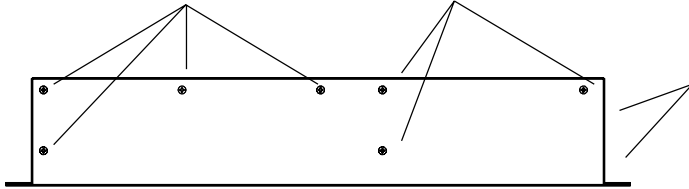


REMOVING THE BASE

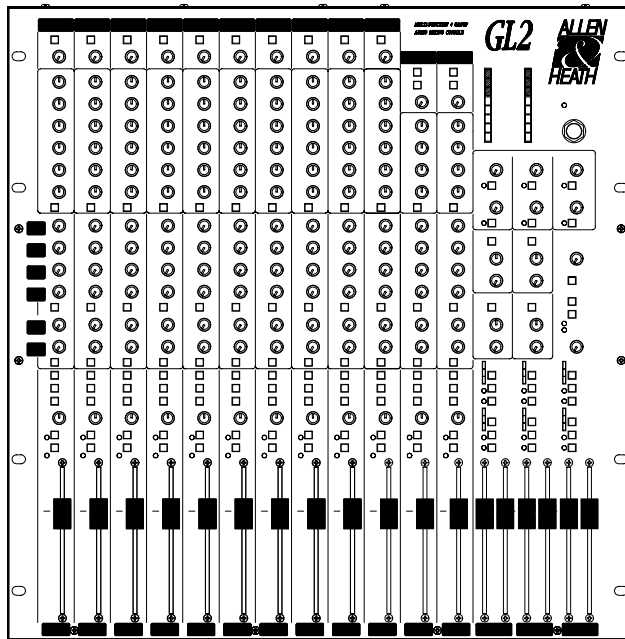
Access to the internal assemblies of the *GL2* and *GL2-S* is by removal of the chassis base from the front panel assembly. The procedure detailed below also applies to the *GL2-S*. Only the power unit may be removed with the base in place: see section REMOVING THE POWER UNIT. Proceed in the sequence as follows:

- 4** INVERT THE CONSOLE AND REMOVE 4x M3 BASE SECURING SCREWS. DO NOT REMOVE THESE 3x POWER UNIT FIXING SCREWS.

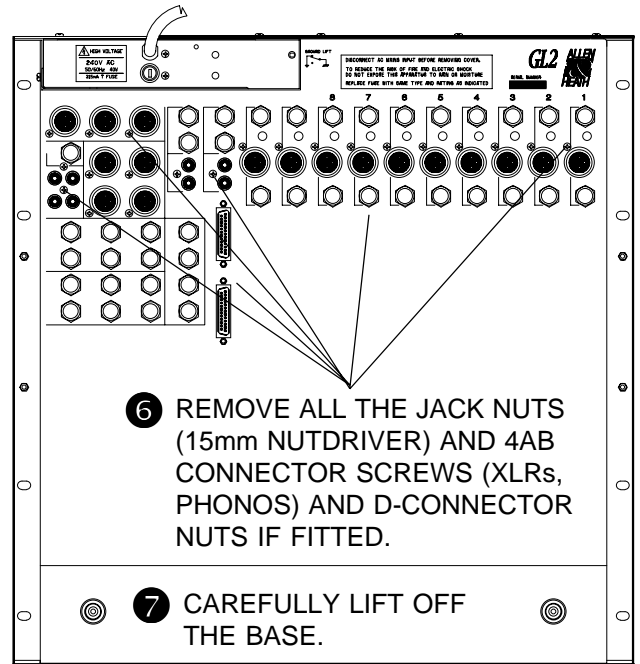


- 1** DISCONNECT THE MAINS INPUT, UNPLUG ALL CABLES AND REMOVE THE CONSOLE FROM THE RACK OR CASE.

- 5** REMOVE 2x POWER UNIT SIDE M3 SCREWS.



- 3** REMOVE 4x FRONT PANEL M3 SCREWS



- 6** REMOVE ALL THE JACK NUTS (15mm NUTDRIVER) AND 4AB CONNECTOR SCREWS (XLRs, PHONOS) AND D-CONNECTOR NUTS IF FITTED.

- 7** CAREFULLY LIFT OFF THE BASE.

- 2** REMOVE 4x FRONT PANEL SIDE M3 SCREWS AND NUTS

REPLACING A CHANNEL ASSEMBLY

If it is necessary to remove a channel assembly for service or replacement proceed as follows: Pull off the associated knobs. Remove the potentiometer nuts using an 11mm nutdriver. Avoid scratching the control panel. Remove the ribbon cable harness. Cut the solid wire earth busbar either side of the channel to be removed as shown below. Remove the associated fader or desolder the fader wires as required.

When replacing the assembly make sure that the potentiometers, switches and LED indicators are correctly aligned with the slots in the control panel. Check also the correct assignment of the Group and Stereo assemblies. Reconnect the earth busbar by overlapping the wire where cut and soldering together. Use sufficient solder to ensure good joints.

