# SEGA®

# G·LOC
## AIR BATTLE
### LOSS OF CONSCIOUSNESS BY G FORCE

# Owners
# Manual
# Supplement

## SEGA ENTERPRISES, INC.

Manual No. 999-0021-02

# Control Adjustment

# CONTROLLER'S V.R. ADJUSTMENT

```
DIAGNOSTIC VER. 1.00
        INPUT TEST

COIN #1  OFF       START    OFF
COIN #2  OFF       SERVICE  OFF

VULCAN OFF
MISSILE OFF
BURNER OFF

STICK RIGHT LEFT   80H   (1)
STICK UP DOWN      80H   (2)
SPEED              30H   (3)

     PUSH TEST BUTTON
```

With the CONTROLLER in an "as is" free condition, display the screen in the SELF-TEST mode.

(1) CONTROLLER'S LEFT / RIGHT DIRECTIONS

(2) CONTROLLER'S UP / DOWN DIRECTIONS

(3) SPEED UP / DOWN

## ADJUSTMENTS IN LEFT / RIGHT DIRECTIONS

1) Loosen the 6 SCREWS "A" which are shown by the arrow marks in Fig. 1, and detach the SIDE BRACKET from the CONTROLLER UNIT in a manner as shown in Fig. 2.

2) Loosen the two SCREWS "B" which secure the V.R. BRACKET and disengage the AD-JUST GEAR and PINION GEAR. At this time, turn the V.R.shaft so that the variable value 1 becomes 80H, and make backlash adjustments.

3) In the case where fine adjustments are necessary, secure the V.R. BRACKET, loosen the AD-JUST GEAR'S SCREW "C" and make adjustment in a manner so that the variable value 1 becomes 80H 4H.
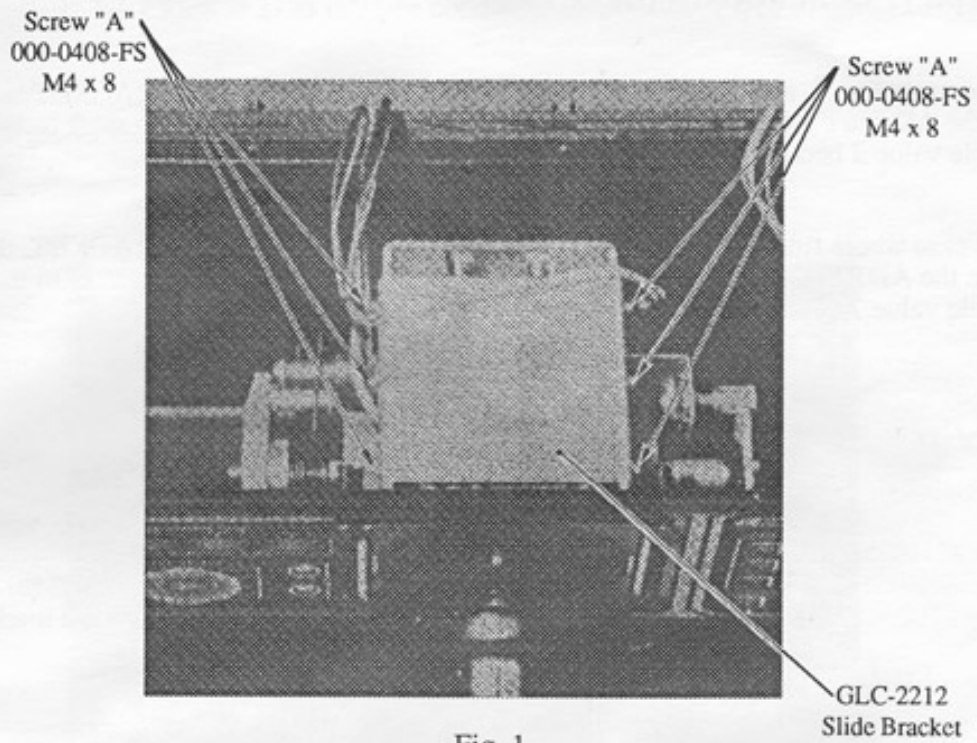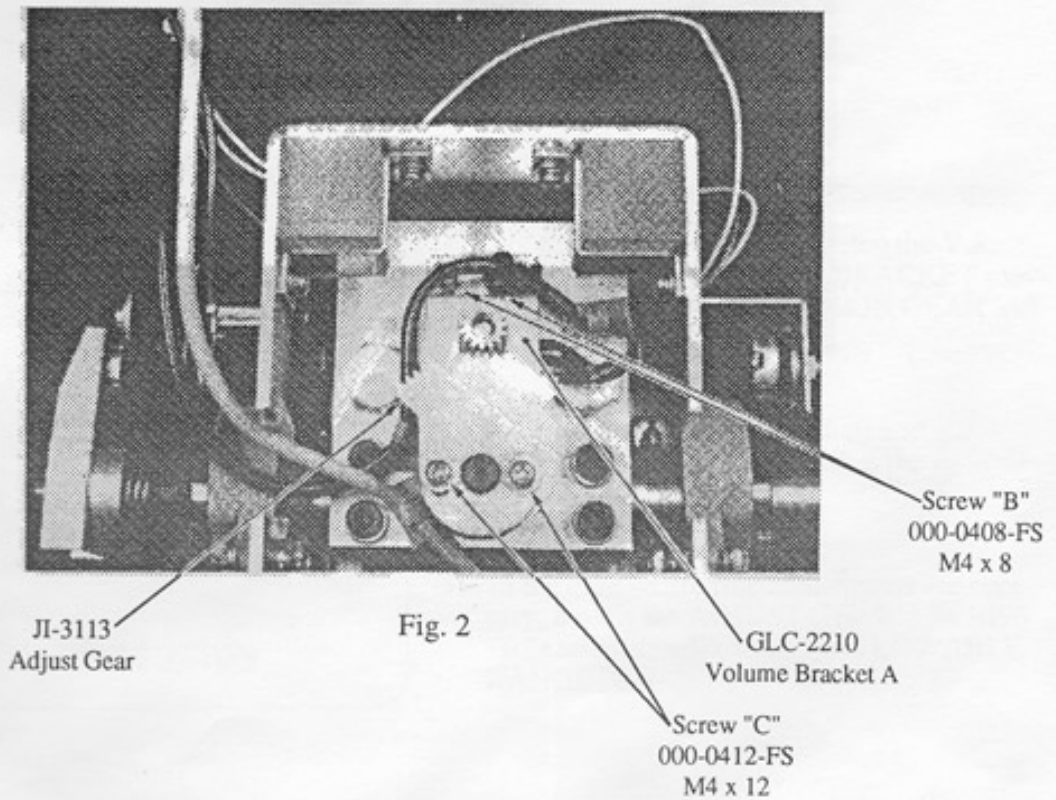
Screw "A"
000-0408-FS
M4 x 8

Screw "A"
000-0408-FS
M4 x 8

GLC-2212
Slide Bracket

Fig. 1

JI-3113
Adjust Gear

Fig. 2

Screw "B"
000-0408-FS
M4 x 8

GLC-2210
Volume Bracket A

Screw "C"
000-0412-FS
M4 x 12

-3-

## ADJUSTMENT IN UP / DOWN DIRECTION

1) As shown in Fig. 3, loosen the 2 SCREWS "A" which fasten the V.R. BRACKET, and disengage the ADJUST GEAR and PINION GEAR. At this time, turn the V.R. shaft so that the variable value 2 becomes 80H, and make backlash adjustments.

