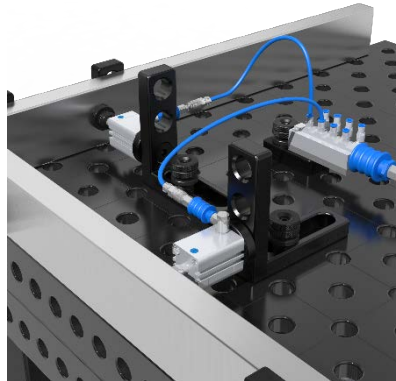




pneumatik cylinder 000851
(short form System 28)



• Divider for max. 8 acceptor
(part no. 000860)

• Adapter System 28
(Artikelnr. 000851.1)

• Prism
(part no. 280657.1)

• Pneumatic cylinder short form
(part no. 000875)

• Spherical Pin
(part no. 000883)

• Slide valve
(part no. 000877)

• Coupling socket
(part no. 000879)

• Flexible tube
(part no. 000882)

• Coupling plug
(part no. 000878)

• Threaded angle
(part no. 000876)

By using the Pneumatic Cylinder, you can automate the clamping of your components, in order to maximize time- and cost effectiveness. In addition, automation guarantees precise measurements, such as clamping pressure, cycle times, etc.

The clamping of individual parts can be dissolved by operating the respective slide valve of the corresponding pneumatic cylinder. To dissolve all fixtures in a roundabout, operate the slide valve on the distribution block (part no. 000860).

The coupling sockets/ - plugs lock on the pressure side after separation.

The life expectancy of the cylinders will be reduced by applying transverse loads.

Description:

- Single action pneumatic cylinder
- Positioning detection for proximity switch
- Damping by elastic cushioning rings/- pads on both sides
- Pneumatic connection G 1/8
- Operating pressure 1...10 bar
- Length when piston is retracted 134 mm
- Maximum width 76 mm
- stroke 1...25 mm
- theoretical force at
 - 6 bar, forward 434 N
 - - 8 bar, forward 579 N
 - - 10 bar, forward 724 N



pneumatic cylinder 000851
(short form System 28)

1		2		3	
4		5		6	
7		8		9	

pos	pc	artcle.nr.	name	Benennung
1	1	000851.1	adapter system 28	Adapter System 28
2	1	000875	Pneumatic cylinder short form	Pneumatikzylinder kurze Form
3	1	000876	threaded angle	Winkelschraubung
4	1	000877	slide valve	Schiebeventil
5	1	000878	coupling socket	Kupplungsstecker
6	1	000879	coupling plug	Kupplungsdose
7	1	000882	flexible pipe	Schlauch
8	1	000883	Spherical Pin Pneum.Clamping	Kugelpin für Pneum.Spanner
9	1	280657.1	Prisma for Screw Tr20x4	Prisma für Spindel Tr 20x4