

## **VIII. TROUBLESHOOTING CHECKLIST FOR CAR CONTROLLER**

For proper operation of the elevator, whether trying to run on inspection or automatic, the following inputs must be energized in the correct sequence.

1. All slowdown limit inputs must be high if the car is not at a terminal landing.  
SD1,SD2...SDx  
SUI,SU2 ... SUx x=max number of limits.
2. All safety inputs must be high all the time. GV, HS, CS and ICS inputs are located on PMI#2 and shown on Relay Section 2.
3. The 5CR On Off Switch (SCRS) input must be high all the times.
4. The SCR Fault trip (TRIP) input must be high all the time. The trip input is controlled by the 3CR relay from the SCR drive, which is energized whenever the drive is in a non-fault condition. Refer to Relay Section 3.
5. Both Gate and Lock (GL) inputs must be high when the doors are fully closed One input is PMI#1,IO#14 and the other input is on PMI#2,IO#5.
6. The Overload Fault (OLF) input must be high all the time. The OLF input is controlled by the 2CR relay from the SCR drive, which drops out if the SCRs are overheated. Refer to SCR Drive Logic Interface 3.
7. The Normal Power (NP) input must be high all the time. Refer to the Emergency Power print
8. When a start sequence is initiated either by a call pilot during auto or a directional push button during inspection, the Up Relay (UR) input must come on for the up direction and the Down Relay (DR) input must come on for the down direction. Refer to Relay Section 3.
9. If all of the previous inputs are correctly energized, the controllers CPU will turn on the System Master (SM) output which will energize the DH, MC, BK1 and BK relays. Refer to Relay Section 3. Once this occurs, the Cpu will look for the Master Contactor (MC) and the Brake Relay (BK) inputs to turn on immediately before sending out a speed dictation signal to run the car. Refer to Drive Logic Interface 1.
10. As the car starts to move, depending on direction, the Up Tach (UT) or the Down Tach (DT) input should turn on. Refer to the Drive Logic interface 1.