



Storage & Re-wetting

The following are recommendations for storage and re-wetting of Membrania® membrane elements. For additional storage or handling instructions, please contact DC Solutions Technical Service.

ELEMENT STORAGE

Elements have a warrantable shelf life of one year. Wet elements will maintain their flux/rejection characteristics for a minimum of 12 months upon arrival, while dry elements will maintain their flux/rejection characteristics for a minimum of 2 years upon arrival if stored in optimum conditions. The following are general guidelines for storage of Membrania elements:

- Store elements inside a cool building or warehouse and not in direct sunlight.
- Temperature limits for storage: -4°C to 35°C (22°F to 95°F). Temperature limits for storage of cellulose acetate membrane elements: -4°C to 30°C (22°F to 86°F). Wet elements are stored in a preservative solution which may freeze in cold weather; however, they will not be damaged. If freezing occurs, thaw the elements before loading.
- All new elements being stored prior to use should remain in their original packaging. Dry elements are vacuum sealed in a plastic bag, whereas wet elements are packed in a storage solution that both protects the membrane's performance and prevents biological growth.
- Wet elements that have been removed from their packaging should be re-bagged with a storage solution to prevent the elements from drying out and to maintain a sterile storage environment.

RE-WETTING OF DRIED OUT MEMBRANES

Elements that have dried out after use may irreversibly lose water permeability. Although there aren't many published re-wetting procedures, customers have reported successful methods. Re-wetting may be successful with one of the following:

- Soak the elements in an alcohol solution. Though safety precautions should be taken, methanol may be most effective.
- Pressurize the element with the permeate port nearly closed.

For additional assistance on re-wetting membranes, please contact DC Solutions Technical Service.