

Mechanical Limit Adjustment Procedure

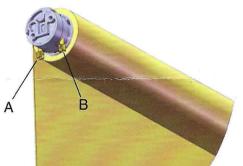


Image 1: Motor on the left side and fabric drops towards the rear of the roller.

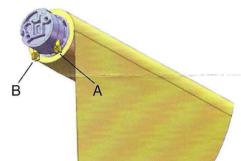


Image 2: Motor on the left side and fabric drops towards the front of the roller.

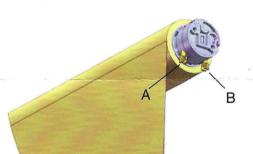


Image 3: Motor on the right side and fabric drops towards the front of the roller.

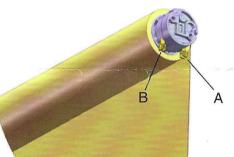


Image 4: Motor on the right side and fabric drops towards the rear of the roller.

This applies on both old or new generation of Mechanical Limit Adjustment:

First determine which one of the above images applies to you then locate screws A and B in your shade.

- 1. To adjust Top-Limit: To raise, turn screw A Counter-Clockwise (to lower, turn in reverse direction).
- 2. To adjust Bottom-Limit: To raise, turn screw B Clockwise (to lower, turn in reverse direction).

Note: After each adjustment, on remote or switch, press Stop-Up-Down to check the effect of your adjustment.

Tools required for limit adjustment (supplied by AMS):



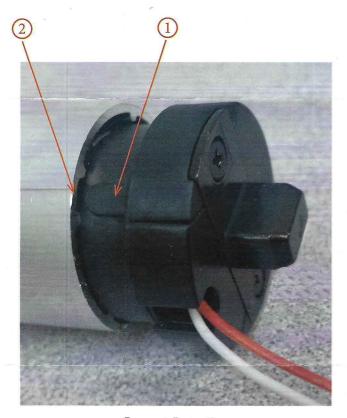
2 x short plastic limit screws

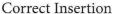
1 x flexible long plastic limit adjuster

IMPORTANT! MOTOR MUST BE CORRECTLY INSERTED INTO HEADRAIL TUBE!

The mechanical motor from AMS has been designed to precisely keep its limits at all times once they have been set. Electrical power outages and potential power surges will have no effect on these settings. However, it is very important that the motor is properly inserted into the headrail tube, as otherwise small deviances in the upper or lower end stop could occur during operation of the shade that would make it appear as if the motor is losing its limits.

The correct (and wrong) insertion is shown in the below illustrations. The notch on the collar of the motor (1) must be fitted into any one of the three small slots available (2); under no circumstance should this motor notch be inserted into the spaces between these three small slots (3), as this would allow the motor to turn during the operation of the shade and thus displace the upper and lower stops ever so slightly.







Wrong Insertion