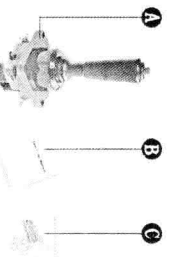


OPERATION MANUAL

Crane Machine Joystick (ID:5964)



DESCRIPTION:

An elegant joystick is design for crane machine specifically, adding a red button on top end of the stick, it is most convenient for player to decide gift-choosing control.

SPECIFICATION:

- Industry standard mounting holes
- 4 ways or 8 ways joystick
- 120 (mm) diameter shaft
- Nylon and solid steel construction
- Microswitch reliability tested to 100,000 cycles
- 5 pieces microswitch included
- Spring return-to-center
- Rugged construction
- Shaft length for metal mounting only
- Mounting plates available for any kind of crane machine
- Net weight: 0.29kgs/each

Product Include:
A-Joystick B-Manual C-Screws

INSTALLATION OF THE JOYSTICK BAR:

- 1) Metal Bar(CJ09) includes components of Microswitch Trigger(CJ11), Metal Ring(CJ10), Plastic Bar(CJ07) and Small Spring(CJ08). **Show as Figure 1**
- 2) Ordinarily, insert those components into the Metal Bar(CJ09); **Show as Figure 2**
 - I. Big Spring(CJ05)
 - II. Spring Holder(CJ06)
 - III. Up Control Holder(CJ04)
 - IV. Knob Holder(CJ03)
 - V. Knob(CJ02) + Button(CJ01)

INSTALLATION OF THE JOYSTICK TO THE MACHINE:

Take out the **control bar** and put it to the surface of panel, then put the **down control holder** (CJ13) to the bottom of panel and tighten the **screws**(CJ17). After then, connect the **microswitch** (CJ14) with the machine and test the joystick. **Show as Figure 3**

4 WAYS/8 WAYS:

Joystick setup to be 4 ways, take out Plastic Ring(CJ12), will change the function into 8 ways.

ATTENTION:

The crane machine joystick maybe loose by player's strong pressure, then please handle the joystick installation and fix it tightly with the machine.

Warning

Player do not pull up the "control bar" during playing, it may cause the joystick insensitive or expiration.

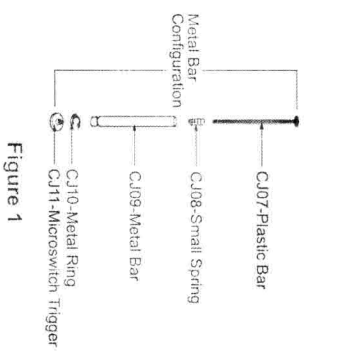


Figure 1



Figure 2

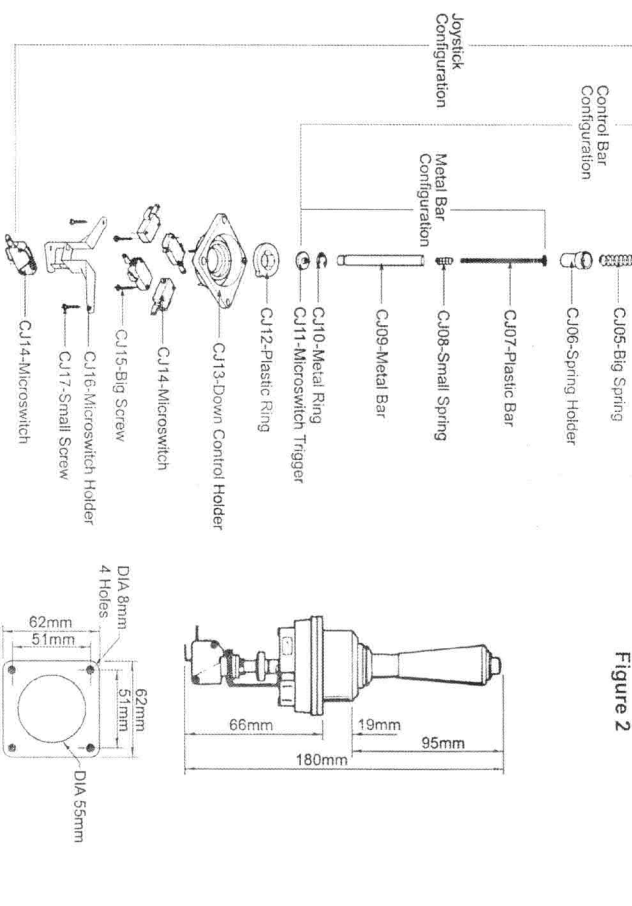


Figure 3

Measurements

• The specifications of this product are subject to change without notice for reason such as improving the performance.