2) In the case where fine adjustments are necessary, first secure the V.R. BRACKET, then loosen the ADJUST GEAR'S SCREW "B" and make adjustments in a manner so that the variable value 2 becomes 80H 4H.
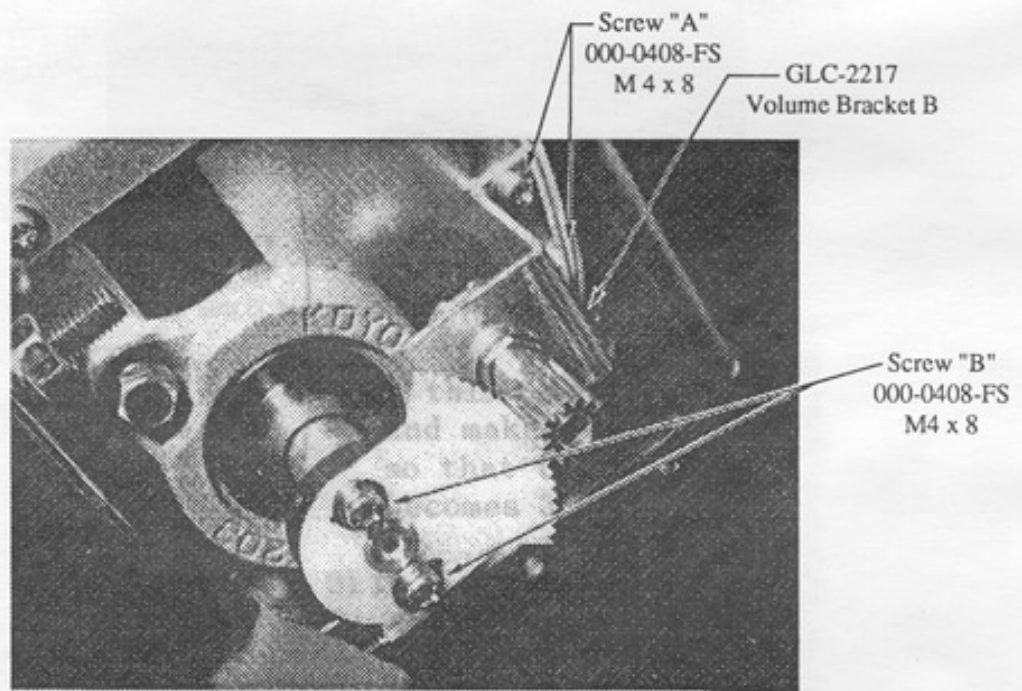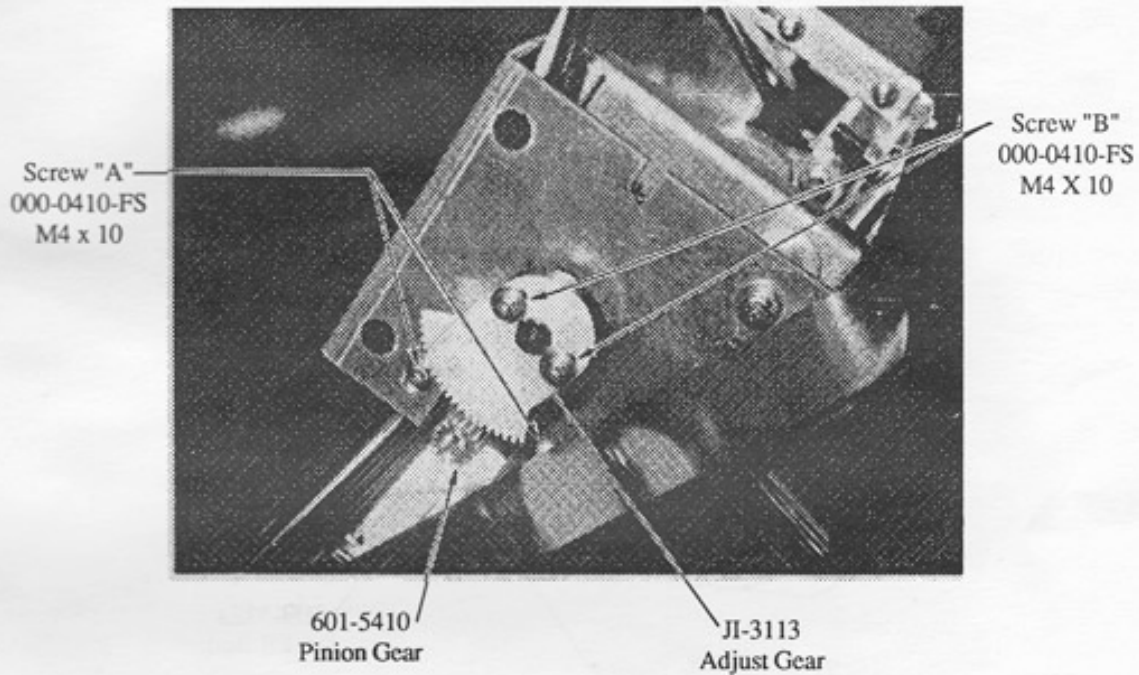


Screw "A"
000-0408-FS
M 4 x 8

GLC-2217
Volume Bracket B

Screw "B"
000-0408-FS
M4 x 8

Fig. 3

# THROTTLE ADJUSTMENT

With the THROTTLE LEVER in a "as is", free condition, display the screen in the SELF TEST mode.

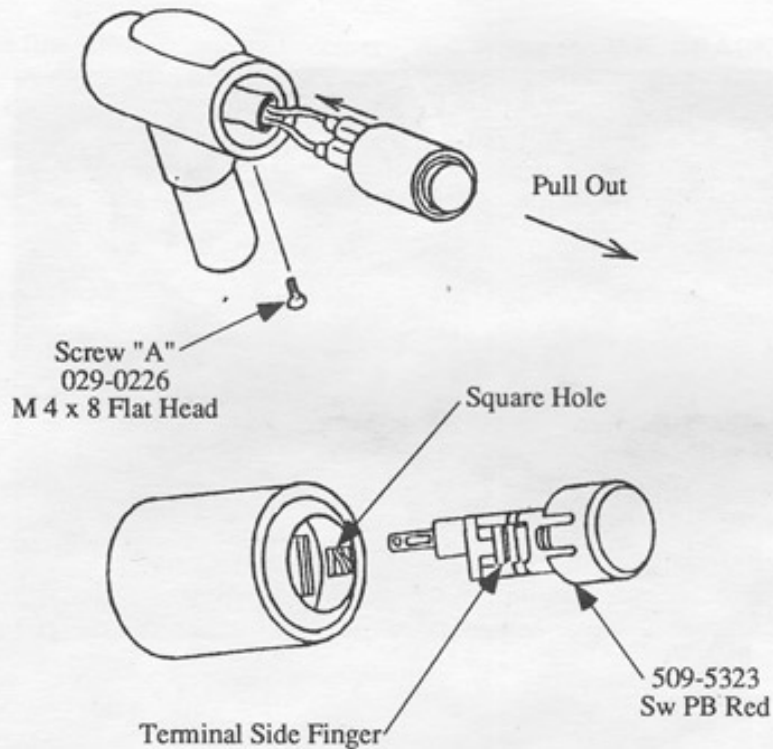At this time, if the variable value is 30H, it is OK.



Screw "A"
000-0410-FS
M4 x 10

Screw "B"
000-0410-FS
M4 X 10

601-5410
Pinion Gear

JI-3113
Adjust Gear

```
┌─────────────────────────────────────────┐
│              INPUT  TEST                  │
│                                           │
│   COIN #1    OFF     START    OFF         │
│   COIN #2    OFF     SERVICE  OFF         │
│                                           │
│   VULCAN     OFF                          │
│    MISSILE   OFF                          │
│    BURNER    OFF                          │
│                                           │
│   STICK RIGHT LEFT           80H (1)      │
│   STICK UP DOWN              80H (2)      │
│   SPEED                      30H (3)      │
│                                           │
│          PUSH TEST BUTTON                 │
└─────────────────────────────────────────┘
```

## ADJUSTMENT PROCEDURE

1) Loosen SCREW "A" that fasten the V.R. BRACKET resulting in the BRACKET moving and disengaging the PINION GEAR and ADJUST GEAR.

2) At this time, turn the V.R. shaft and make adjustments in a manner so that the variable value (3) becomes 30H.

