

Keeping the World Flowing for Future Generations

M series

MCx-xxxAS-1.05 user manual





MCx-xxxAS-1.05 (12-24 VDC; Modbus Control)

USER MANUAL

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MEANING OF SYMBOLS



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.



The Lightning Flash with arrowhead symbol within an equilateral triangle, is intended to alert the user to the presence of un-insulated "dangerous voltage" within the product enclosure that may be of sufficient magnitude to constitute a risk of shock to persons.

INSTALLATION

The safety of any system incorporating the equipment is the responsibility of the assembler of the system.

Environmental Conditions

The M-Series actuator has an IP66 rating but is recommended for indoor use in environments with a relative humidity below 80%. For outdoor use, or for use in higher humidity environments, please consider the equivalent R-Series actuator with its IP68 rating.

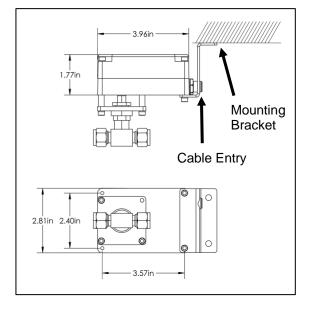
The ambient temperature range for the standard M-Series is -20 to 40 °C (-4 to 104 °F). The internal heater option shifts the temperatures to a lower range of -40 to 40 °C (-40 to 104 °F).

The standard M-Series has been approved for use at altitudes of up to 2000 m.

Mounting

In most cases, the actuator must be mounted and supported as shown in the image to the right. The mounting bracket is not supplied by Rotork.

Exceptionally, the actuator may be suspended on the tubing itself but ONLY if the application is vibration free and the tubing is minimum $\frac{1}{4}$ " dia. stainless.





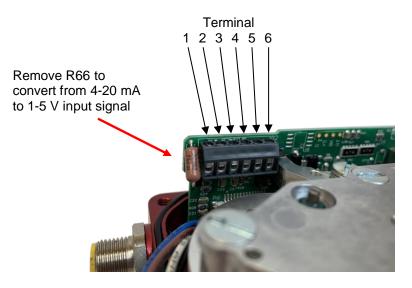
Wiring

The actuator comes standard with a Turck 6 position connector and a 20' cable with plug. Cut the cable to the length required and then connect according to the following wire color schematic. Pins indicate the connection of the cables to the terminal block on the PCB board within the actuator. Unless specified by the customer, these are pre-wired at the factory.

Pin	Color	DC power supply only
6	White	+24 VDC
5	Black	Power Gnd
4	Pink	TD(A)
3	Grey	TD(B)
2	Brown	Isolated Input Signal Gnd
1	Blue	Isolated Input + Signal (4-20 mA)

Wire color schematic for "Turck 6" cable:

If you have chosen to exclude the Turck cable from your order, connect the wires to the corresponding pins on the terminal block as indicated in the schematic:



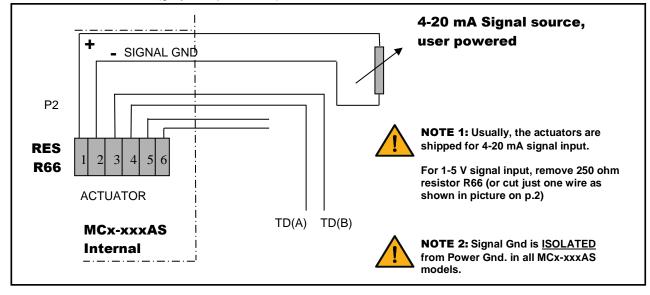
Power Supply and Draw

The **MCx-xxxAS** may be connected to voltages ranging within 12-24 VDC. The DC supply to the actuator must be limited by a 4 A fuse or circuit breaker; it is recommended to have this installed near the actuator.

