

Natural current in aquarium

Aquarium, Wilhelmshaven, Germany

"The OLOID has the advantage that there are no quiet zones"



Aquarium Wilhelmshaven
Wilhelmshaven
<http://www.aquarium-wilhelmshaven.de/navigation/star.html>

Operation

1 seal basin 300 m³ with each one OLOID Type 600 O/S and 400 A/S
 1 shark basin 200 m³ with 2 OLOID Type 400 A/S
 1 Amazon basin 40 m³ with OLOID Type 200 A

Period

Since 2002

Success

Natural current

Enormous energy saving

General information on the OLOID-technology and the materials used for seawater

The OLOID units are made of high-quality stainless steel. Mounting technology requires regular service. In the case of continuous operation of the equipment, a service is required every 6 months, because the salts, the fine sand, the various algae and the load of the animals produce an aggressive medium. The service is easy to carry out for trained personnel and the costs are quickly restored with the saved energy.

There is no other flow device, which produces such a natural current, and at the same time offers excellent investment and operating costs. The systems have been in operation since 2002.

Excerpt from an interview with Mr. Hochstetter Aquarium manager Wilhelmshaven

AV: How much is the energy expenditure difference to normal technology?

Aquarium manager: It is the easiest to explain with the shark tank: we have the OLOID Type 400, which uses about 250 Watts and circulates about 800,000 litres per hour. We have other pumps in it as well, which also operate our whole technology there and which circulate 30,000 litres per hour but need almost 5 kW. If these pumps were like the OLOID at water level, they still need at least 3 kW, which means for 30,000 litres 3,000 Watt and for 800,000 litres only 250 Watt, which is extraordinary.

AV: In other words, the managing director of the aquarium is happy.

Aquarium manager: Yes, the energy savings are really enormous, but the flow is simply also much more natural. Most animals do not like directed jet of water either.