

2.9 WINCH DRUM ROTATION

Worm gear electric winches JE are available with two different drum rotations to indicate the different spooling direction of the rope, “A” (pict.24-25) or “B” (pict.26-27). If not indicated in the purchase order it is always intended as “A” rotation. It is possible change from “A” rotation to “B” rotation (and vice versa) by contacting VIME; drum rotation can be changed by authorized personnel only .

shown in detailed view (C) and by following instructions in chapter 2.10.

WARNING



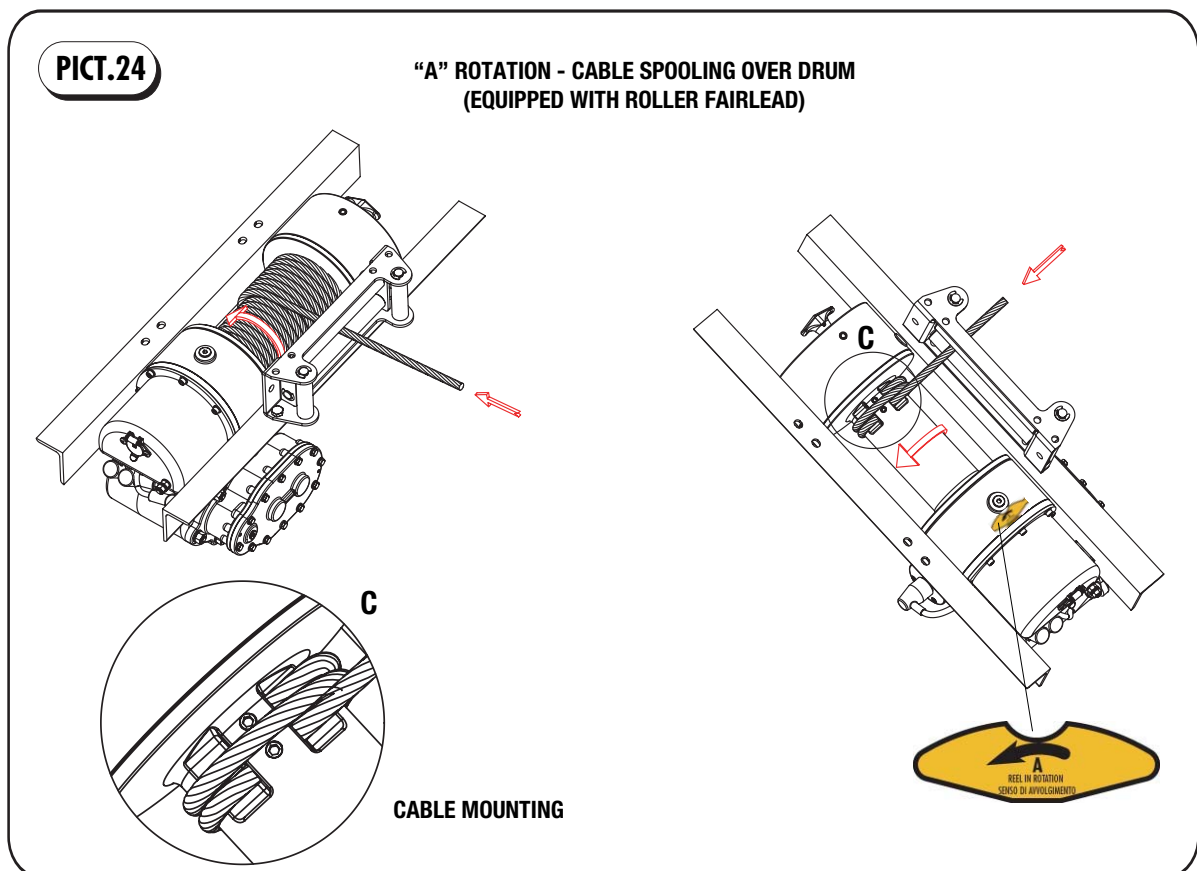
Utilize the winch with the cable wound in the wrong way not enable to operate the load limiting device or could stop the winch in pay out direction.

