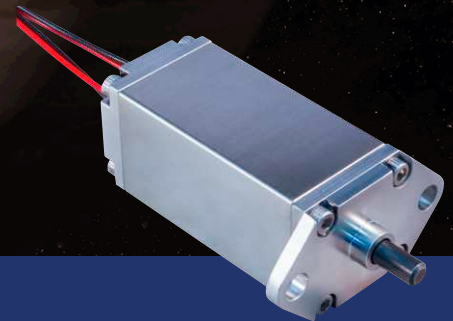


OPTIMIZED  
FOR USE WITH  
**MIL-STAR™**  
HIGH-PERFORMANCE HOOKUP WIRE AND CABLE



**Hold Down and Release Mechanisms: non-pyrotechnic US- and EU-made IAW local standards and market requirements**

Artist concept of NASA's Juno spacecraft, exploring Jupiter  
NASA/JPL-Caltech



**High-reliability, non-explosive (split-spool) HDRMs, separation nuts, and pin pullers/pushers for dependable preload retention and release of deployable space systems**

Glenair pyrotechnic-free release mechanisms offer quick release time, low shock, relatively low power input, and virtually no temperature sensitivity. HDRM Series includes separation nuts, pin pushers, and pin pullers—direct wired or connectorized—with a broad range of preload carrying capacity. HDRM EU Series designed for ESA applications and standards.

- Pyrotechnic-free alternative (low-shock fuse-wire) for single-event release of deployable space systems—5 Amp nominal electrical initiation
- Single-event device, user-serviceable and refurbishable
- Redundant or non-redundant actuation circuit
- Not susceptible to transient and noise (EMI/EMP/ESD/RFI) inputs
- Extended temperature ranges: -150°C to +150°C

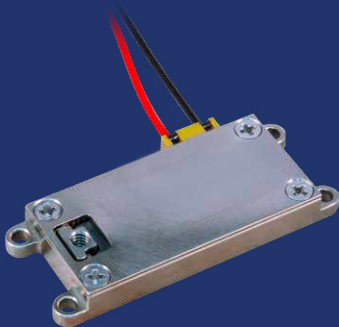


# NON-PYROTECHNIC Hold Down and Release Mechanisms

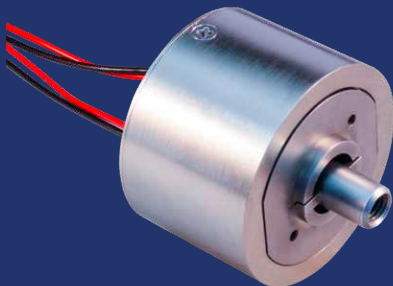


Separation nut, pin puller, and pin pusher configurations with flight heritage

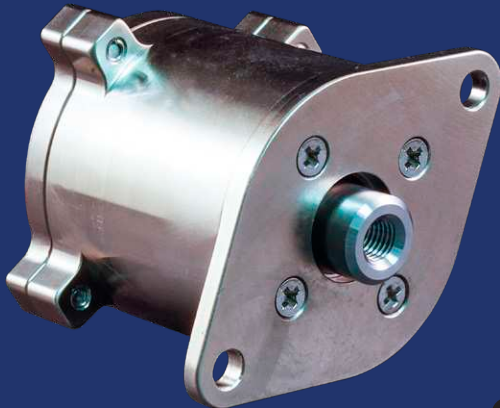
## HDRM DUTY CLASSES



Light-Duty HDRM  
Redundant circuit,  
5 – 75 lb release preload



Medium-Duty HDRM  
Redundant circuit,  
300 – 4000 lb release preload



Heavy-Duty HDRM  
Redundant circuit,  
5000 – 20,000 lb release preload

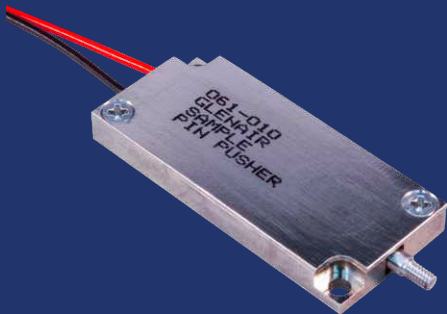
## HDRM RELEASE TYPES



Separation nut



Pin puller



Pin pusher

## EUROPEAN-MADE HDRM SOLUTIONS IAW ECSS-E-ST-33-01C SPACE MECHANISM STANDARD



Medium-Duty HDRM  
Redundant circuit,  
1.5 kN release preload



Medium-Duty HDRM  
Redundant circuit,  
11 kN release preload



Medium-Duty HDRM  
Redundant circuit,  
18 kN release preload

H  
I  
J  
K  
L  
M  
N  
O  
P  
Q  
R  
S  
T  
U  
V  
W  
X  
Y  
Z