3) In the case where fine adjustments are necessary, loosen the ADJUST GEAR'S SCREW "B" and make adjustment. (ALLOWABLE RANGE 2EH~30H)

# REPLACING THE THROTTLE SWITCH

In the INPUT TEST mode, if the BURNER does not go ON even when the THROTTLE SWITCH is pushed, replace the THROTTLE SWITCH by using the following procedure:
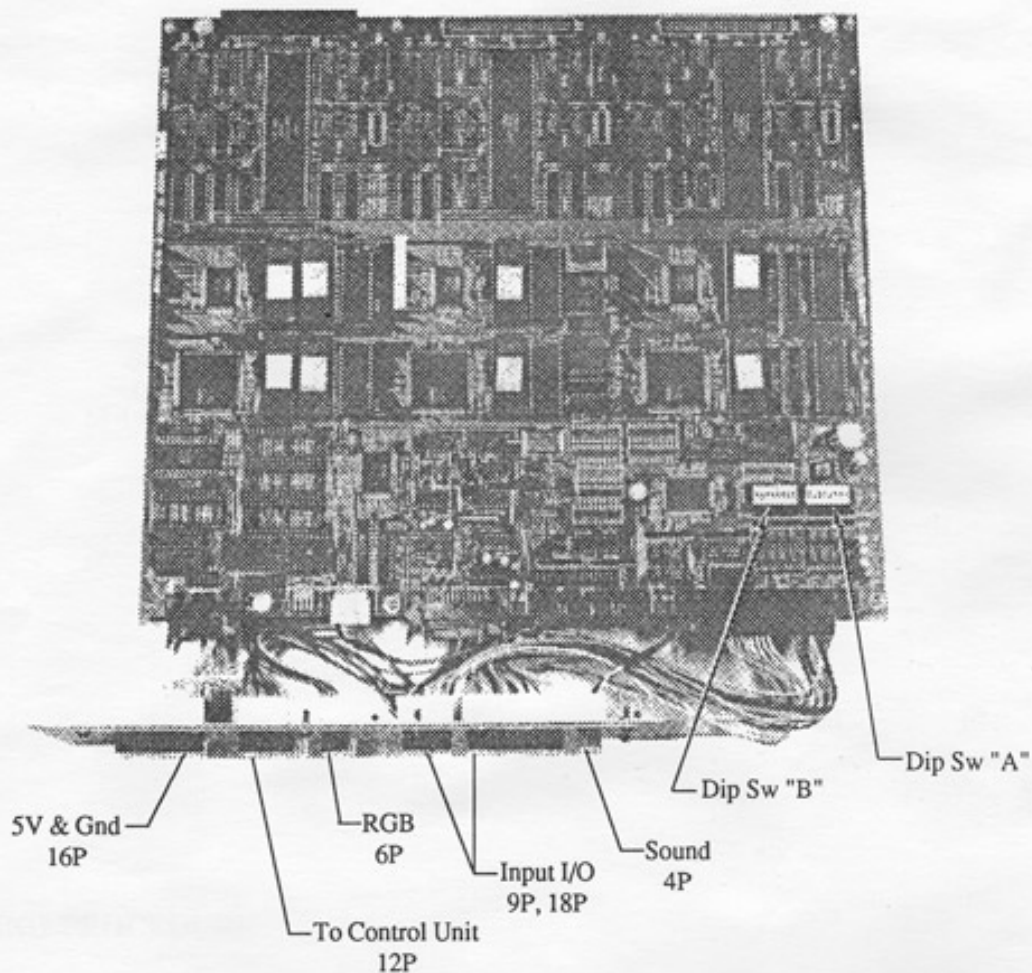


Pull Out

Screw "A"
029-0226
M 4 x 8 Flat Head

Square Hole

Terminal Side Finger

509-5323
Sw PB Red

## REPLACING PROCEDURE

1) Take off SCREW "A" which secures the SWITCH COLLAR.

2) Pull out the PUSH SWITCH together with the SWITCH COLLAR.

3) Pull out the PUSH SWITCH FASTON and while pushing in the terminal side's FINGER, remove the PUSH SWITCH.

4) Install the SPARE PARTS (509-5323-01) in the direction as shown.

5) Assemble it in the procedure opposite from the above.

NOTE: After replacing the switch, if the BURNER in the INPUT TEST does not go ON, then check for wiring, CONNECTORS, etc.

# PCB ROM
# &
# DIP Switch

## I.C. Board



5V & Gnd
16P

To Control Unit
12P

RGB
6P

Input I/O
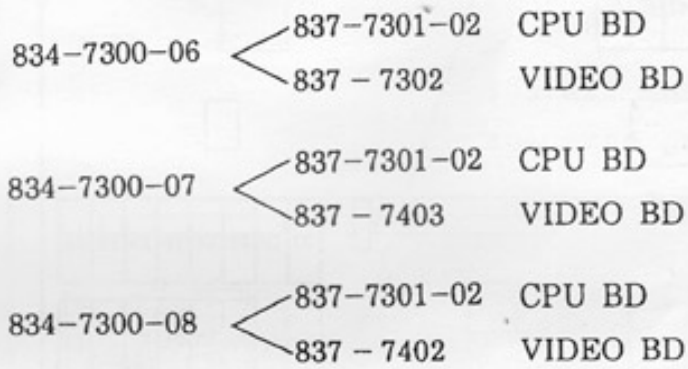9P, 18P

Sound
4P

Dip Sw "B"

Dip Sw "A"

WARNING: TURN OFF POWER BEFORE PLUGGING IN OR REMOVING CONNECTORS.

# ROM LOCATIONS

(1) 834 − 7300 −~   GAME BD G−L.O.C.

IC BOARD  ORGANIZE

834−7300−06  <  837−7301−02   CPU BD
                837 − 7302    VIDEO BD

834−7300−07  <  837−7301−02   CPU BD
                837 − 7403    VIDEO BD

834−7300−08  <  837−7301−02   CPU BD
                837 − 7402    VIDEO BD
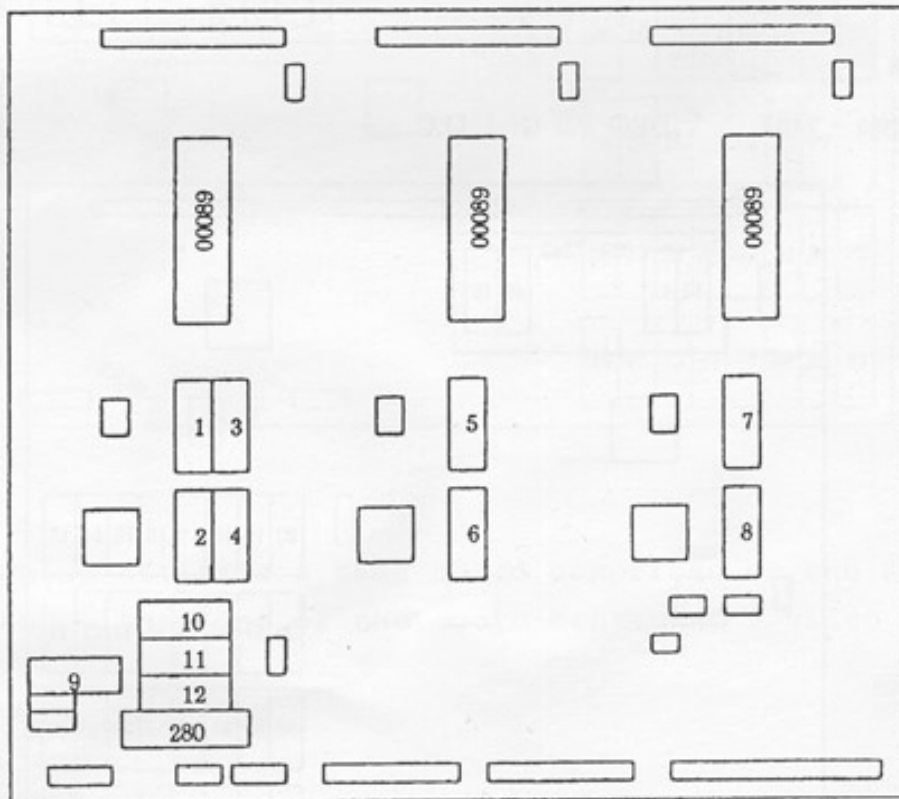
837 − 7301    CPU BD G−L.O.C.