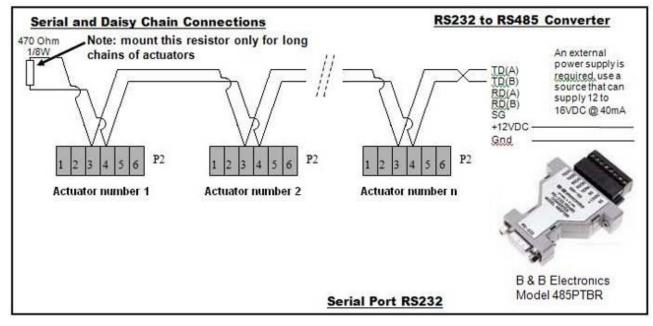
The current draw will range from minimum 100 mA to maximum 3 A while the actuator is active. When not moving, the actuator draws approx. 50 mA.

Control Signal and Feedback

Locate the correct connection terminals as shown in the picture on p.4, then connect your communication wires to PIN 3 and PIN 4 (grey and pink wires), as shown below.



Serial Port Connection



OPERATION

DIP switches

The DIP switches allow you to change the settings on your actuator. To flip a switch, gently use a small flat-head screwdriver.

See the table below for DIP switch functionality.



In this example DIPs 1, 2, 5 and 12 are on.

DIP	Function
1	Baud Rate: Choose the rate at which information is transferred. See p.6.
2	
3 – 8	Actuator Address: See p.7.
9 – 11	Deactivated
12	Direction/Calibration: Toggle while powered to re-calibrate actuator (find valve seat). Also sets direction in which the actuator will open and close. See p.15.
	Example: The RCM model actuator turns clockwise when the signal is decreased with DIP 12 in the OFF position. Putting DIP 12 in the ON position will cause counter-clockwise turning for a decrease in signal. For changes in DIP 12 position to take effect, the power to the actuator must be cycled.

Set the communication parameters

Data bits: 8

Parity: None

Stop bits: 1

<u>Baud Rate</u>: The communication baud rate can be set by using the first two positions of the **DIP switch selector**. Check the table below for settings.

To change the baud rate, turn off the actuator, change the setting of DIP switches and power it up again.

DIP 1	DIP 2	Baud rate
OFF	OFF	2400 bps
OFF	ON	4800 bps
ON	OFF	9600 bps
ON	ON	19200 bps

<u>Response time:</u> The response time is between 8ms to 35ms. This means, after sending a frame, you have to wait at least 35ms for the answer coming back from the actuator.

Set the actuator address

With the **DIP switch selector**, you can set any address between 1 and 63. (1 = "On" 0 = "Off"). To change the address, turn off the actuator, change the setting of DIP switches and power it up again.

Actuator Address	Dip3				Dip7	Dip8
reserved	0	0	0	0	0	0
1	0	0	0	0	0	1
2	0	0	0	0	1	0
3	0	0	0	0	1	1
4	0	0	0	1	0	0
5	0	0	0	1	0	1
6	0	0	0	1	1	0
7	0	0	0	1	1	1
8	0	0	1	0	0	0
10	0	0	1	0	0	1
10	0	0	1	0	1	1
12	0	0	1	1	0	0
13	0	0	1	1	0	1
14	0	0	1	1	1	0
15	0	0	1	1	1	1
16	0	1	0	0	0	0
17	0	1	0	0	0	1
18	0	1	0	0	1	0
19	0	1	0	0	1	1
20	0	1	0	1	0	0
21	0	1	0	1	0	1
22	0	1	0	1	1	0
23	0	1	0	1	1	1
24	0	1	1	0	0	0
25	0	1	1	0	0	1
26	0	1	1	0	1	0
27	0	1	1	0	1	1
28	0	1	1	1	0	0
29	0	1	1	1	0	1
30	0	1	1	1	1	0
31	0	1	1	1	1	1
32	1	0	0	0	0	0
33	1	0	0	0	0	1
34	1	0	0	0	1	0
35	1	0	0	0	1	1
36	1	0	0	1	0	0
37	1	0	0	1	0	1
38	1	0	0	1	1	0
39	1	0	0	1	1	1
40	1	0	1	0	0	0
41	1	0	1	0	0	1
42	1	0	1	0	1	0
43 44	1	0	1	0	1	1
44 45	1	0	1	1	0	1
45	1	0	1	1	1	0
40	1	0	1	1	1	1
47	1	1	0	0	0	0
49	1	1	0	0	0	1
50	1	1	0	0	1	0
51	1	1	0	0	1	1
52	1	1	0	1	0	0
53	1	1	0	1	0	1
54	1	1	0	1	1	0
55	1	1	0	1	1	1
56	1	1	1	0	0	0
57	1	1	1	0	0	1
58	1	1	1	0	1	0
59	1	1	1	0	1	1
60	1	1	1	1	0	0
61	1	1	1	1	0	1
62	1	1	1	1	1	0
63	1	1	1	1	1	1

Modbus Protocol

Actuator parameters can be set by using the MODBUS (RTU) protocol.

