

For custom gearhead requirements...

CORE COMPETENCE AT CGI MEANS...CUSTOMS.

CGI has been building to custom gear requirements for over 36 years and we're still going strong. Time and time again customers continue to bring us application requirements that no other manufacturer can do quickly and inexpensively.

The following products on these two pages are only a few of the hundreds of custom gearheads we have built for a wide variety of industries including Fortune 500 companies in the semiconductor, food packaging, military and medical industries. So whether it's something simple as a special shaft or ratio or something more complex, CGI is the only choice. Contact our applications engineering department for more information.

LINEAR SLIDE

CGI gearheads are easily adapted to any of the commercially available linear slide products on the market. All of our inline or right-angle gearheads can be used to help reduce inertia. Our products match up directly to products manufactured by: Intek, Linear Industries, Daedel, Star Linear, THK, NSK, IKO, Warner, Tol-O-Matic, Macron Dynamics and Industrial Devices.

CUSTOM SHAFT OPTIONS

CGI gearheads offer increased design flexibility when built with custom shaft options such as dual-output shaft, hollow shaft and even custom input shafts that allows easy mounting to options like brakes, encoders or safety couplings that are used between the motor and the gearhead.

AEROSPACE AND MEDICAL

CGI has built custom products for the Hubble Telescope project as well as custom components for surgical hand tools for the medical industry. More and more companies rely on CGI to build non-standard products that meet the stringent requirements of these two very important industries.

SEMICONDUCTOR AND FOOD PACKAGING EQUIPMENT

CGI Prime™ PL Series gearheads can be manufactured with special seals and special grease for both the semiconductor and food packaging equipment industries. The gearheads meet various IP ratings and are usually painted white rather than our standard black anodized.



...CGI is your only choice.



THE FUTURE