2.9.1 “A” ROTATION (over drum)

WARNING



Cable must be winded onto the winch drum (A rot.) as shown in (pict.24). Cable mounting must be executed as



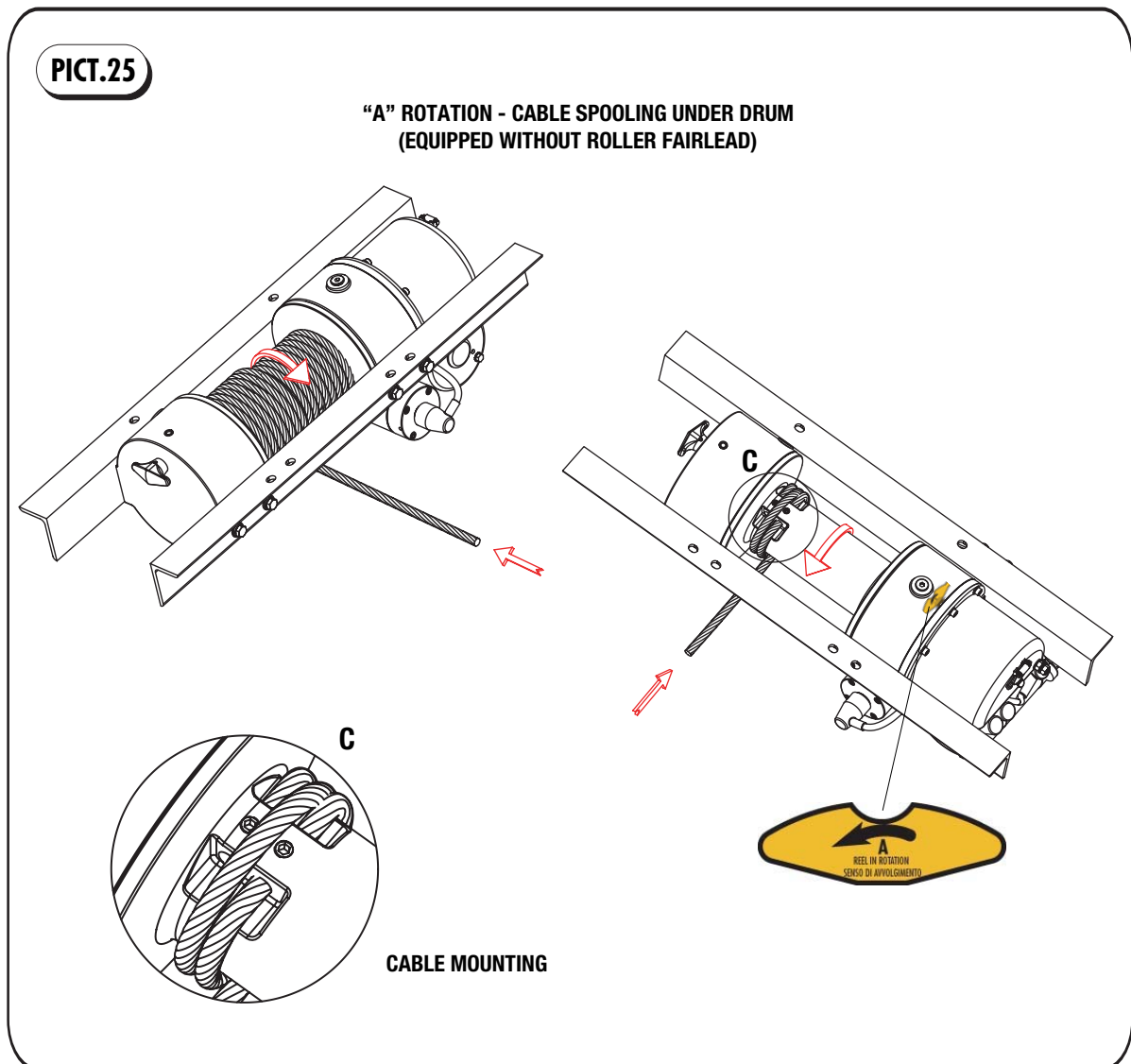
2.9.2 "A" ROTATION (under drum)

⚠ WARNING

Cable must be wound onto the winch drum (A rot.) as shown in (pict.25). Cable mounting must be executed as shown in detailed view (C) and by following instructions in chapter 2.10.

⚠ WARNING

Utilize the winch with the cable wound in the wrong way not enable to operate the load limiting device or could stop the winch in pay out direction.



