

## MLG LINEAR GUIDE

MLG-13C

MLG Multi-Roller Type, 61mm, 11g, Static Rated Load, Slim

- Can be used with a motor drive
- Smooth movement due to "multi-Roller" technology
- Various lengths available



### PRODUCT DESCRIPTION

Sugatsune MLG Multi Rollers are precision-engineered roller units designed to provide smooth, low-friction linear motion in various industrial and commercial applications. Built from high-quality stainless steel or aluminium alloy, MLG Multi Rollers are ideal for environments requiring corrosion resistance, clean operation, and high load capacity.

These rollers feature multiple rows of ball bearings to distribute weight evenly, ensuring consistent movement and stability even under heavy loads. Available in a range of sizes and configurations, they are commonly used in sliding doors, movable partitions, machine guards, and automated equipment.

Sugatsune's attention to detail and engineering excellence make the MLG series a trusted choice for architects, engineers, and manufacturers seeking long-lasting performance and seamless motion control.

### TECHNICAL DATA

Feature	Slim
Guide Block Length	61 mm
Guide Block Screw Size	M3
Horizontal Load FX	40 N
Load Moment MX	1 Nm
Load Moment MY	1.2 Nm
Load Moment MZ	1.2 Nm
Load Type	Static Rated Load
Material	Stainless steel, Steel
Rail & Guide Block Height	10.5 mm
Rail & Guide Block Width	13 mm
Rail Hole Pitch	50 mm
Rail Screw Size	M4

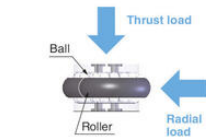
<b>Rail Width</b>	13 mm
<b>Weight</b>	11 g
<b>Vertical Load FY</b>	40 N

#### [The Unique Mechanism]



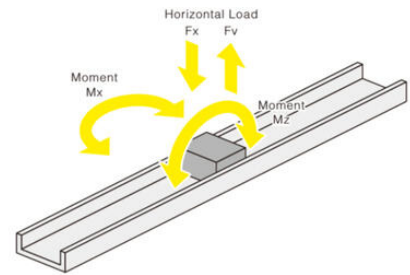
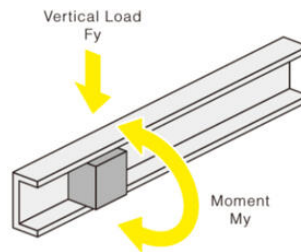
No ball creep due to roller type mechanism.

Ball creep is a phenomenon where travel distances vary between outward and return paths due to a misaligned ball contact point that may occur on ball type rails because of sliding or applied force. If extra load is applied in this state, the rail may become unable to move.



The multi-roller mechanism allows for smooth movement even with loads applied in radial or thrust directions.

#### ■ Load Direction



#### ■ Load Direction