837 – 7302    VIDEO BD G–L.O.C.
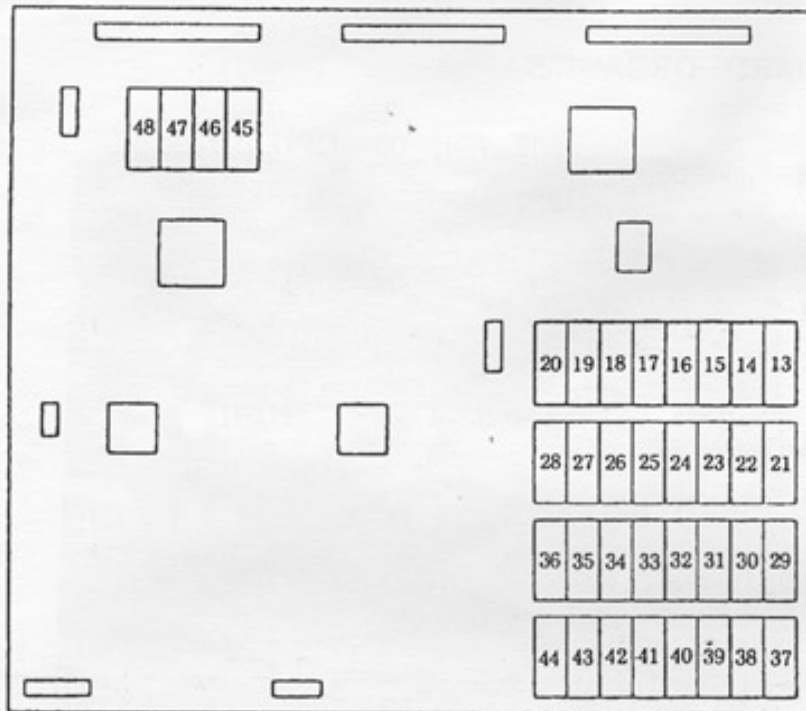


837 – 7402    VIDEO BD G–L.O.C.
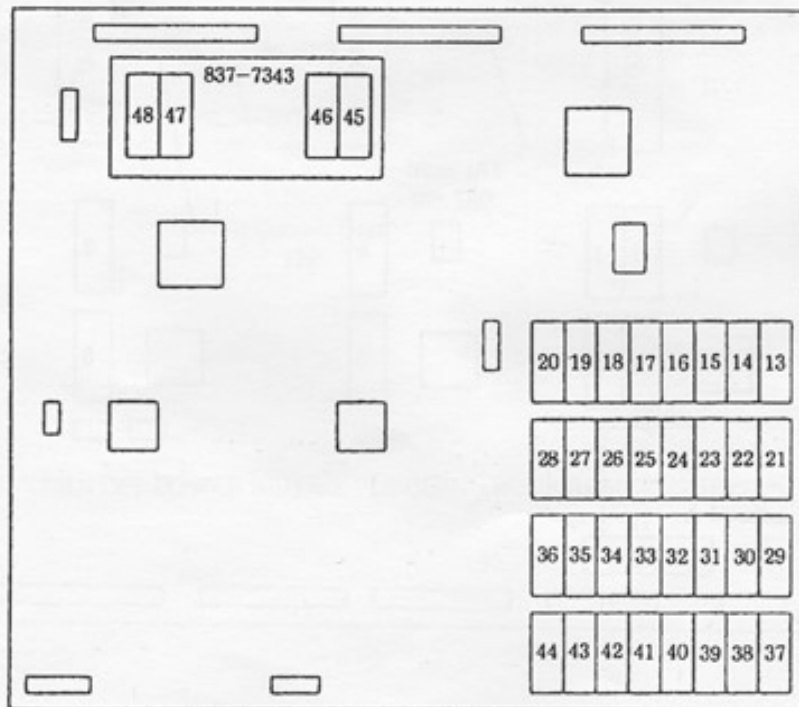
837 – 7403    VIDEO BD G–L.O.C.

837-7297

| 45 | 46 | 47 | 48 |
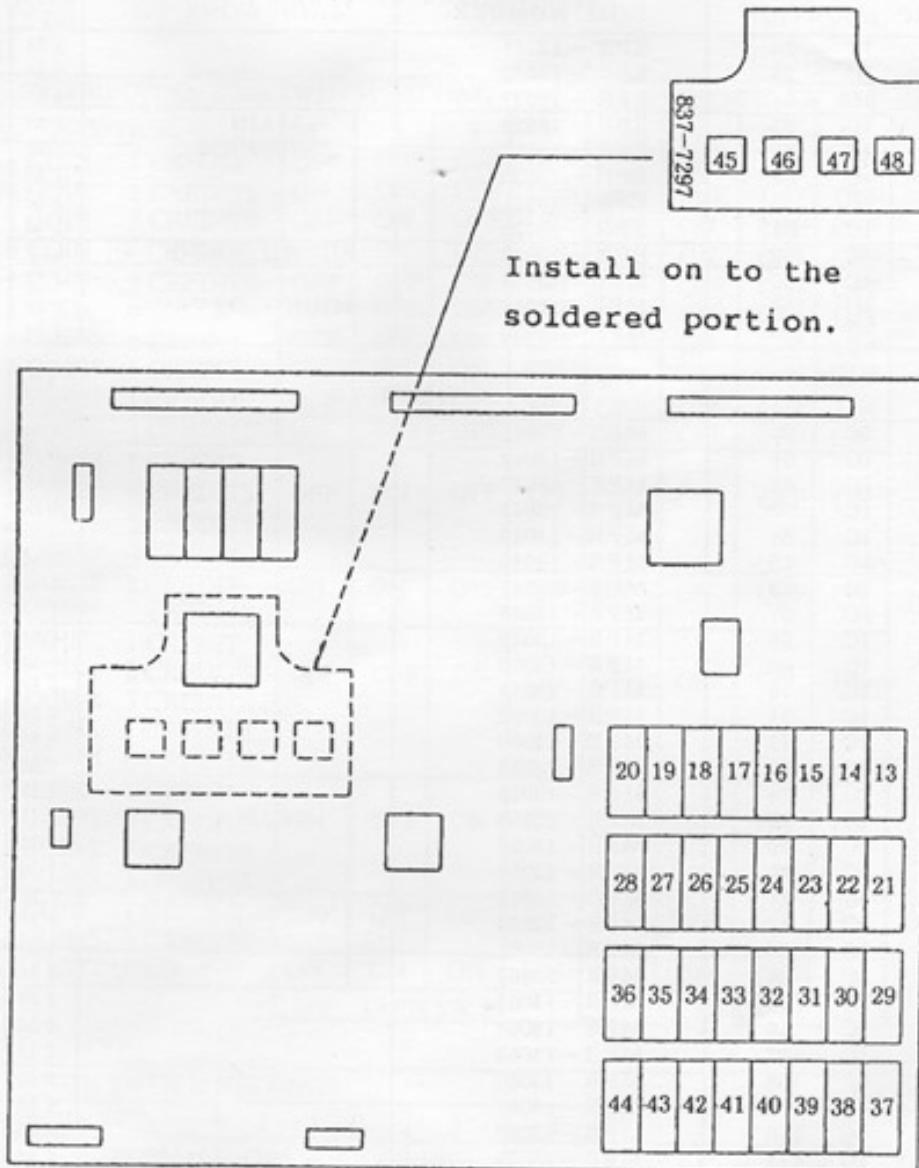
Install on to the
soldered portion.

| 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |

| 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 |

| 36 | 35 | 34 | 33 | 32 | 31 | 30 | 29 |

| 44 | 43 | 42 | 41 | 40 | 39 | 38 | 37 |

\* This machine utilizes a game board comprised of the 837-7301
CPU BD and either one of the above-mentioned 3 video BDs.

