



Inflatable exoskeleton tent - INX 29

Product Images



Short Description

INX tents offer the best of both worlds: they are installed as quickly as inflatable tents and are as robust as exoskeleton ones.

Description

Tent skin

The tent skin is made of double-sided PVC coated polyester fabric (750 g/m²), flame retardant, waterproof and mildew resistant. The ground sheet of double-sided PVC coated polyester fabric (750 g/m²) is also available with anti-slip embossing as option (850 g/m²). The INX series shelters have undergone extensive testing and include rugged, reliable materials to hold up even under the toughest conditions. They can withstand snow loads of 50 kg/ m² - with exoskeleton (20 kg/m² with the inflatable structure alone) and steady winds of 100 km/h or 120 km/h in gusts.

Structure

The exoskeleton frame is made of specially designed anodized aluminum profiles, while the connectors consist of die-cast aluminum. The poles slide along the guiding rails and are secured

into position by means of an innovative safe-locking system. The inflatable main beams and ridge beams are made of airtight double-sided PVC coated polyester fabric (1,100 g/ m²), fixed to the tent skin and floor. The eaves purlins are inflatable and a pressure relief valve prevents excessive pressure in the frame.

Options

- Inner liner
- Sunroof
- Partition walls
- Protection groundsheet
- Additional side entrance
- Entrance module
- Connection module tent to tent, tent to vehicle/container
- Hard plastic flooring
- Electric blower
- Automatic pressure maintenance system
- Lighting
- Power distributor/switchboards
- Air conditioning, heating
- Lettering/branding

Additional Information

Application area	Civil Defence, Triage, Field Hospitals, First Aid Posts, Accommodation and Catering, Police/Gendarmerie, Fire department, rescue service and aid organizations
Side wall style	vertical
Base area	30.00 m ²
Width	5.95 m
Length	4.83 m
Eaves height	2.20 m
Ridge height	2.80 m
Frame eaves height	2.25 m
Frame ridge height	3.05 m