Standard supported function codes: 02 (0x02) Read Discrete Inputs

03 (0x03) Read Holding Registers.

04 (0x04) Read Input Registers.

06 (0x06) Write Single Register.

<u>Function codes:</u> (see p.15 for examples) 100 (0x64) Re-zero the actuator. 101 (0x65) Close the valve. 102 (0x66) Open the valve.



If you try to use any other function code, the actuator will answer with the exception code **0x01** indicating that the attempted function code is not supported.

Actuator memory map:

Address (DEC)	Address (HEX)	Offset	Register Name	Туре
0	0x0000	4001	MaximumSpeed	
1	0x0001	4002	MaximumPower	
2	0x0002	4003	NumberOfTurns	
3	0x0003	4004	TargetFromRS485Flag	
4	0x0004	4005	InputRangeLow	
5	0x0005	4006	InputRangeHigh	
6	0x0006	4007	OutputRangeLow	
7	0x0007	4008	OutputRangeHigh	
8	0x0008	4009	TargetPosition	
9	0x0009	4010	SignalLostPosition	Holding registers.
10	0x000A	4011	Reserved	READ and WRITE
11	0x000B	4012	Reserved	
12	0x000C	4013	Reserved	
13	0x000D	4014	Reserved	
14	0x000E	4015	Reserved	
15	0x000F	4016	Reserved	
16	0x0010	4017	Reserved	
17	0x0011	4018	Reserved	
18	0x0012	4019	Reserved	
19	0x0013	4020	Reserved	
20	0x0014	4021	CurrentPosition	Input registers.
21	0x0015	4022	StatusRegister	READ only

IMPORTANT: All the values sent to the actuator are "HEX" values

Speed and Torgue Settings

During normal operation, the actuator will try to reach the speed set by "**MaximumSpeed**". If the torque required to reach this speed exceeds the actuator model's capability, the actuator will automatically slow down. Please refer to the tables in the Speed and Torque Details section for each actuator model's torque capability.

To accommodate different valves and other applications with different torque requirements, the actuator can be set to apply different torque on the valve stem when in the seating mode. Torque during normal operation is always 100% of the actuator's capability.

To deal with sticking valves, at the beginning of the first reversing movement after the seating ("zeroing") of the valve, the actuator will apply double the power set by "**MaximumPower**" (up to 100% power.) This "pull out" function is always enabled.

Register name	Address	Max	Min	Default	Actuator	Function	Register	Register	CRC
MaximumSpeed	0x0000	3	0	N/A	address	code	address	new value	
Example: Set Maximum speed to 0 in actuator			0x08	0x06	0x0000	0x0000	0x		
number 8				1 byte	1 byte	2 bytes	2 bytes	2 bytes	

Possible values for the "**MaximumSpeed**" register are shown in the following table. To see how these values relate to physical speed, see the Speed and Torque Details section.

Maximum speed value	Speed level
0	16%
1	33%
2	66%
3	100%

Register name	Address	Max	Min	Default	Actuator	Function	Register	Register	CRC
MaximumPower	0x0001	3	0	N/A	address	code	address	new value	
Example: Set Maximum power to 3 in actuator			0x09	0x06	0x0001	0x0003	0x		
number 9					1 byte	1 byte	2 bytes	2 bytes	2 bytes

Possible values for the **"MaximumPower**" register are shown in the following table. To see how these values relate to physical torque values, see the Speed and Torque Details section.

Maximum power value	Power level
0	16%
1	33%
2	66%
3	100%



WARNING: High power settings can supply enough torque to damage your valve. Please be cautious, especially when using the 100% power setting.