834 – 7300 –~    GAME BD G–L.O.C.

| 837– 7301 | | | CPU BD | | |
|---|---|---|---|---|---|
| | IC LOCATION | | ROM NUMBER | MAIN WORK | CAPA CITY |
| 1 | IC | 24 | EPR – 13171 | | 1 M |
| 2 | IC | 25 | EPR – 13172 | | 1 M |
| 3 | IC | 26 | EPR – 13027 | | 1 M |
| 4 | IC | 27 | EPR – 13028 | MAIN PROGRAM | 1 M |
| 5 | IC | 53 | EPR – 13029 | | 1 M |
| 6 | IC | 54 | EPR – 13030 | | 1 M |
| 7 | IC | 80 | EPR – 13031 | | 1 M |
| 8 | IC | 81 | EPR – 13032 | | 1 M |
| 9 | IC | 102 | EPR – 13033 | SOUND PROG | 512 |
| 10 | IC | 105 | MPR – 13034 | | 4 M |
| 11 | IC | 106 | MPR – 13035 | SOUND DATA | 4 M |
| 12 | IC | 107 | MPR – 13036 | | 4 M |

| | | | VIDEO BD | | CAPA CITY | |
|---|---|---|---|---|---|---|
| 13 | IC | 60 | MPR – 13041 | | 4 M | |
| 14 | IC | 61 | MPR – 13042 | | 4 M | |
| 15 | IC | 62 | MPR – 13043 | | 4 M | |
| 16 | IC | 63 | MPR – 13044 | | 4 M | |
| 17 | IC | 64 | MPR – 13045 | | 4 M | |
| 18 | IC | 65 | MPR – 13046 | | 4 M | 837– 7403 |
| 19 | IC | 66 | MPR – 13047 | | 4 M | |
| 20 | IC | 67 | MPR – 13048 | | 4 M | |
| 21 | IC | 68 | MPR – 13049 | | 4 M | |
| 22 | IC | 69 | MPR – 13050 | | 4 M | |
| 23 | IC | 70 | MPR – 13051 | | 4 M | |
| 24 | IC | 71 | MPR – 13052 | | 4 M | |
| 25 | IC | 72 | MPR – 13053 | | 4 M | |
| 26 | IC | 73 | MPR – 13054 | | 4 M | 837– 7402 COMMON |
| 27 | IC | 74 | MPR – 13055 | | 4 M | |
| 28 | IC | 75 | MPR – 13056 | OBJECT | 4 M | |
| 29 | IC | 79 | MPR – 13057 | | 4 M | |
| 30 | IC | 80 | MPR – 13058 | | 4 M | |
| 31 | IC | 81 | MPR – 13059 | | 4 M | |
| 32 | IC | 82 | MPR – 13060 | | 4 M | |
| 33 | IC | 83 | MPR – 13061 | | 4 M | |
| 34 | IC | 84 | MPR – 13062 | | 4 M | |
| 35 | IC | 85 | MPR – 13063 | | 4 M | 837– 7302 |
| 36 | IC | 86 | MPR – 13064 | | 4 M | |
| 37 | IC | 107 | MPR – 13065 | | 4 M | |
| 38 | IC | 108 | MPR – 13066 | | 4 M | |
| 39 | IC | 109 | MPR – 13067 | | 4 M | |
| 40 | IC | 110 | MPR – 13068 | | 4 M | |
| 41 | IC | 111 | MPR – 13069 | | 4 M | |
| 42 | IC | 112 | MPR – 13070 | | 4 M | |
| 43 | IC | 113 | MPR – 13071 | | 4 M | |
| 44 | IC | 114 | MPR – 13072 | | 4 M | |
| 45 | IC | 14 | MPR – 13037 | | 4 M | 837– 7302 |
| 46 | IC | 15 | MPR – 13038 | LINE OBJ | 4 M | |
| 47 | IC | 16 | MPR – 13039 | | 4 M | |
| 48 | IC | 17 | MPR – 13040 | | 4 M | |

| 837– 7297 | | | FLAT PIGGY | | CAPA CITY | |
|---|---|---|---|---|---|---|
| 45 | IC | 1 | MPR – 13037 – F | | 4 M | 837– 7403 |
| 46 | IC | 2 | MPR – 13038 – F | LINE OBJ | 4 M | |
| 47 | IC | 3 | MPR – 13039 – F | | 4 M | |
| 48 | IC | 4 | MPR – 13040 – F | | 4 M | |

| 837– 7343 | | | PIGY BD | | CAPA CITY | |
|---|---|---|---|---|---|---|
| 45 | IC | 14 | MPR – 13037 | | 4 M | 837– 7402 |
| 46 | IC | 15 | MPR – 13038 | LINE OBJ | 4 M | |
| 47 | IC | 16 | MPR – 13039 | | 4 M | |
| 48 | IC | 17 | MPR – 13040 | | 4 M | |

# G LOC

## DIP SWITCH ASSIGNMENT

| COIN / CREDIT OPTION SWITCH SETTING | | | | | | | | DIP SW #1 |
|---|---|---|---|---|---|---|---|---|
| OPTION | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 COIN 1 CREDIT | OFF | OFF | OFF | OFF | OFF | OFF | OFF | OFF |
| 1 COIN 2 CREDITS | ON | OFF | OFF | OFF | ON | OFF | OFF | OFF |
| 1 COIN 3 CREDITS | OFF | ON | OFF | OFF | OFF | ON | OFF | OFF |
| 1 COIN 4 CREDITS | ON | ON | OFF | OFF | ON | ON | OFF | OFF |
| 1 COIN 5 CREDITS | OFF | OFF | ON | OFF | OFF | OFF | ON | OFF |
| 1 COIN 6 CREDITS | ON | OFF | ON | OFF | ON | OFF | ON | OFF |
| 2 COINS 1 CREDIT | OFF | ON | ON | OFF | OFF | ON | ON | OFF |
| 3 COINS 1 CREDIT | ON | ON | ON | OFF | ON | ON | ON | OFF |
| 4 COINS 1 CREDIT | OFF | OFF | OFF | ON | OFF | OFF | OFF | ON |
| 2 COINS 3 CREDITS | ON | OFF | OFF | ON | ON | OFF | OFF | ON |
| 2 COINS 1 CREDIT<br>4 COINS 2 CREDITS<br>5 COINS 3 CREDITS<br>6 COINS 4 CREDITS | OFF | ON | OFF | ON | OFF | ON | OFF | ON |
| 2 COINS 1 CREDIT<br>4 COINS 3 CREDITS | ON | ON | OFF | ON | ON | ON | OFF | ON |
| 1 COIN 1 CREDIT<br>2 COINS 2 CREDITS<br>3 COINS 3 CREDITS<br>4 COINS 4 CREDITS<br>5 COINS 6 CREDITS | OFF | OFF | ON | ON | OFF | OFF | ON | ON |
| 1 COIN 1 CREDIT<br>2 COINS 2 CREDITS<br>3 COINS 3 CREDITS<br>4 COINS 5 CREDITS | ON | OFF | ON | ON | ON | OFF | ON | ON |
| 1 COIN 1 CREDIT<br>2 COINS 3 CREDITS | OFF | ON | ON | ON | OFF | ON | ON | ON |
| NOT USED | ON | ON | ON | ON | ON | ON | ON | ON |
| | COIN SW #1 | | | | COIN SW #2 | | | |

| GAME OPTION SWITCH SETTINGS | | | | | | | | | DIP SW #2 |
|---|---|---|---|---|---|---|---|---|---|
| OPTION | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| GAME DIFFICULTY | NORMAL | OFF | OFF | | | | | | |
| | EASY | ON | OFF | | | | | | |
| | HARD | OFF | ON | | | | | | |
| | HARDEST | ON | ON | | | | | | |
| ADVERTISE SOUND | | | | OFF | | | | | |
| | | | | ON | | | | | |
| GAME TYPE | MOVING | | | | OFF | OFF | | | |
| | COCKPIT | | | | ON | OFF | | | |
| | UPRIGHT/SIT DOWN | | | | OFF | ON | | | |
| | NOT USED | | | | ON | ON | | | |
| CONTINUE GAME | YES | | | | | | OFF | | |
| | NO | | | | | | ON | | |
| INITIAL/ CONTINUE | 2 / 1 CREDIT | | | | | | | OFF | OFF |
| | 3 / 2 CREDITS | | | | | | | ON | OFF |
| | 1 / 1 CREDIT | | | | | | | OFF | ON |
| | 4 / 3 CREDITS | | | | | | | ON | ON |

Untitled-17.jpg

# Self Test

## TEST MODE

This test mainly checks the operation of the game PCB's, discovers defects if any, and also enables the monitor colors to be adjusted and the audio to be checked, etc.

