

Victoria Telecom Workshops
East Boundary Rd East Bentleigh Vic.
(Source Telecom publication ca. late 1980s)

With a rare combination of equipment representing the state-of-the art in technology and a skilled, dedicated personnel, Product Engineering Victoria strives to provide the best service possible, be it in the developing of a prototype or the reconditioning of a Beepa Buggy, furniture or telephone.

Each one of us, whether as Telecom employees or as private individuals, come across some item which has been developed, produced or reconditioned by P.E.V. every day of our lives!

1. Automatic computerised component inserting machine.
2. Computer operated lathe.
3. Plastic Injection Moulding Machine.
4. One of the 2 pressurised spray painting booths. A batch of reconditioned phone chassis awaits removal.
5. A Beepa Buggy undergoes a transformation. After the face-lift it was sent for use at the Royal Agricultural Show.
6. The degreasing process is very critical for the success of the Power Coating process.
7. Powder Coating is the process of depositing a special epoxy compound which, when cured in an oven, bakes to a hard and durable finish. Here the hinge for a Public Telephone cabinet undergoes treatment following degreasing in 6.
8. Spray painting.
9. Engraving using computer controlled equipment facilitate the manufacture of a great variety of material ranging from name tags to signage.
10. Even robots are brought in to play! Here a robotic welding machine is programmed to weld pit covers.
11. A computer controlled machining centre, is here being used to produce a prototype.
12. A computer controlled Current Punch Press.
13. Telecom's security owes much to the skills of the team of locksmiths operating at PEV.
14. Computer controlled I/C inserter.
15. The Fuji component inserter makes light work of what would, manually, have been a long and tedious process.
- 16,17. Quality control and the human touch, are
- 18,19. what make PEV products so unique. Machinery is even developed to perform special testing tasks.