- Note: The 66% and 100% power settings have the following particularities:
 - Supply voltage needs to be min. 14 VDC for 66% setting
 - Supply voltage needs to be min. 16 VDC for 100% setting
 - When operating above 20 VDC and 66% power, Duty cycle is reduced to 50% 25% maximum. At these levels, the electronics produce more heat which must be dissipated (depending on environmental temperature)



Speed and Torque Details

MCL-xxxAS Actuators

Speed:	
Maximum Speed Address 0x0000	Time for 1 turn (sec)
0	7
1	3
2	2
3	1

Torque:							
Torque Address	Torque Address Seating Torque (in-lbs)						
0x0001	12VDC	24VDC	Operating				
0	6	12	torque is				
1	10	20	100%				
2	19	38					
3	24	48					
	NOTE: If actuator is RCJ-xxxAS, divide torque values by 3. To convert in-lbs to Nm, divide by 9.						

MCM-xxxAS Actuators

Speed:	
Maximum Speed Address 0x0000	Time for 1 turn (sec)
0	23
1	11
2	7
3	4

Torque:			
Torque Address	Seating Tor	rque (in-lbs)	
0x0001	12VDC	24VDC	Operating
0	17	35	torque is
1	30	60	100%
2	55	115	
3	70	145	
NOTE: If actuator is RCK-xxx To convert in-lbs to Nm, div		e values by 3.	

MCH-xxxAS Actuators

Speed:	
Maximum Speed Address 0x0000	Time for 1 turn (sec)
0	72
1	45
2	30
3	18

Torque:					
Torque Address					
0x0001	12VDC	24VDC	Operating		
0	60	120	torque is		
1	102	102 205			
2	200	400			
3	248	497			
To convert in-lbs to Nm, d	ivide by 9.	•			

MCF-xxxAS Actuators

Speed:	
Maximum Speed Address 0x0000	Time for 1 turn (sec)
0	197
1	99
2	54
3	38

Torque:									
Torque Address	rque (in-lbs)								
0x0001	12VDC	24VDC	Operating						
0	115	230	torque is						
1	190	380	100%						
2	360	720							
3	457	915							
To convert in-lbs to Nm, divide by 9.									

Writing to All Other Holding Registers

The "**NumberOfTurns**" register allows the user to set the number of turns the actuator performs in the full signal range.

Register name	Address	Max	Min	Default	Actuator	Function	Register	Register	CRC
NumberOfTurns	0x0002	100	1	N/A	address	code	address	new value	
Example: Set nu	Example: Set number of turns to 32 in actuator						0x0002	0x0020	0x
number 10					1 byte	1 byte	2 bytes	2 bytes	2 bytes

The "**TargetFromRS485Flag**" register tells the actuator where to read its target position from. If the flag is set to 1, the actuator will take the value from a 4-20 mA input as its target position. If the flag is set to 0, the actuator will take the value from the "**TargetPosition**" register as its target position. Remember: all values sent to actuator are HEX values.

Register name	Address	Max	Min	Default	Actuator	Fct.	Register	Register	CRC
TargetFromRS485Flag	0x0003	1	0	N/A	address	code	address	new value	
Exemple: Make actuate	r number 1	1 toko	act	0x0B	0x06	0x0003	0x0000	0x	
Example: Make actuato			1	1	2	2	2		
position from the "Target	Position re	gister			byte	byte	bytes	bytes	bytes

The "**InputRangeLow**" register allows the user to set the lower limit of the input signal (i.e. the value of the input signal at which the actuator will move to the fully closed position).

Register name	Address	Max	Min	Default	Actuator	Function	Register	Register	CRC
InputRangeLow	0x0004	64900	0	0	address	code	address	new value	
Example: Set inp	Example: Set input range low to 4000 in actuator						0x0004	0x0FA0	0x
number 12		1 byte	1 byte	2 bytes	2 bytes	2bytes			

The "**InputRangeHigh**" register allows the user to set the upper limit of the input signal (i.e. the value of the input signal at which the actuator will open the valve to the number of turns specified in the "**NumberOfTurns**" register – fully open).

