

BLASTCHAIN™ LOGISTICS SYSTEM

PUMPABLE EXPLOSIVE MONITORING SYSTEM

PRODUCT DESCRIPTION

BLAST**CHAIN** $^{\mathbb{M}}$ is an electronic inventory management system for the control and monitoring of silos, delivery vehicles and charging units. Multisensor inputs regulate and record the flow and integrity of product from the manufacturing plant, through storage silos and tanker networks to final application in the blast hole.

Sensors allow for real-time monitoring of mass flow, vehicle location, product condition, vehicle and silo diagnostics as well as driver and operator behaviour. The system utilizes RFID tagging and locking as well as a built-in safety levels to prohibit operation of the system under flagged conditions. Geofencing of devices on surface assures that activation of pump systems is undertaken at the correct time and by the responsible individuals.

The BLAST**CHAIN**™ system is a plug and play system with access to real-time reporting on any hardware in the field, storing all operational data in secured cloud databases. Data is visible through BI reports for immediate and pre-emptive decision making through PC or mobile devices. Transparency of information allows for increased productivity of operations through proactive management practices.

CENTRAL DATABASE BUSINESS INTELLEGENCE REPORTING ONSITE COMMUNICATION J. SILO CONTROL SYSTEM IP68 DEVICE J CONTROL SYSTEM

DESIGN FEATURES

- Multiple sensory inputs
- Live reporting on hazardous conditions
- Built-in safety STOP levels
- Access control through geofencing and RFID
- Silo, vehicle & emulsion diagnostics
- Customised user interface
- IP67 Water and weather proof
- Military grade cabling
- Patented sensor technology

BENEFITS

- Quality control through the logistics network
- Real-time stock level management and planning interface
- Controlled activation of silo or pump delivery equipment
- Proactive decision making real time information
- RFID access control and GPS tracking
- Early identification of product degradation, preventing bad blasts and rework