1. Selection of TEST ITEMS

    (1) Push the TEST SW to cause the following TEST ITEM MENU to appear:

```
        —>    INDIVIDUAL
              MEMORY TEST
              INPUT TEST
              OUTPUT TEST
              MOTOR TEST
              SOUND TEST
              CRT TEST
              DIP SW. ASSIGNMENT
              BOOKKEEPING
              BACKUP RAM CLEAR
              EXIT



   SELECT BY SERVICE AND PUSH TEST BUTTON
```

    (2) By pushing the SERVICE button, bring the arrow mark "—>" to the desired item and press the TEST button.

    (3) When the test has been completed, bring "—>" to EXIT and push the TEST button.

Bring "—>" to "INDIVIDUAL" and push the TEST button to change it to "CONTINUE." Bringing "—>" to "CONTINUE" and pushing the TEST button without pressing the SERVICE button will change the screen sequentially.

## MEMORY TEST

Checks the PCB's MEMORY IC's. When the IC is in good operating condition, "GOOD" will be indicated. If there exists any malfunctioning of the IC's, "BAD" will be indicated.

```
                        MEMORY TEST
                       **ROM TEST**

        IC. 24  GOOD      IC. 26  GOOD      IC. 53  GOOD
        IC. 25  GOOD      IC. 27  GOOD      IC. 54  GOOD
        IC. 80  GOOD
        IC. 81  GOOD


                       **RAM TEST**

        IC. 28  GOOD      IC. 55  GOOD      IC. 82  GOOD
        IC. 29  GOOD      IC. 56  GOOD      IC. 83  GOOD
        IC. 84  GOOD      IC. 86  GOOD
        IC. 85  GOOD      IC. 87  GOOD

                  **VIDEO BOARD RAM TEST**

        IC. 3   GOOD      IC. 27  GOOD      IC. 29  GOOD
        IC. 4   GOOD      IC. 28  GOOD      IC. 30  GOOD
        IC.104  GOOD
        IC.105  GOOD


                    PUSH TEST BUTTON
```

## INPUT TEST

Indicates the condition of each switch and POTENTIOMETER.

```
                       INPUT TEST

        COIN #1    OFF       TEST      OFF
        COIN #2    OFF       SERVICE   OFF
        VULCAN     OFF       MISSILE   OFF
        BURNER     OFF       START     OFF

        STICK RIGHT LEFT            (2) 80H

        STICK UP DOWN              (3) 80H

        SPEED                      (4) 30H



                   PUSH TEST BUTTON
```

(1) Indicates the condition of each switch. Operate each switch. When the "OFF" condition is changed to "ON," the corresponding switch is in good working order.

(2) It is satisfactory if data values increase when the handle grip is moved to the right, decrease when it is moved to the left, and indicate "80H" when released.

```
                left                      right
Decrease <——————————————  80H——————————————> Increase
```

(3) It is satisfactory if data values increase when the handle grip is moved upward, decrease when it is moved downward, and indicate "80H" when released.

```
              downward                   upward
Decrease <——————————————  80H——————————————> Increase
```

(4) It is satisfactory if the data values increase when the THROTTLE LEVER is moved forward and indicate "30H" when released.

```
                 forward
30H————————————————————————————————> Increase
```

# OUTPUT TEST

THE START LAMP and DANGER LAMP will flash.

```
┌─────────────────────────────────────┐
│                                      │
│            OUTPUT TEST               │
│                                      │
│                                      │
│         *START LAMP                  │
│         *DANCER LAMP                 │
│                                      │
│                                      │
│                                      │
│         PUSH TEST BUTTON             │
│                                      │
└─────────────────────────────────────┘
```
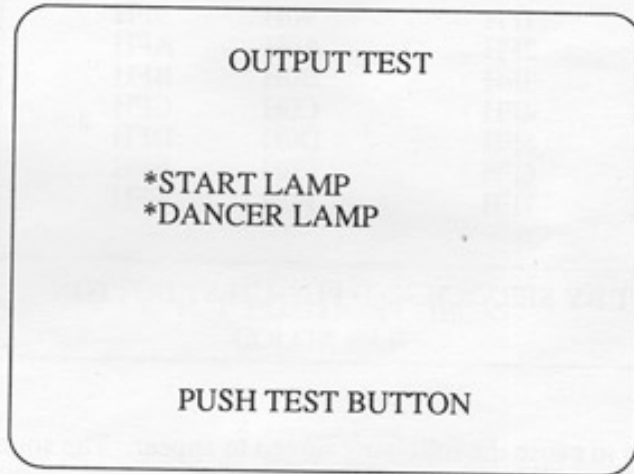
## SOUND TEST

By pushing the SERVICE button, bring the "—>" to the desired position and push the TEST button.

```
                        SOUND TEST


        —> 00H      0FH            80H       8FH
           IOH      IFH            90H       9FH
           20H      2FH            A0H       AFH
           30H      3FH            B0H       BFH
           40H      4FH            C0H       CFH
           50H      5FH            D0H       DFH
           60H      6FH            E0H       EFH
           70H      7FH            F0H       FFH


        SELECT BY SERVICE AND PUSH TEST BUTTON
```

Push the TEST button to cause the following screen to appear. The sound check can be carried out by pushing the SERVICE button to bring "—>" to the desired position and then pressing the TEST button.

```
                        00H
                     SOUND TEST


            —> 00H            08H
               01H            09H
               02H            0AH
               03H            0BH
               04H            0DH
               05H            0EH
               07H            0FH
                              EXIT


        SELECT BY STICK PUSH START BUTTON
```

To return to the previous screen, bring "—>" to "EXIT" and push the TEST button.

```
00H ~ 0FH ⎫              80H ~ 8FH   VOICE
10H ~ 1FH ⎪              90H ~ 9FH   B.G.M
20H ~ 2FH ⎪              A0H ~ AFH   SOUND EFFECT
30H ~ 3FH ⎬ SOUND EFFECT B0H ~ BFH
40H ~ 4FH ⎪              C0H ~ CFH ⎫
50H ~ 5FH ⎪              D0H ~ DFH ⎪
60H ~ 6FH ⎪              E0H ~ EFH ⎬ VOICE
70H ~ 7FH ⎭              F0H ~ FFH ⎭
```