Register name	Address	Max	Min	Default	Actuator	Function	Register	Register	CRC
InputRangeHigh	0x0005	65000	100	10000	address	code	address	new value	
Example: Set inp	ut range hig	gh to 650)00 in	actuator	0x17	0x06	0x0005	0xFDE8	0x
number 23					1 byte	1 byte	2 bytes	2 bytes	2bytes



The value stored in the "**InputRangeLow**" register must always be lower than the value stored in the "**InputRangeHigh**" register. If you try to write an illogical range, the actuator will answer with exception code **0x03** indicating that the new value is not valid. Remember: all values sent to actuator are HEX.

The "**OutputRangeLow**" register allows the user to set the lower limit of the feedback signal (i.e. the value of the feedback signal when the actuator is in the fully closed position).

Register name	Address	Max	Min	Default	Actuator	Fct.	Register	Register	CRC
OutputRangeLow	0x0006	64900	0	0	address	code	address	new value	
Example: Set input	Example: Set input range low to 4000 in actuator						0x0006	0x0FA0	0x
number 12	-				1 byte	1 byte	2 bytes	2 bytes	2bytes

The "**OutputRangeHigh**" register allows the user to set the upper limit of the feedback signal (i.e. the value of the feedback signal when the actuator is opened to the number of turns specified in the "**NumberOfTurns**" register – fully open).

Register name	Address	Max	Min	Default	Actuator	Fct.	Register	Register	CRC
OutputRangeHigh	0x0007	65000	100	10000	address	code	address	new value	
Example: Set input	range high	to 6500	0 in ad	0x17	0x06	0x0007	0xFDE8	0x	
number 23				1 byte	1 byte	2 bytes	2 bytes	2bytes	



The value stored in the "**OutputRangeLow**" register must always be lower than the value stored in the "**OutputRangeHigh**" register. If you try to write an illogical range, the actuator will answer with exception code **0x03** indicating that the new value is not valid. Remember: all values sent to actuator are HEX.

The "TargetPosition" is the input signal, which tells the actuator where to position the valve.

Register name	Address	Max	Min	Default	Actuator	Fct.	Register	Register	CRC
TargetPosition	0x0008	Input	Input	N/A	address	code	address	new value	
		Range Low	Range High						
Example: Set th	Example: Set the target position to 3000 in actuator					0x06	0x0008	0x0BB8	0x
number 18	1 byte	1byte	2 bytes	2 bytes	2bytes				

If the value in **"TargetPosition**" is the same as the value in **"InputRangeLow**" the actuator will re-zero, finding the valve seat and closing the valve completely. This enables a new fully closed position to be established based on normal wear of the valve seat.

If the value in **"TargetPosition**" is the same as the value in **"InputRangeHigh**" the valve will be opened to the maximum number of turns, as set by the **"NumberOfTurns**" register.

Example:

The actuator parameters are set to (decimal representation for simplicity): NumberOfTurns = 10 InputRangeLow = 500 InputRangeHigh = 2500

- To close the valve, the "TargetPosition" register has to be set to 500.
- To open the valve 5 turns, the TargetPosition" register has to be set to 1500.



To have the actuator use **"TargetPosition**" as its target position, **"TargetFromRS485Flag**" must be 0.

The value stored in the "**TargetPosition**" register must always be lower or equal to "**OutputRangeHigh**" and greater or equal to "**OutputRangeLow**". If you try to write a value out of the range, the actuator will answer with exception code **0x03** indicating that the new value is not valid.



Signal Loss

The **"SignalLostPosition**" register can be used (optional) to set the position of the actuator upon signal loss. Signal loss can only occur when controlling the actuator with 4-20 mA (or 1-5 V) input signals, i.e. when **"TargetFromRS485Flag**" is set to 1. The signal is considered lost when it falls below 2.80 mA (or 0.700 V).

Register name	Address	Max	Min	Default	Actuator	Fct.	Register	Register	CRC
SignalLost	0x0009	Input	Input	0xFFFF	address	code	address	new value	
Position		Range	Range						
		Low	High						
Example: Set th	Example: Set the signal lost position to 3000 in					0x06	0x0009	0x0BB8	0x
actuator number	1 byte	1byte	2 bytes	2 bytes	2bytes				

1. For actuators that are not connected to a UPS (Uninterruptible Power Supply), the loss of signal will be simultaneous with power loss. Consequently, the actuator will not be able to move anywhere. In the shutdown process, the actual position is automatically saved to the internal EEPROM. [This saving of the position only happens for min. 18 VDC supplies] When power is restored, the actuator will "know" where it's at and will simply start to follow the signal as received.



