

Operating instructions – instruction for installation of spring clamp cylinder Series ZSF



1 Application example: Slide clamping with parallel operation with spring clamping cylinder type ZSF 10.000





(2) Assembly of T-slot screw or tension bolt (consider anti-twist protection)





3 Adjust ring nut to mounting position "M" (see page 4) and lock this position



4)





M = e + Yx = \ddot{u} + hLmax + s T = M + x

T= depth of cylindrical bore dimensions e / v / f / hLmax see data sheet Y = define position of ringnut according to "v" und "f" hLmax = maximum release stroke s = safety distance = at least 1-2 mm \ddot{u} = piston dimension at adjusting pressure = approx. 5 mm

Determination of assembly length "M" and bore depth "T"

Example: Type ZSF 10.000 M = 78 + 4 = 82 mm x = 5 + 1,5 + 1,5 = 8 mmT = 82 + 8 = 90 mm





(5) Screw in cylinder until the ringnut as well as tension bolt touches contact surface





6 Installation of hydraulic connection and bleed cylinder afterwards (optionally an anti-twist protection for cylinder housing is requested)





7 Initial position – without hydraulic pressure and without spring pre-load







8 Load cylinder with adjusting pressure PE – disk spring package is getting compressed - stroke of pressure piston→T-slot bolt is getting released (ZSF 10.000: PE=210bar)





9 Postioning at adjusting pressure PE: Turn ring nut until ring nut itself and tensioning bolt are at mechanical stop. Lock ring nut with set screw afterwards.







Clamping operation: release hydraulic pressure P=0 bar - disk spring package is clamping with nominal clamping force FE (Typ ZSF 10.000: FE=100 kN)







Release operation: load with release pressure PL, cup spring package is stronger compressed – resultant is release stroke hL (ZSF 10.000: PL=320 bar / hL=1,5 mm)





Release position: T-slot bolt respectively tensioning bolt are in released position, now the slide can be moved axial to the new clamping position





13 Release hydraulic pressure P=0 bar – the slide is safely clamped at new working position