## CRT TEST

Monitor Adjustment Check

```
┌─────────────────────────────────┐
│                                 │
│      C. R. T. POSITION CHECK    │
│           COLOR BAR             │
│                                 │
│              RED                │
│          8 Gradations           │
│                                 │
│                                 │
│             GREEN               │
│          8 Gradations           │
│                                 │
│                                 │
│             BLUE                │
│          8 Gradations           │
│                                 │
│                                 │
│          16 Gradations          │
│                                 │
│      C.R.T. POSITION CHECK      │
│                                 │
└─────────────────────────────────┘
```
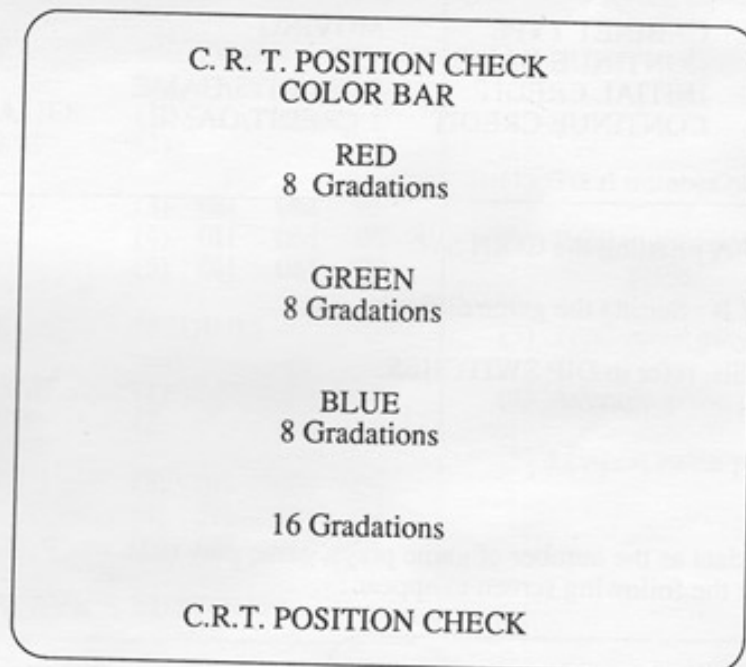
(1) Checks the C.R.T. position.  Make sure that the on-screen corners are consistent and then make size adjustments.

(2) RGB color check
(The color becomes brighter from the right to the left.)

(3) Brightness check
Becomes brighter from the right (black) to the left (white).

## DIP SW ASSIGNMENT

The following shows the assignment of DIP SW A and B.

```
                    DIP SWITCH ASSIGNMENT

              1     2     3     4     5     6     7     8
DIP SW A     OFF   OFF   OFF   OFF   OFF   OFF   OFF   OFF
DIP SW B     OFF   OFF   ON    OFF   OFF   OFF   ON    OFF


  .A1234    COIN SW #1          1 COIN  1 CREDIT
  .A5678    COIN SW #2          1 COIN  1 CREDIT
  .B12      GAME DIFFICULTY     NORMAL
  .B3       ADVERTISE SOUND     OFF
  .B4
  .B5       CABINET TYPE        MOVING
  .B6       CONTINUE GAME       YES
  .B78      INITIAL CREDIT      2 CREDITS/GAME
            CONTINUE CREDIT     1 CREDIT/GAME
```

DIP SW A : Setting the COIN SW

DIP SW B : Setting the game difficulty, etc.

For details, refer to DIP SWITCHES.

## BOOKKEEPING

Displays such data as the number of game plays, game play time, etc. Push the SERVICE button to cause the following screen to appear :

```
        BOOKKEEPING (1/4)

COIN CHUTE #1       (1)        979

COIN CHUTE #2       (2)          0

COIN CREDITS        (3)        979

SERVICE CREDITS     (4)       1050

TOTAL CREDITS       (5)       2029

TOTAL TIME          (6) 97H  38M 16S

        PUSH SERVICE BUTTON
```

(1) Number of coins put in COIN CHUTE 1

(2) Number of coins put in COIN CHUTE 2

(3) Number of coin credits

(4) Number of credits obtained by using the SERVICE SW

(5) Sum of (3) and (4)

(6) Total time during which the machine was energized

```
          BOOKKEEPING           (2/4)

NUMBER OF GAMES      (1)           832

CONTINUE GAMES       (2)             0

              GAME TIMES

TOTAL              (3) 49H  27M  33S

AVERAGE            (4)  0H   3M  34S

LONGEST            (5)  0H  25M  21S

         PUSH SERVICE BUTTON
```

Displays the data of all courses and each course.

Screen (2/4)

Total of all courses

```
          BOOKKEEPING           (3/4)

     COURSE        BEGINNER

NUMBER OF GAMES    (1)             0
CONTINUE CAME      (2)             0

TOTAL              (3)  0H   0M   0S
AVERAGE            (4)  0H   0M   0S
LONGEST            (5)  0H   0M   0S

     COURSE        MEDIUM

NUMBER OF GAMES    (1)             0
CONTINUE CAME      (2)             0

TOTAL              (3)  0H   0M   0S
AVERAGE            (4)  0H   0M   0S
LONGEST            (5)  0H   0M   0S

         PUSH SERVICE BUTTON
```

Screen (3/4)

BEGINNER
MEDIUM

Screen (4/4)

EXPERT

(1) Total number of game plays

(2) Total number of CONTINUE game plays

(3) Total game play time

(4) Average game play time

(5) Longest game play time

```
          BOOKKEEPING           (4/4)

     COURSE        EXPERT

NUMBER OF GAMES    (1)             0
CONTINUE CAME      (2)             0

TOTAL              (3)  0H   0M   0S
AVERAGE            (4)  0H   0M   0S
LONGEST            (5)  0H   0M   0S

         PUSH SERVICE BUTTON
```

## BACKUP RAM CLEAR

The BOOKKEEPING data can be cleared. When clearing, bring "—>" to "YES" and when not clearing, to "NO, " by using the SERVICE SW, and then push the TEST button.

```
                    BACKUP RAM CLEAR




              —>    NO
                    YES



        SELECT BY SERVICE AND PUSH TEST BUTTON
```

