

Replacement guide Motor



Replacing the Luna motor requires the following tools:

- ✓ Screwdriver PZ 1 x 75 (Philips type)
- ✓ Hexagonal (Allen) key 1½, 2, 3 og 4 mm

Run the strap approx. 1 meter out before commencing the replacement.



Motor set: xxxxxx

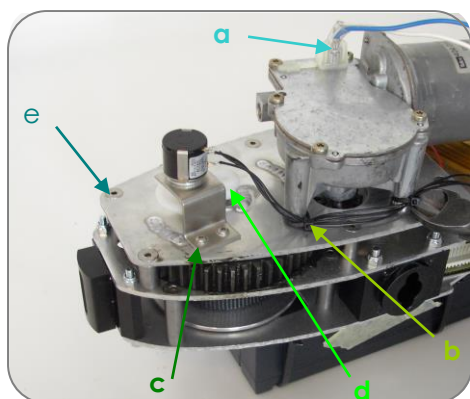
Remove Luna from the track, lay it on a table with the bayonet side up.

Activate the emergency stop, remove the hand control from the Luna cassette.

Unscrew the screws from the plastic bracket around the bayonet inlet (4 pcs.)

Pull up on the lid (shell) at the side foils to remove it.

Carefully remove the side foils from their position in the lower shell. Remove the lower lid (shell) in the same way as the upper lid.



Place Luna so that it rests on the battery.

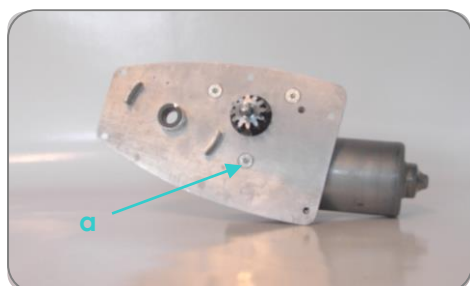
Remove the two wires (a) from the motor

Cut the ties (b) on the wires to the potentiometer.

Remove the potentiometer by unscrewing the 2 (M3 x 5) screws and washers (c).

Remove the small potentiometer cog wheel (d) using a 1½ mm hexagonal (Allen) key.

Unscrew the 6 (M5 x 8) screws (e) on the motor console.



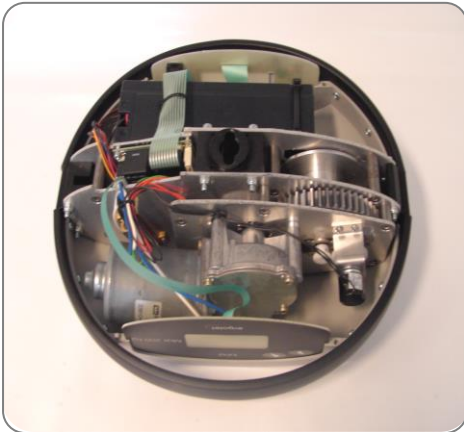
The motor can now be removed on its console.

The motor console is removed by unscrewing the 3 (M6 x 12) screws (a) on the underside of the motor console.

See mounting a new motor on the back of this guide.



Replacement guide Motor



The new motor is mounted on the console.

Mount motor on console on Luna.
Mount the small potentiometer cog wheel again.
Mount the potentiometer.
Mount the wires on the motor.
Mount the lower shell.
Replace all wires for the potentiometer and motor.
The potentiometer must now be adjusted (see guide Adjusting potentiometer).
Mount the upper shell.
Mount Luna with spreader bar onto the track.



Check the following functions before using Luna again.

- ✓ Side foil: Test all functions by pressing the buttons.
- ✓ Hand control: Test all functions by pressing the buttons.
- ✓ Charge function: Test by connecting Luna to the charger so that the charge lamp flashes (can only be tested if Luna with spreader bar is mounted onto the track).

