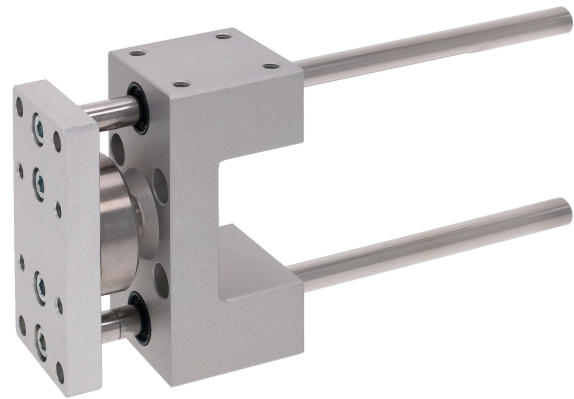


AVENTICS Guide units



Technical data

Industry	Industrial
Piston Ø	32 mm
Stroke	320 mm
Bearing type	Plain bearing
For standard cylinders	ISO 15552
Min. ambient temperature	-20 °C
Max. ambient temperature	80 °C
Weight 0 mm stroke	0.63 kg
Weight +10 mm stroke	0.0122 kg

Material

Bearing housings	Aluminum
Surface bearing housing	colorless anodized
Bearing type	Sintered bronze
Carrying plate	Aluminum
Surface carrying plate	colorless anodized
Material flexible coupling in carrying plate	Stainless Steel
Material guide rods	Hardened heat-treated steel
Surface guide rods	ground