# Parts List

# GLC-2200 (1/5)
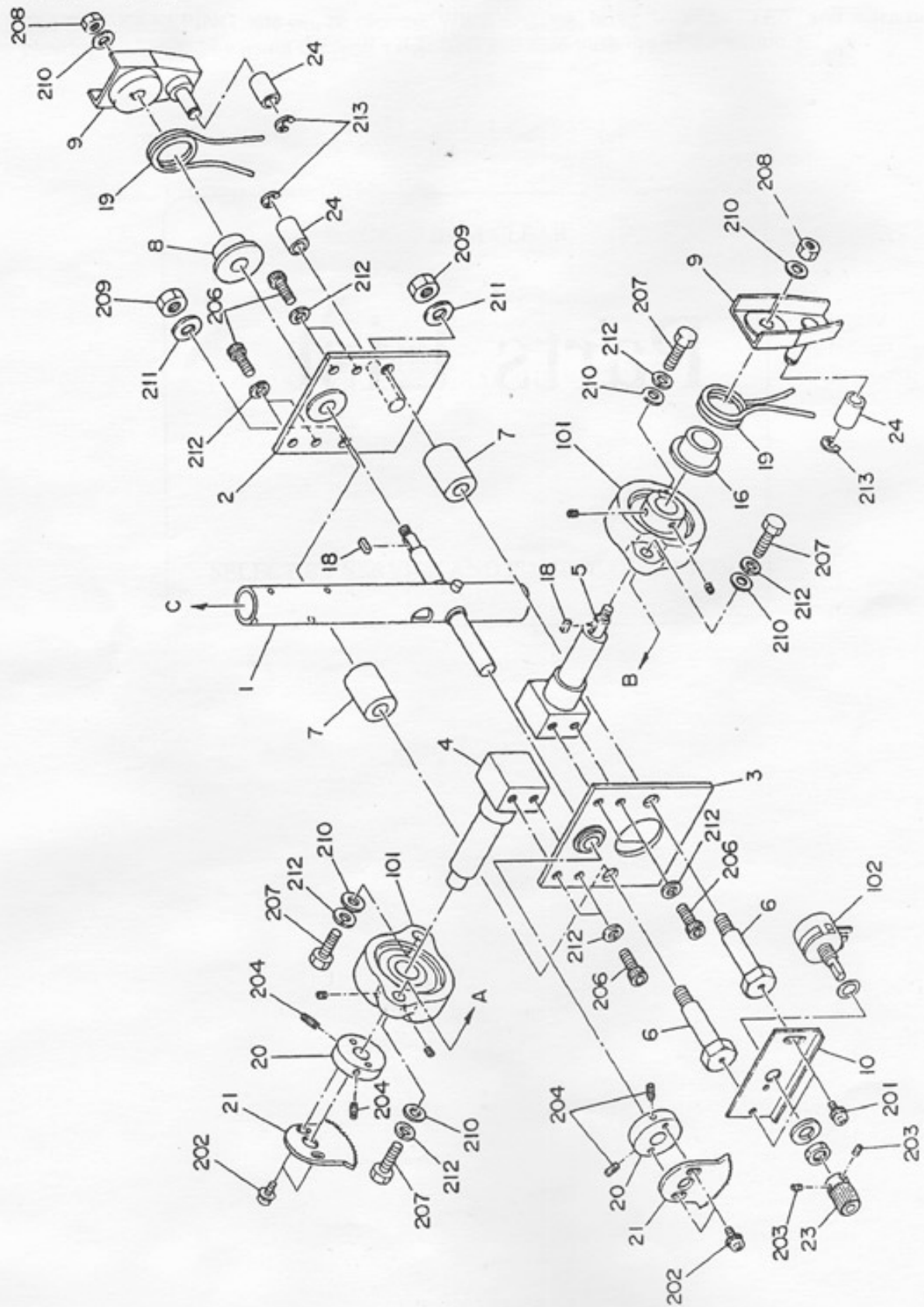
GLC-2200   (3GLC-2200   (4/5)/
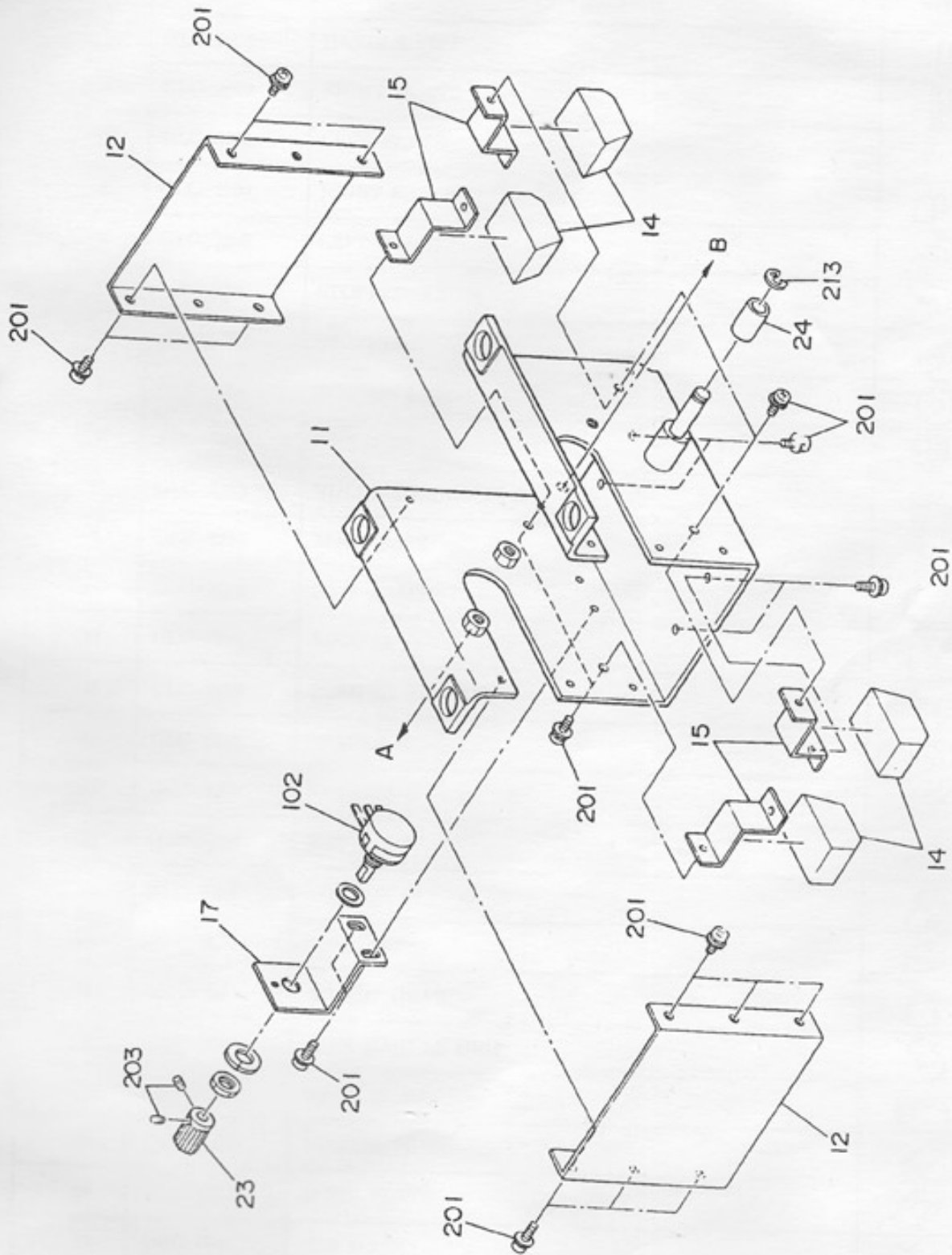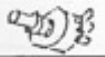
GLC-2200   (3GLC-2200   (4/5)/

## GLC-2200 (4/5)

| ITEM NO. | PART NO. | DESCRIPTION | NOTE |
|---|---|---|---|
| 1 | GLC-2201 | HANDLE PIPE | |
| 2 | GLC-2202 | RIGHT RLATE | |
| 3 | GLC-2203 | LEFT PLATE | |
| 4 | GLC-2204 | RIGHT SHAFT | |
| 5 | GLC-2205 | LEFT SHAFT | |
| 6 | GLC-2206 | STOPPER SCREW | |
| 7 | GLC-2207 | STOPPER | |
| 8 | GLC-2208 | SPACER A | |
| 9 | GLC-2209 | SWING ARM | |
| 10 | GLC-2210 | VOLUME BRACKET A | |
| 11 | GLC-2211 | MAIN BASE | |
| 12 | GLC-2212 | SIDE BRACKET | |
| 14 | GLC-2214 | BUMPER B | |
| 15 | GLC-2215 | BUMPER BRACKET | |
| 16 | GLC-2216 | SPACER B | |
| 17 | GLC-2217 | VOLUME BRACKET B | |
| 18 | GLC-2218 | KEY 3×3×7 | |
| 19 | GLC-2219 | TORSION SPRING | |
| 20 | JI-3113 | GUIDE RING | |
| 21 | 601-6005 | ADJUST GEAR | |
| 22 | GLC-2030 | ASSY HANDLE GRIP | |
| 23 | 601-5410 | GEAR 15 ⌀6 | |
| 24 | GLC-2220 | RUBBER PIPE | |
| 25 | GLC-2221 | MASK PLATE | |
| 26 | GLC-2222 | SUB MASK | |
| 27 | GLC-2223 | MASK | |

| ITEM NO. | PART NO. | DESCRIPTION | NOTE |
|---|---|---|---|
| 101 | 100−5116 | BEARING ∅15 |  |
| 102 | 220−5130 | VOL CONT B−5K OHM |  |
| | | | |
| 201 | 000−0408−FS | M SCR PH W/FS M4×8 | |
| 202 | 000−0412−FS | M SCR PH W/FS M4×12 | |
| 203 | 028−0002 | SET SCR PH SPCL M3×6 | |
| 204 | 028−0008 | SET SCR PH SPCL M4×12 | |
| 205 | 029−0052 | TMP PRF SCR PH M5×10 | |
| 206 | 029−0283 | HEX SKT H CAP SCR BLK M6×16 | |
| 207 | 030−0625 | HEX BLT M6×25 | |
| 208 | 054−0006 | U−NUT M6 | |
| 209 | 054−0008 | U−NUT M8 | |
| 210 | 060−0006 | FLT WSHR M6 | |
| 211 | 060−0008 | FLT WSHR M8 | |
| 212 | 061−0006 | SPR WSHR M6 | |
| 213 | 065−0006 | E−RING 6mm | |