

the temperature would largely depend on the operative cost of the apparatus.

In regard to the cooling of the body, as I understand it, the air with less moisture in it will absorb the moisture from the surface of the body which accounts for a person feeling colder with a lower amount of moisture in the air at a uniform temperature.

Mr. Bannon,—

I may say, that as far as putting in instruments to regulate the amount of moisture, that I have never yet seen a case where you could get something for nothing.

Humidifiers work on the same principle as the thermostat. They have a thermal blade which is made of wood, which expands or contracts according to the amount of moisture in the air, and opens or closes a little valve, and admits more moisture through the ventilator or shuts it off as the case may be.

In my building we have an inch pipe through which the steam blows into the chamber from which the air that is pumped through the building is taken.

I have never gone into the cost in dollars and cents.

With humidity control it is absolutely necessary to have temperature control as well, you cannot have one without the other. If you have temperature, say at 60° and humidity at 35%, then raise the temperature to 70°, your humidity is down low, say to 20%, so that you cannot have humidity control to work successfully without temperature control.

Mr. Herring,—

I would like to ask Mr. Bannon, whether a thermostat could be applied to a gas heating plant?

Mr. Bannon,—

It can be applied to any means of heating, hot water heating, steam heating, or any other kind of heating.

In the case of a gas plant the thermostat would close the gas valve, except the pilot light, and when the temperature falls the thermostat would open the valve again and admit more gas.

Mr. Wilson,—

I would like to ask Mr. Bannon if the controlling valves are right on the radiator, and if anything goes wrong if they can be changed without shutting off the steam?

Mr. Bannon,—

The only thing to go wrong with the valves is the rubber