

CLAMPING ELEMENTS | PNEUMATIC SERIES MCPS

▶ PRODUCT ADVANTAGES



- ▶ **small construction**
For all common miniature profile rail guides
- ▶ **Energize to open (NC)**
through spring-loaded energy storage
- ▶ **high durability**
Up to 5 million static clamping cycles
- ▶ **Higher holding force**
Via activation with PLUS air
- ▶ **Safety element**
Safe clamping in case of energy failure

▶ THE BEST PRODUCT FOR YOUR APPLICATION

APPLICATION SCENARIOS

- ▶ **Clamping in case of pressure drop**
- ▶ **Clamping without energy requirement**

FURTHER INFORMATION

- ▶ **Special variants on request, e.g.**
 - With low opening pressure (3.0 bar or 4.0 bar)
 - With additional air connection (from above, from the front)

► BENEFITS IN DETAIL

① Miniature profile rail guide

- Available for all common miniature profile rail guides

② Wedge-type gear

- Power transmission between piston and clamping jaw

③ Clamping jaw

- Pressed at the free surfaces of the profile rail guide

④ Housing

- chemically nickel plated steel

⑤ Pneumatic piston

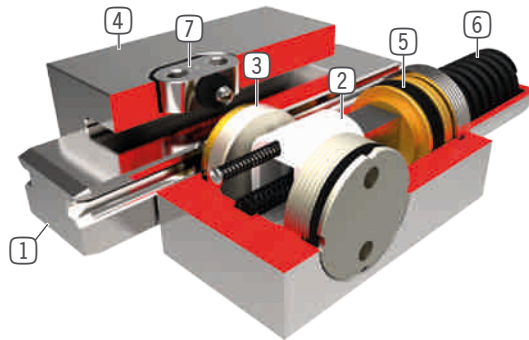
- The piston moves the wedge-type gear longitudinally

⑥ Spring-loaded energy storage

- For non-pressurized closing of the clamping unit

⑦ Sliding block

- For floating bearings



► INFORMATION ON THE SERIES

TECHNICAL DATA

Rail size	5-25 mm
Holding force	80-700 N
Pressure min. / max.	5.5 / 6.5
Spring storage	existing
PLUS connection	Yes
Static clamping cycles (B10d value)	up to 5 million
Dynamic braking cycles	not suitable
Operation	pneumatic
Operating temperature	-10 ... +70 [°C]



► Technical Information

All information just a click away at: www.zimmer-group.de

Find data, illustrations, 3D models and operating instructions for your installation size using the order number for your desired model.

Quick, clear and always up-to-date.

► Selection guide for clamping and braking elements

Whatever the possible application – here, you'll find the right product.

Easy selection of the right element for any rail-carriage combination: www.zimmer-group.de/de/plt.