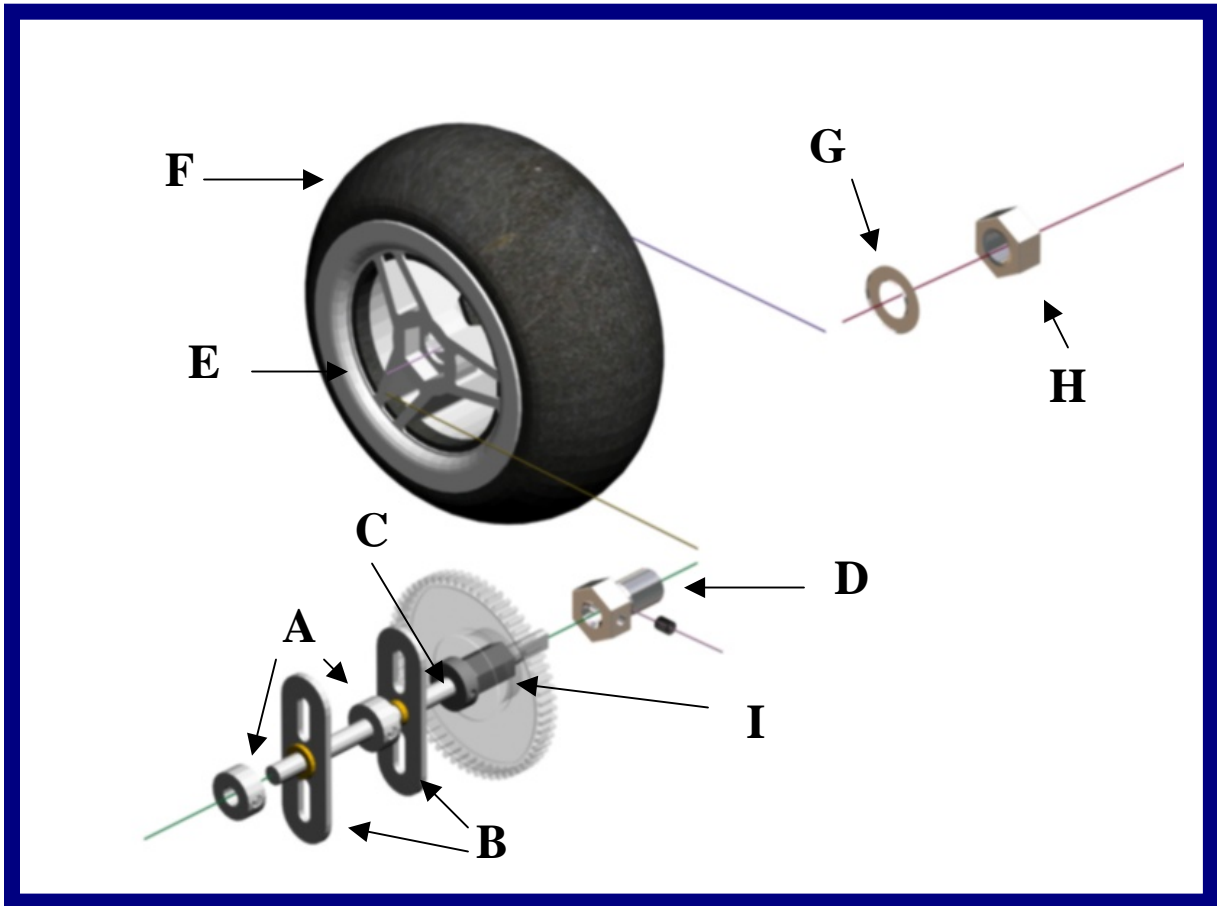


TTS Tough Traction System



- A. 1/4" Shaft Collars (2pcs per axle)
- B. 1/4" Bronze bearing and heavy duty bracket (2pcs per axle)
- C. 1/4" x 4-1/2" axle
- D. 17mm x M12 stainless hub adapter with #10-24 set screw

- E. 1/8th Scale RC truck rim
- F. 1/8th scale RC truck tire
- G. 1/2 flat washer
- H. M12 stainless steel jamb nut
- I. 0.250" Bore Hex Adapter

Note: 24 pitch gear (Not included) is shown in shaded view as an example of how the hex adapter can be used to position a gears, sprocket or pulleys.



GEARS-IDS™ TTS Tough Traction System list of parts:

2pcs. Extra HD 1/4" dia x 4-1/2" precision ground Stainless Steel Axles with machined flats

4pcs. (B) Oversized stainless steel and sintered bronze bearing plates.

4pcs. (A) 1/4" shaft collars.

2pcs. (D) 17mm wheel hubs w/#10-24 Set Screw

2pcs. (H) M12 jamb nuts

2pcs. (G) M12 flat washers

2pcs. (Not shown) 1/4" stainless steel hex adapters used to mate sprockets, gears and pulleys to the 1/4" axles.

2pcs. (F) 5" Diameter truck tires

2pcs. (Not Shown) Tire foam insert

2pcs. (E) tri-spoke split rims

The illustration on the preceding page shows how the TTS Tough Traction System components can be used to support a wheel and axle.

This heavy-duty drive system can be configured in many different ways using either chains and sprockets, gears, pulleys or some combination of these components.

Additional parts may be necessary, but they are either supplied with the GEARS-IDS™ kit or included in the TTS Tough Traction System accessory package.

The pictures below illustrate how the GEARS-IDS™ TTS Tough Traction system can be used to extend the performance envelope of your robotic creations.



The bot on the left is designed to grasp and lift footballs and soccer balls. This is a game-playing robot suitable for use on a hard packed or asphalt driveway or any indoor floor surface.

The robot on the right was used to video tape Atlantic terns and to explore and photograph environmentally sensitive areas along a Southern Massachusetts beach.

