio"/> On State <input type="radio"/> Alarm State <input type="radio"/> Stage Animation <input type="radio"/> Repeating Animation	<input type="radio"/> Off State <input type="radio"/> On State <input type="radio"/> Alarm State <input type="radio"/> Stage Animation <input type="radio"/> Repeating Animation

**Example images are shown as PNGs.
Not actual size.*