

EQUIPMENT	10-A-0410
CONTAMINATED CONDENSATE TREATER PACKAGE	

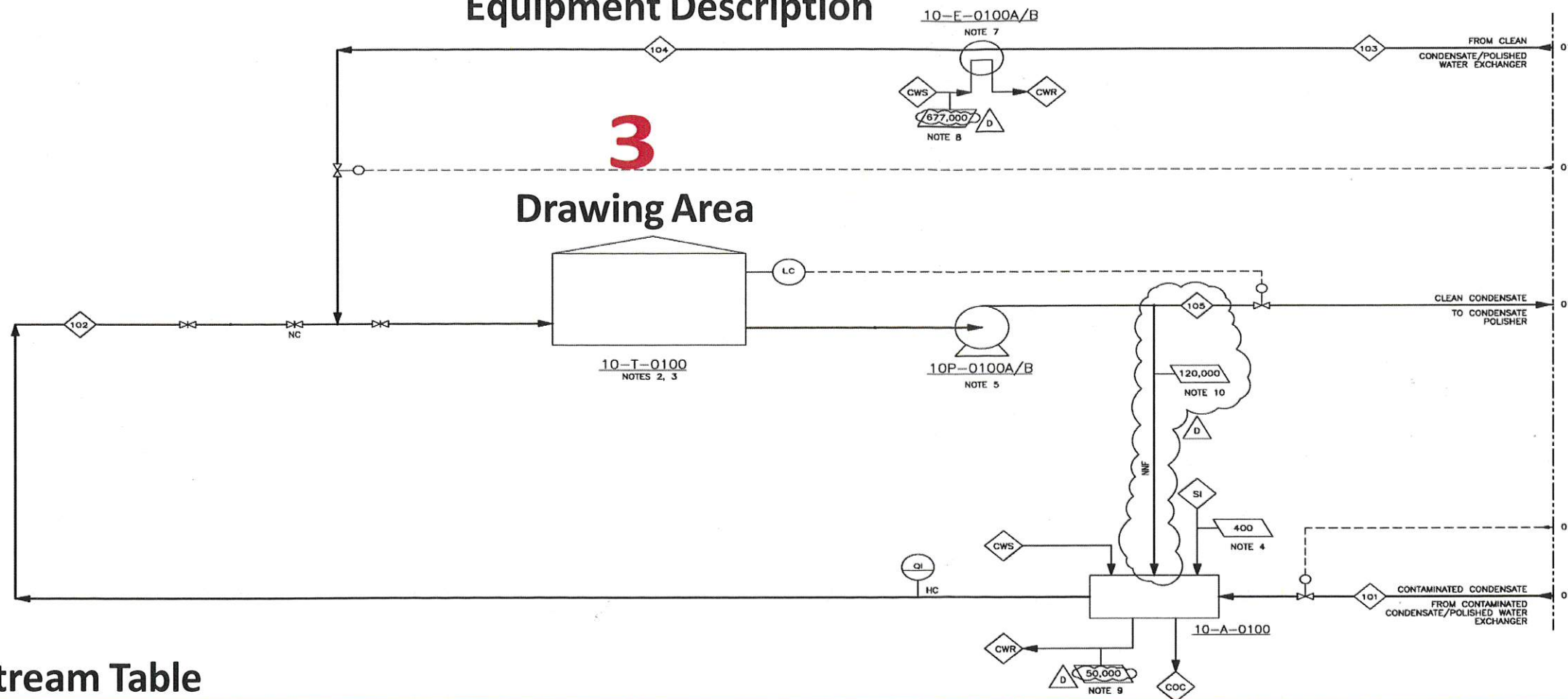
EQUIPMENT	10-T-0100
CLEAN CONDENSATE TANKS	
ID x LENGTH	30,000 x 15,000 mm
CAPACITY (EACH)	8800 m ³

EQUIPMENT	10-P-0100A/B
CLEAN CONDENSATE PUMPS	
CAPACITY (RATED)	1,000 m ³ /hr
HEAD	85 m

EQUIPMENT	10-E-0100A/B
CLEAN CONDENSATE COOLERS	
DUTY (DES)	3,000 kW NOTE 7
AREA	m ²

Equipment Description

Drawing Area



Stream Table

STREAM NUMBER	101	102	103	104	105
STREAM NAME	CONT. COND. TO TREATER	TREATED COND. TO TANK	CLEAN COND. TO COOLER	CLEAN COND. TO TANK	CLEAN COND. TO POLISHER
PHASE	LIQUID	LIQUID	LIQUID	LIQUID	LIQUID
TEMPERATURE	55.0	55.0	55.0	50.0	50.0
PRESSURE	4.5	4	5.5	4.5	9.0
FLOW DRY BASIS	kg/h	N/A	N/A	N/A	N/A
WATER FLOW	kg/h	35,000	35,000	800,000	800,000
DESIGN FLOW RATE	kg/h	50,500	50,000	1,500,000	1,500,000
ACTUAL DENSITY	kg/m ³	985.9	985.9	985.9	988.4
MOLECULAR WEIGHT		18.02	18.02	18.02	18.02
VISCOSITY	mPa.S (cP)	0.504	0.504	0.504	0.546
NOTES					

NOTES:

- TREATED CONDENSATE WILL BE ROUTED TO TANK B UNDER NORMAL OPERATION.
- EIGHT (8) HOURS OF COMBINED WORKING VOLUME FOR BOTH TANKS.
- STEAM RATE IS INTERMITTENT AND ONLY OCCURS DURING CARBON BED REGENERATION.
- PUMPS ARE MOTOR DRIVEN.
- "WATER FLOW" AND "DESIGN FLOW" TO BE CONFIRMED DURING DETAILED DESIGN.
- TOTAL DESIGN DUTY IS 3,000 kW. EACH SHELL IS DESIGNED FOR 75% LOAD, OR 2,250 kW EACH.
- CW FLOW IS FOR BOTH SHELLS COMBINED.
- CW FLOW IS ESTIMATED RATE, BASED ON HAVING A 100% SPARE CONDENSER FOR CONDENSING REGEN STEAM AT RATE OF 400 KG/hr.
- BACKWASH WATER, NORMALLY NO FLOW, USED AFTER REGENERATION.

Notes Area

Revision History

Rev No	Revision Description	Prep By	Check By	Appr. By
0	As Built	VPP	PVP	HHE
D	Issued for Construction	VPP	PVP	HHE
C	Issued for HAZOP	VPP	PVP	HHE
B	Issued for Design	VPP	PVP	HHE
A	Issued for Comments	VPP	PVP	HHE

Revision History

Company/Facility/Drawing Owner Licensing Information

Project : How to Read P&ID, PFD and BFD

Process Flow Diagram
Sample System Name
Unit Name
Unit Number

SCALE	DRAWING NUMBER	REVISION
NONE	HHE-PFD-001	0

Title Block