IF YOU HAVE TO turn the actuator manually when its power is turned off, it will lose its position, and it will need to be re-zeroed (as described in the Calibration section)

2. For actuators that are connected to a UPS the actuator will move to the position defined by the value in the "SignalLostPosition" register.

The default value is 0xFFFF (DEC: 65535). The actuator will ignore the lost signal, and simply remain in its current position.

If the value is between "InputRangeLow" and "InputRangeHigh", the actuator will move to the value in SignalLostPosition when the signal is lost

Reading the Input Registers

The physical meaning of the value in the "CurrentPosition" register depends on the values in the "OutputRangeLow" and "OutputRangeHigh" registers, as well as the "NumberofTurns" register.

Example:

The actuator parameters are set to (decimal representation for simplicity): NumberOfTurns = 10 OutputRangeLow = 500 OutputRangeHigh = 2500

- If "CurrentPosition" equals to 500, that means the valve is closed
- If "CurrentPosition" equals to 1500, that means the valve is 5 turns opened

To read the value from the "CurrentPosition" register:

Register name	Address	Max	Min	Default	Actuator	Function	Register	Qty of	CRC
CurrentPosition	0x0014	N/A	N/A	N/A	address	code	address	registers	
Example: Read th	uator	0x1F	0x04	0x0014	0x0001	0x			
number 31		1 byte	1 byte	2 bytes	2 bytes	2 bytes			

The meaning of the value in the "**StatusRegister**" is described below. Only Bits 0-4 are associated with a physical meaning.

Bit 0	Bit 1	Bit 2	Bit 3	Bit 4	Bits 5 to 15
Discrete input 1	Discrete input 2	Discrete input 3	Discrete input 4	Discrete input 5	Discrete input 6 to 16
Opened	Closed	Stalled opening	Stalled closed	Signal lost	Reserved
This bit will be '1' if the actuator is in the completely open position.	This bit will be '1' if the actuator is in the completely closed position.	This bit will be '1' if the actuator gets stalled while moving in the opening direction.	This bit will be '1' if the actuator gets stalled while moving in the closing direction.	This bit will be '1' if the input signal falls below 2.80 mA or 0.700 V.	-

To read the value from the "StatusRegister" register:

Register name	Address	Max	Min	Default	Actuator	Function	Register	Qty of	CRC
StatusRegister	0x0015	N/A	N/A	N/A	address	code	address	registers	
Example: Read th	ator	0x20	0x04	0x0015	0x0001	0x			
number 32		1 byte	1 byte	2 bytes	2 bytes	2 bytes			

Alternatively, the Bits in "StatusRegister" can be read independently by using function code 2. In the PDU, Discrete Inputs are addressed starting at zero. Therefore, Discrete Inputs numbered 1-5 are addressed as 0-4.

Example 1

To read all discrete inputs in actuator number 33, the master needs to send:

Actuator address	Function code	Input address	Qty of inputs	CRC
0x21	0x02	0x0000	0x0005	0x
1 byte	1 byte	2 bytes	2 bytes	2 bytes

Example 2

To read the discrete inputs 1 and 2 (opened and closed) in actuator number 33, the master needs to send:

Actuator address	Function code	Input address	Qty of inputs	CRC	
0x21	0x02	0x0000	0x0002	0x	
1 byte	1 byte	2 bytes	2 bytes	2 bytes	

Example 3

To read the discrete input 4 (stalled closed) in actuator number 33, the master needs to send:

Actuator address	Function code	Input address	Qty of inputs	CRC
0x21	0x02	0x0003	0x0001	0x
1 byte	1 byte	2 bytes	2 bytes	2 bytes