Guide unit GU1, Series CG1

0821401015

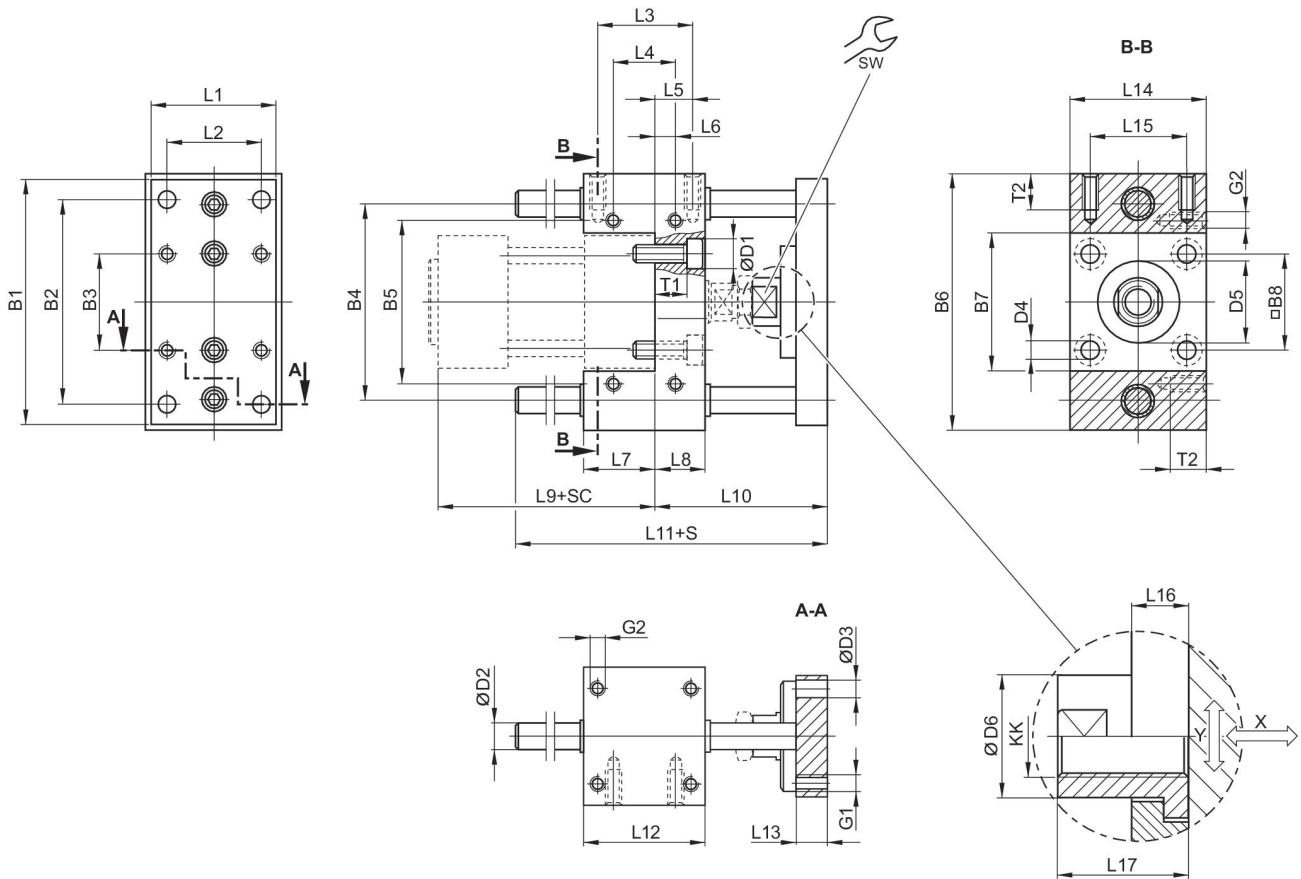
Guide units

2023-12-06

Part No.

0821401015

Dimensions



S = stroke
 SC = cylinder stroke
 X = max. play (axial)
 Y = min. play (radial)

Piston Ø	B1	B2	B3	B4	B5	B6	B7	B8	D1
32	90	78	32.5	74	58	100	48	32.5	11
40	100	84	38	80	64	106	54	38	11
50	120	100	46.5	96	80	125	66	46.5	15
63	125	105	56.5	104	95	132	76	56.5	15
80	155	130	72	130	130	165	98	72	18
100	175	150	89	150	150	185	118	89	18

Piston Ø	D2	D3	D4	D5	D6	G1	G2	KK	L1
32	10	6.6	6.6	30 M8	18	M6	M6	M10x1,25	45
40	12	6.6	6.6	35 M8	18	M6	M6	M12x1,25	50
50	12	9	9	40 M8	24	M8	M8	M16x1,5	60
63	12	9	9	45 M8	24	M8	M8	M16x1,5	70

Guide unit GU1, Series CG1

0821401015

Guide units

2023-12-06

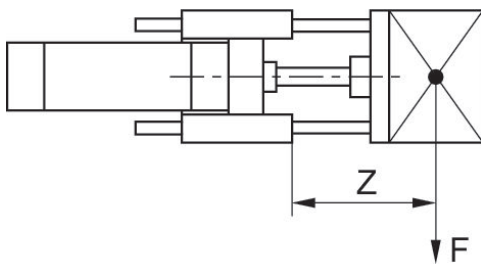
Piston Ø	D2	D3	D4	D5	D6	G1	G2	KK	L1
80	16	11	11	45 M8	30	M10	M10	M20x1,5	90
100	16	11	11	55 M8	30	M10	M10	M20x1,5	110

Piston Ø	L2	L3	L4	L5	L6	L7	L8	L9	L10
32	32.5	32.5	32.5	9.25	9.25	31	17	94	69
40	38	38	38	11	11	37	21	105	74
50	46.5	46.5	46.5	18.75	18.75	34	25	106	89
63	56.5	56.5	56.5	15.25	15.25	51	25	121	89
80	72	72	50	25	14	56	34	128	106
100	89	89	70	28.5	19	71	39	138	111

Piston Ø	L11	L12	L13	L14	L15	L16	L17	SW	T1
32	106	48	12	48	32.5	14	22	15	10
40	117	58	12	56	38	14	22	15	14
50	129	59	15	66	46.5	14	26	22	16
63	146	76	15	76	56.5	14	26	22	16
80	170	90	16	98	72	14	32	27	24
100	190	110	16	118	89	14	32	27	29

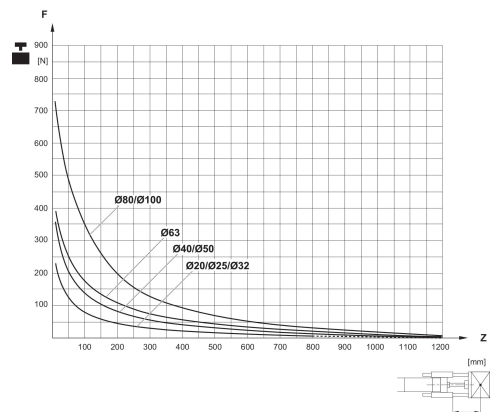
Piston Ø	T2
32	14
40	14
50	16
63	16
80	20
100	20

Useful load



F = Useful load, Z = Projection

Useful load



F = Useful load, Z = Projection