



AG2210 | Planetary gear units for Servomotors

The low-backlash, high-performance gear units of the AG2210 series offer high torques, low torsional backlash and up to 16 transmission ratios for optimised drive solutions as well as a very low running noise coupled with maximum quality.

The gear units for the AM8000/AM8500 Synchronous Servomotors are mainly used in applications where large mass inertia has to be accelerated, or where the inertia ratio between load and motor prevents dynamic motion. Gears of the AG2210 series are also suitable for use with the motor series AM3000/AM3500. The inertia ratios, i.e. the required torques and motors, can be calculated very conveniently using the CYMEX® calculation tool. In addition, there is a possibility here to check immediately whether or not the selected motor can be adapted to the gearbox.

The planetary gear units are fitted to the respective motor in the factory and delivered as a complete motor/gear unit.

Features

- maximum economic efficiency
- absolutely maintenance-free, thanks to unique lubrication concept
- long service life (> 20,000 h)
- high efficiency (> 95 % at full load)
- low running noise and smooth operation through maximum production quality
- flexible mounting position
- output shaft with feather key
- 5 sizes LP050...LP155
- 16 gear ratios $i = 3, 4, 5, 7, 10$ (single-stage), $i = 9, 12, 16, 20, 25, 30, 35, 40, 50, 70, 100$ (two-stage)
- acceleration torque between 13 and 500 Nm
- low torsional backlash ($\leq 8 \dots 13$ arcmin)

Technical data	AG2210
New generation	successor of AG2200, identical design
Type of gear	planetary gear
Life span	> 20,000 h
Coating/surface	RAL7016 (grey)
Ambient temperature	-15 °C...+40 °C
Lubrication	lubricated for life
Installation position	variable
Protection class	IP 64

Options	AG2210
Feather key groove	according to DIN 6885 P1
Sizes	5 sizes (LP050, LP070, LP090, LP120, LP155)
Gear ratios	14 gear ratios; 1-stage with $i = 3, 4, 5, 7, 10$; 2-stage with $i = 9, 12, 16, 20, 25, 30, 35, 40, 50, 70, 100$