Using Function Codes

Register name	Address	Max	Min	Default	Actuator	Function	CRC
N/A	0x0064	N/A	N/A	N/A	address	code	
Example: Re-zer	o actuator n	0x01	0x64	0x			
		1 byte	1 byte	2 bytes			
Register name	Address	Max	Min	Default	Actuator	Function	CRC
N/A	0x0065	N/A	N/A	N/A	address	code	
Example: Close t	he valve on	actua	tor nur	mber 1	0x01	0x65	0x
					1 byte	1 byte	2 bytes
Register name	Address	Max	Min	Default	Actuator	Function	CRC
N/A	0x0066	N/A	N/A	N/A	address	code	
Example: Open t	ne valve on	0x01	0x66	0x			
		1 byte	1 byte	2 bytes			

Calibration

If the actuator is being controlled via 4-20 mA (resp. 1-5 V) input, i.e. the "**TargetFromRS485Flag**" register contains value 1, the actuator will re-zero when the input signal is between 2.80 and 4.16 mA (resp. 0.700 and 1.04 V). It will turn clockwise until the actuator has reached the fully closed position of the valve.

If the actuator is being controlled via Modbus protocol, i.e. "**TargetFromRS485Flag**" register contains value 0, the actuator will re-zero when the value in the "**TargetPosition**" register is the same as the value in the "**InputRangeLow**" register.

If the valve is removed for any reason, the calibration routine must be initiated on the actuator manually after re-mounting the valve. This is done by toggling DIP 12 (switch position, then back to the original position) while the actuator is powered. Alternatively, use command code 0x64 (refer also to the Modbus Protocol section). The valve will close very slowly, finding the seat and preventing any damage.

If you need to re-zero in the opposite direction (i.e.: for pressure regulators, which typically go to the "top" fully open position at 4 mA) change the setting of DIP 12 and cycle power.



WARNING: It is <u>VERY</u> important that you put DIP 12 back to its original setting. Failing to do so will make the actuator turn in the opposite direction next time you power it up.

Troubleshooting

Upon noticing a problem, your first step should almost always be to recalibrate the actuator by toggling DIP 12, or using command code 0x64, while the actuator is powered. This alone can solve basic problems. See the Calibration section above for more details.

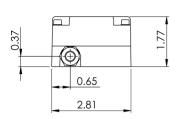
If the actuator does not move, try following these steps:

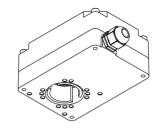
- 1) Re-calibrate the actuator. This will move the actuator regardless of what signal it is receiving.
- 2) A sticking valve may be the problem. Remove the valve from the actuator, and re-test the actuator.
- 3) Remove power. Re-check the wiring and the power/signal apparatus. Power actuator and re-calibrate. If the problem persists, please call Rotork for technical support.

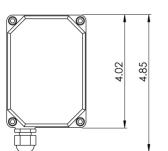
Any parts found to be defective should be examined and/or replaced by Rotork.

