

## FOUR-WAY CONNECTOR, Single system

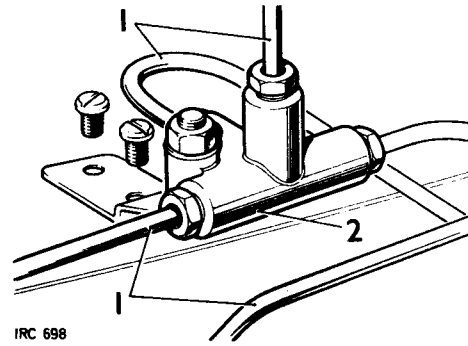
Remove and refit 70.15.35

### Removing

- 1 Disconnect and blank off the four fluid pipes.
- 2 Remove the four-way connector and bracket, located in the engine compartment on top of the chassis R.H. side member.

### Refitting

- 3 Fit the four-way connector with the connection for the rear brakes pipe facing outboard.
- 4 Bleed the brakes. 70.25.02.



IRC 698

## BRAKE FAILURE SWITCH, Dual systems

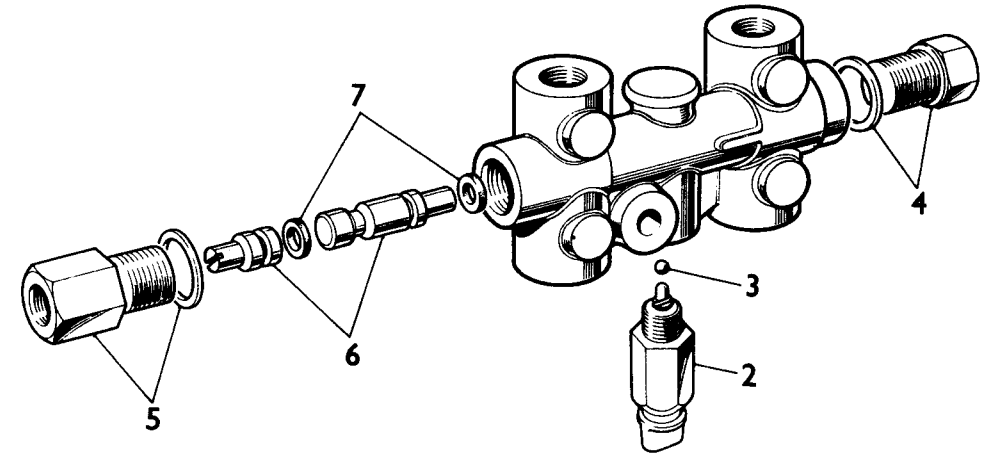
Overhaul 70.15.41

### Dismantling

- 1 Remove the switch assembly. 70.15.36.
- 2 Remove the switch unit from the housing.
- 3 Withdraw the plunger ball.
- 4 Remove the end plug and sealing washer.
- 5 Remove the pipe connector union and sealing washer.
- 6 Push out the two-part shuttle valve, using a soft drift.
- 7 Remove and discard the shuttle valve oil seals.

### Inspecting

- 8 Clean the shuttle valve, end plug, pipe union and five-way connector, using new brake fluid or ethyl alcohol.
- 9 Examine the shuttle valve and its bore in the five-way connector, they must be in perfect condition with no signs of scratches or corrosion, otherwise fit a new switch complete.
- 10 To test the electrical switch, reconnect the leads and actuate the switch plunger by pressing it against an earthing point on the vehicle.



IRC 700A

## BRAKE FAILURE SWITCH, Dual systems

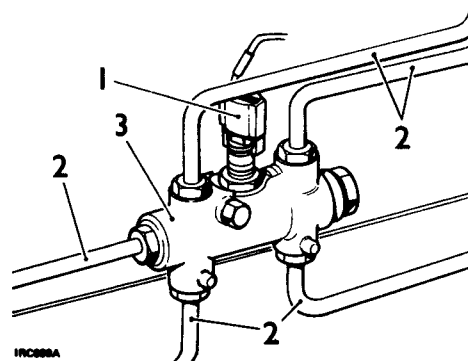
Remove and refit 70.15.36

### Removing

- 1 Disconnect the electrical leads from the brake failure switch, located in the engine compartment at the chassis R.H. side member.
- 2 Disconnect and blank off the five fluid pipes.
- 3 Remove the brake failure switch.

### Refitting

- 4 Secure the brake failure switch in position, with the electrical leads socket uppermost.
- 5 Reverse instructions 1 and 2.
- 6 Bleed the brakes. 70.25.02.



IRC 698A

### Assembling

- 11 If the plunger spring is dislodged, refit with the small coil of the spring toward the switch unit threads.
- 12 Position the plunger spring 4,06 mm (0.160 in.) approximately from the plunger end.

continued