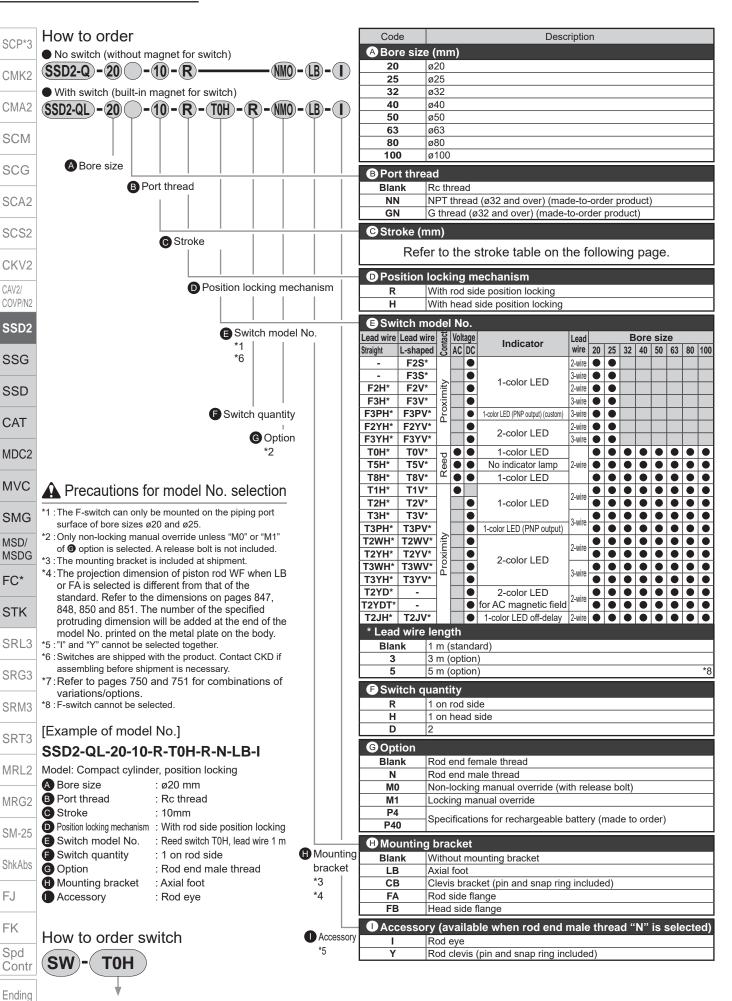
SSD2-Q Series



Switch model No. (Item © above)



How to order

[Stroke table]

Stroke (mm)		Applicable bore size							
		ø20	ø25	ø32	ø40	ø50	ø63	ø80	ø100
Standard stroke	10		•						
	15		•	•	•	•	•		
	20								
	25								
	50		•						
	75								
	100								
Min. stroke (mm)		10 25							
Max. stroke (mm)		100							

How to order mounting bracket

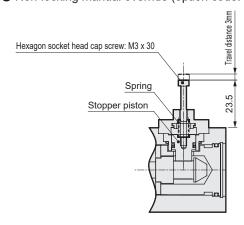
Bore size (mm) Mounting bracket	ø20	ø25	ø32	ø40	ø50	ø63	ø80
Foot (LB)	SSD2-LB-20	SSD2-LB-25	SSD2-LB-32	SSD2-LB-40	SSD2-LB-50	SSD2-LB-63	SSD2-LB-80
Flange (FA/FB)	SSD2-FA-20	SSD2-FA-25	SSD2-FA-32	SSD2-FA-40	SSD2-FA-50	SSD2-FA-63	SSD2-FA-80
Clevis bracket (CB)	SSD2-CB-20	SSD2-CB-25	SSD2-CB-32	SSD2-CB-40	SSD2-CB-50	SSD2-CB-63	SSD2-CB-80

Bore size (mm)	ø100		
Mounting bracket \			
Foot (LB)	SSD2-LB-100		
Flange (FA/FB)	SSD2-FA-100		
Clevis bracket (CB)	SSD2-CB-100		

^{*1:} The foot mounting bracket is provided as 2 pcs./set.

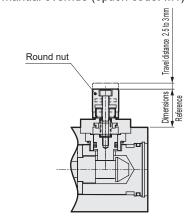
[Explanation of manual override]

Non-locking manual override (option code: M0)



By screwing the hexagon socket head cap screw (M3 x 30) into the stopper piston and pulling the bolt with force of 20 N or more, the stopper piston moves and the lock is released. (Perform when horizontally installed with no load or when the opposite side port is pressurized) When you release the bolt, the stopper piston is returned to the original position and engaged in the groove, and the piston is locked.

Locking manual override (option code: M1)



By rotating the round nut leftward (counterclockwise), the stopper piston moves and the lock is released. Locking the round nut by rotating it to the right (clockwise) causes the stopper piston to return. When it fits into the lock groove, the piston is locked. Screw in the round nut fully, since the cylinder may be damaged if the stopper piston is not securely locked in the groove.

SCP*3

CMK2

CMA2

SCM

SCG

SCA2

SCS2

CKV2

CAV2/ COVP/N2

SSG

SSD₂

SSD

CAT

MDC2

MVC

SMG

MSD/ MSDG

FC*

STK

SRL3

SRG3

SRM3

SRT3

MRL2

MRG2

SM-25

ShkAbs

FJ

FK

Spd Contr

Ending