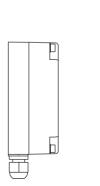
ACTUATOR DIMENSIONS

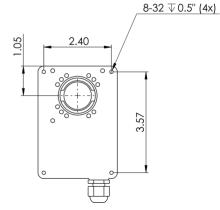
MCJ, MCL & MCM -xxxAS models





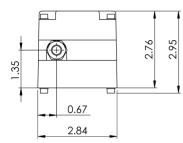


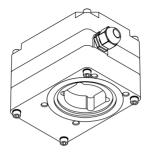


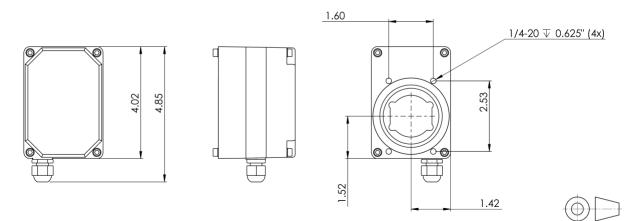


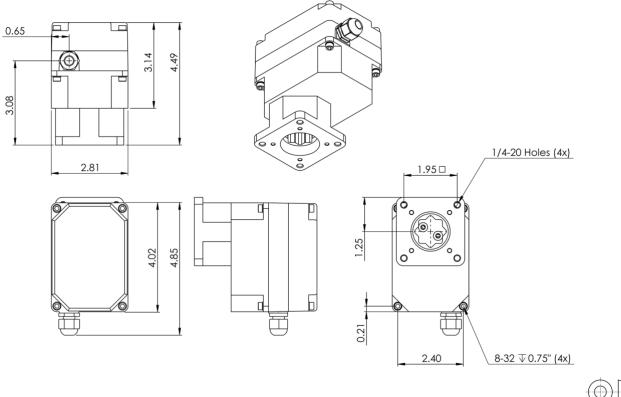


MCH-xxxAS models

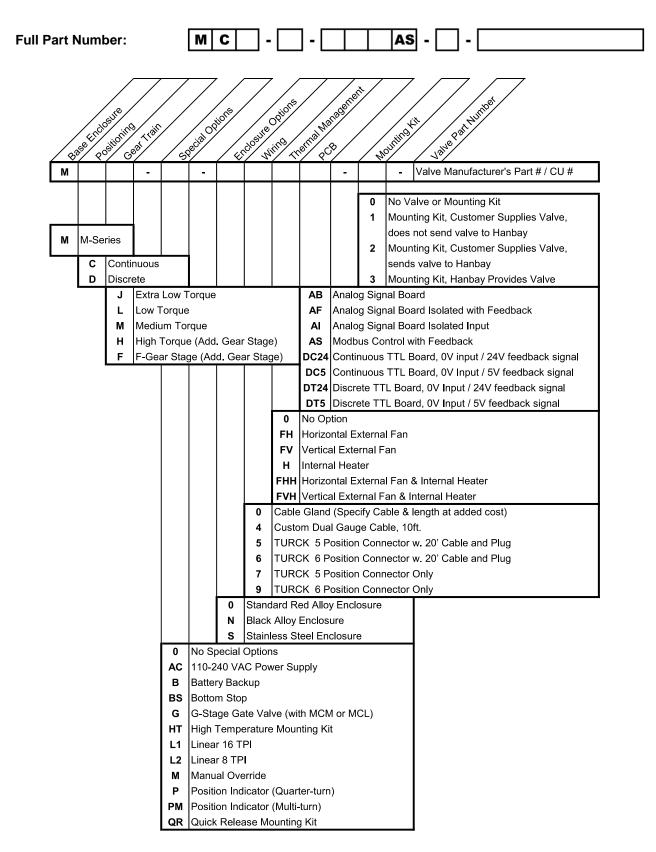






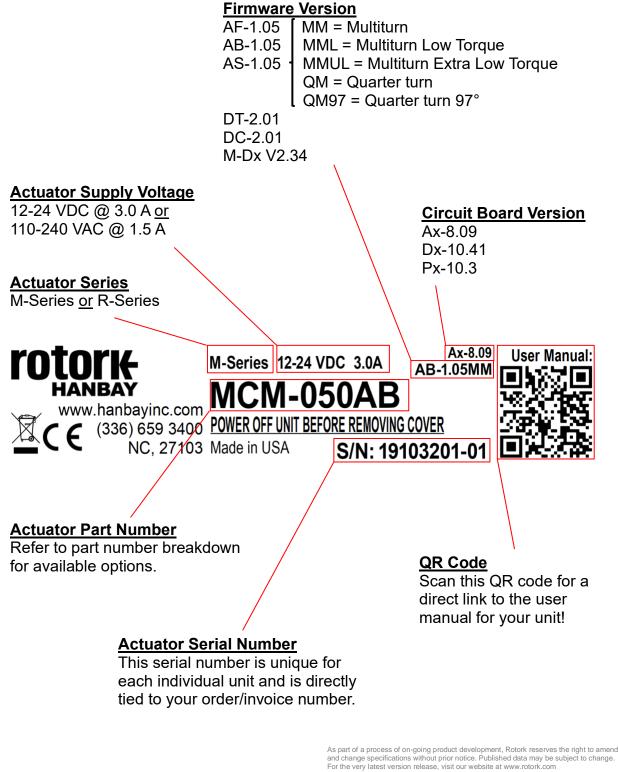


MCF-xxxAS models



PART NUMBER BREAKDOWN

LABEL BREAKDOWN



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