

## How to Add electronic limit of Cruiser-mini

➔ Problem : Add electronic limit of Cruiser-mini;


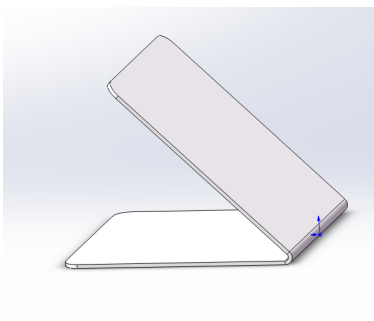
- Solution overview:
1. Install electronic limit;
  2. Connect the electronic limit line;

Problem analysis:

Solution overview:

1. Install electronic limit and limit baffle, the specific number is shown in the list;

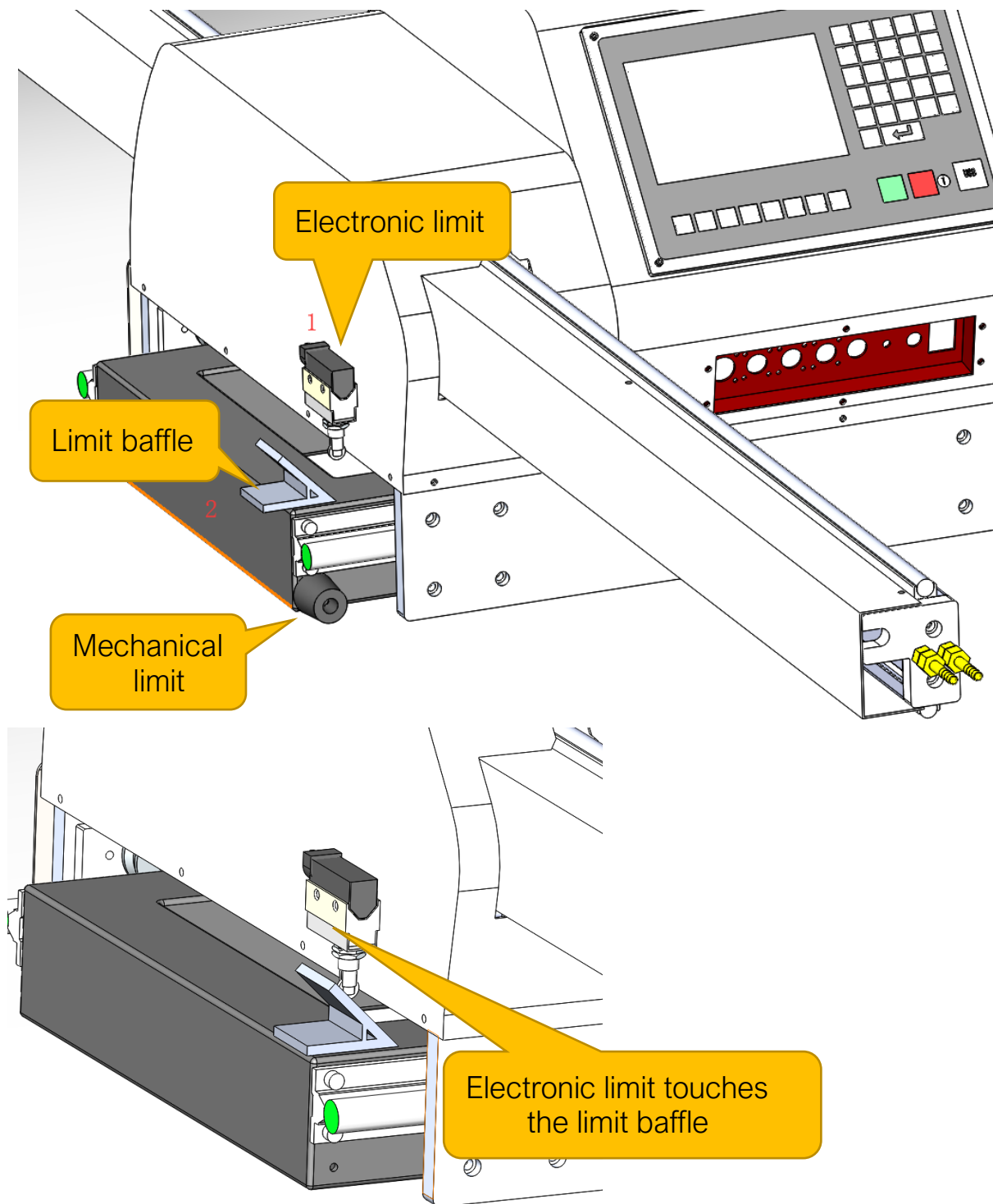
✳ Accessories form:

Name	Quantity	Remarks
Electronic limit	2 qty	
Limit baffle	2 qty	
Two-core cable- 0.5m <sup>2</sup>	About 1000mm	Customer-owned
<p>Note: Customers need to install and need to prepare the installation tools themselves;</p>		

## Service Support Spirit

First test the mounting position of the electronic limit and limit baffle, then fix it to the machine with bolts;

Note: When installing the electronic limit, note that the electronic limit first acts before the machine touches the mechanical limit;



# Service Support Spirit

2. A circuit that connects to an electronic limit; Connect the electronic limit line as shown in the circuit diagram;

First remove the 1pin and 14pin connections in the old circuit; then connect according to the new circuit diagram;

The image is a composite of three parts:

- Top Left:** A diagram of a DB25 connector with pins numbered 1 through 25. Pins 1, 14, 21, and 25 are circled. A yellow callout bubble points to pins 1 and 14 with the text: "Remove the 1pin and 14pin connections in the old circuit".
- Top Right:** A photograph of a piece of equipment labeled "System BD25" with a DB25 connector. A yellow callout bubble points to the connector with the text: "System BD25".
- Bottom:** A detailed circuit diagram for the DB25 connector. It shows pins 1, 14, 21, and 25. Pin 1 is connected to a switch labeled "To X+limit". Pin 14 is connected to a switch labeled "To X-limit". Pin 21 is connected to a switch labeled "Normally closed point". Pin 25 is connected to a common ground. A yellow callout bubble at the bottom right says: "The location marked in the new circuit diagram needs to be connected".