

Fig. 8 — Tilt-Away Steering Column Vacuum and Electrical Systems — Mustang

TESTS AND ADJUSTMENTS

VACUUM MOTOR TEST

Apply vacuum directly to the vacuum motor. Vacuum can be obtained by attaching a hose directly to the engine manifold and running the engine. If the motor has a tendency to operate but cannot pull the pawl free of the flange, disconnect the motor from the locking pawl rod when checking with a pull scale. Attach a pull scale to the vacuum motor and apply a minimum of 14 inches of vacuum. If the motor registers 16-18 pounds of pull, it is satisfactory. The scale reading will be proportionally higher than the amount of vacuum applied. Then, check locking pawl rod for binding or other damage.

Vacuum Release Valve Test

Disconnect the wiring harness from the vacuum release valve solenoid. Check for current. Connect the 12-volt leads to the bayonet terminal of the vacuum release valve (Fig. 9). If the vacuum release valve solenoid clicks or movement is detected by feeling the magnetic cylinder, the valve is satisfactory.

STARTER SAFETY SWITCH TEST

Disconnect the wires from the safety switch and connect a self-powered test light to the switch. The test light should glow with the steer-

ing wheel in the drive position or the starter safety switch is defective. Place the steering wheel in the tilt-away position. If the engine will not start and there is no vacuum reserve, pull downward on locking pawl rod manually to release the wheel. The test light should not glow.

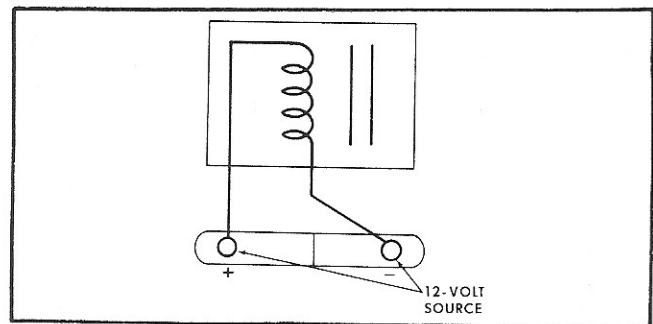


Fig. 9 — Vacuum Release Valve Test

TILT COLUMN LOCKING PAWL ADJUSTMENT

Remove the two fastening screws which secure the locking pawl motor to the steering column.

Slide the motor up the column in approximately 1/16" increments holding in position with body tape.

At each increment, actuate the tilt mechanism and check for freedom of movement and positive locking in all nine positions.

When the properly adjusted position is reached, disconnect and remove the motor from the column, at the bench, file the upper slots in