

2 Type

- APV3** U-bar version, with two flanged washers
- CPV3** U-bar version, with two flanged washers and GN 708.1 Spindle Assembly
- EPV3** Solid bar version, with clasp

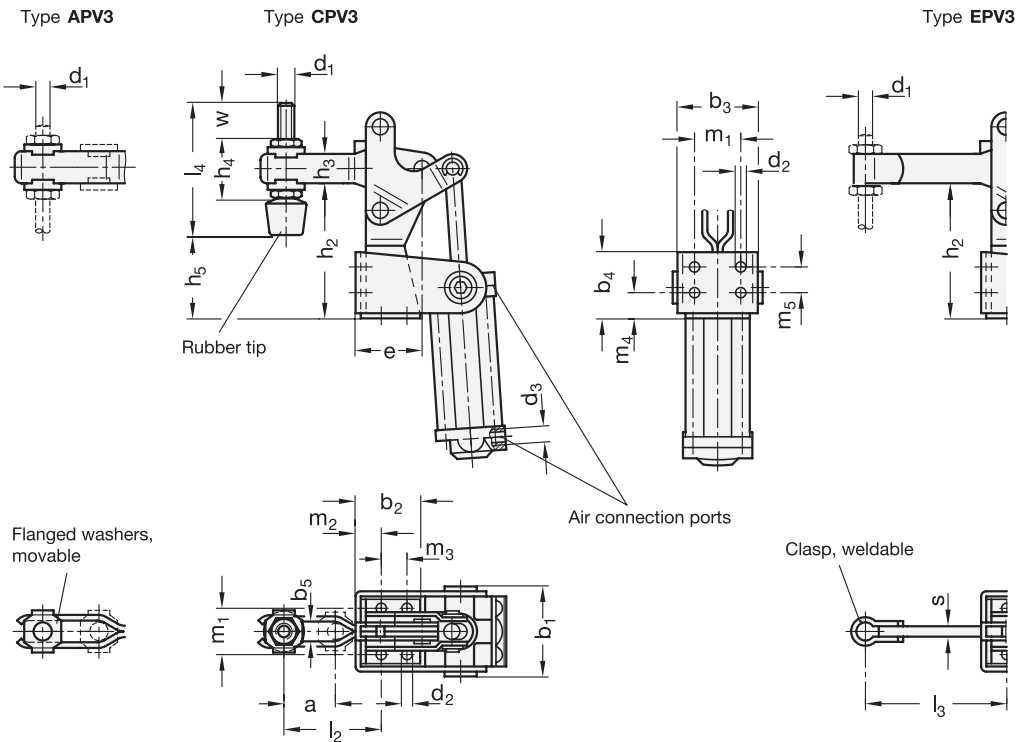
3 Coding

- M** Magnetic piston

1

Size	F _H in N Holding Capacity	F _S in N Piston Force at 4 bar ≈	a ≈	b ₁	b ₂	b ₃	b ₄	b ₅	d ₁	d ₂	d ₃	Inside Ø Connection Tube	e
200	1600	970	34	59,5	38,5	51	35	8,5	M 8	6,5	G 1/8	4	39,5
300	2400	1050	42	68,5	53	60,5	50	10,3	M 10	8,5	G 1/4	6	50,5

Size	h ₁ ≈	h ₂	h ₃	h ₄	h ₅	l ₁ ≈	l ₂ ≈	l ₃ max.	l ₄	m ₁	m ₂	m ₃	m ₄	m ₅	r ≈	s	w Adjustable Range
200	210	78	17	29	54	150	59	80	68	26	14,5	16	11	16	98	6	21
300	258	108	20	35	79,5	187	74	104	77	30	16,5	28	12	30	122	8	21



Specification

- Parts in sheet metal
Case-hardened Steel C10
zinc plated, blue passivated finish
- Bearing pins hardened
- Bearing rivets
case-hardened
- Air cylinder bearing pins
case-hardened
- Double-action air cylinder, maximum
pressure 6 bar
- All moving parts
lubricated with special grease
- Spindle assembly GN 708.1 (Type A)
- Steel, zinc plated
- Rubber tip 85 Shore A
- RoHS compliant

Accessory

- Spindle assemblies → Page 765 ff.
- GN 801 Clamp mounts for toggle clamps
(for Type APV3) → Page 771
- GN 809 Clamp mounts for toggle clamps
(for Type EPV3) → Page 770
- GN 896.2 Proximity switches → Page 764

Information

The clamping principle of GN 862 pneumatic toggle clamps is identical in construction and dimensions to the manually operated GN 812 vertical toggle clamps.

To ensure an extended life of the mechanical parts as well as the air cylinders the operating pressure should not exceed 6 bar.

GN 862 pneumatic toggle clamps are also available in sizes 200 and up as a version M (magnetic piston). In conjunction with GN 896.2 proximity switches, the piston position can be sensed and the generated impulse can be used to transmit an electrical signal.

How to order (without magnetic piston)

1 **GN 862-300-EPV3** 2 **Size**

3 **Type**

How to order (with magnetic piston)

1 **GN 862-200-APV3-M** 2 **Size**

3 **Type**

4 **Coding**