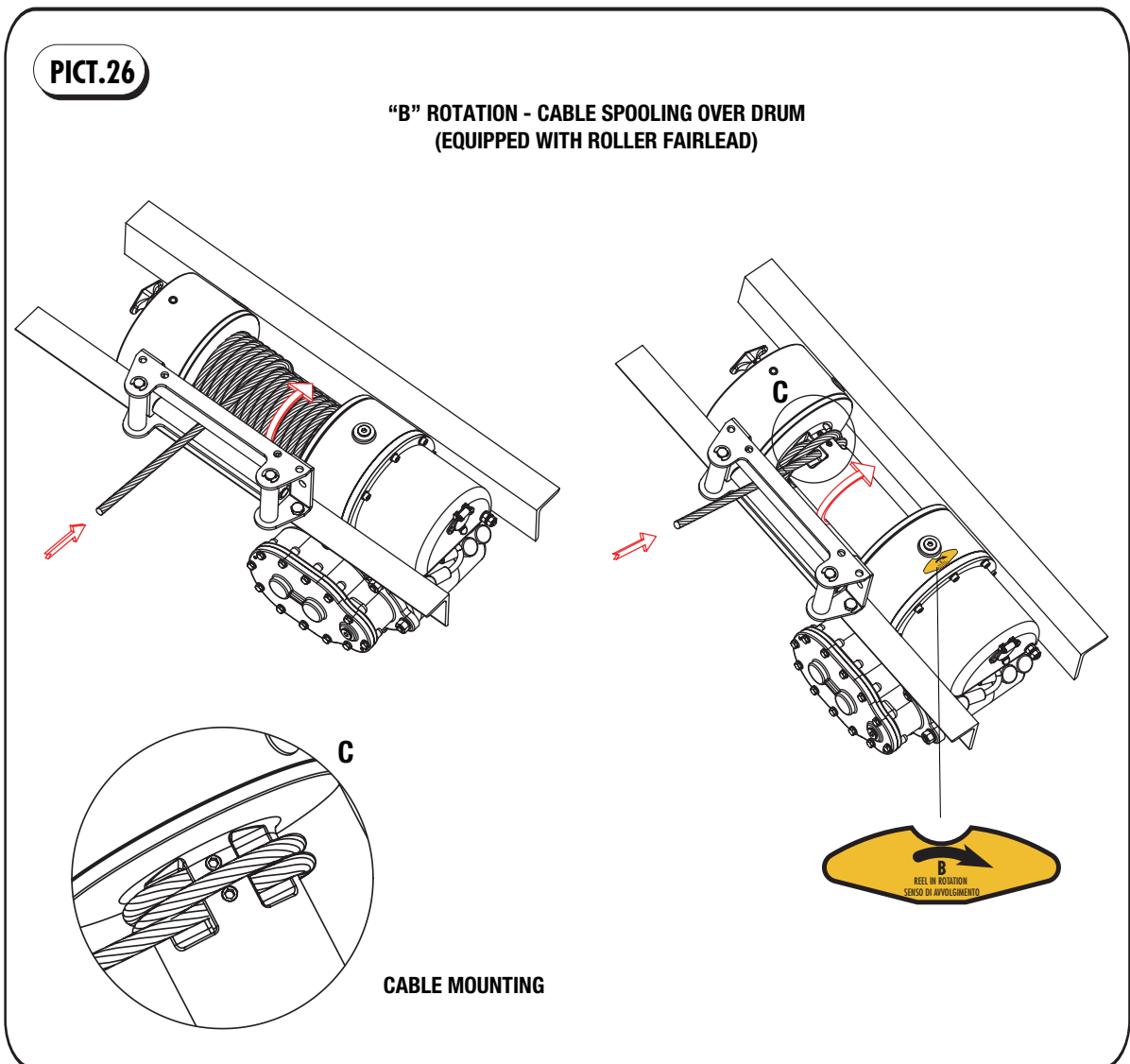
2.9.3 "B" ROTATION (over drum)

⚠ WARNING

Cable must be winded onto the winch drum (B rot.) as shown in (pict.26). Cable mounting must be executed as shown in detailed view (C) and by following instructions in chapter 2.10.

⚠ WARNING

Utilize the winch with the cable winded in the wrong way not enable to operate the load limiting device or could stop the winch in pay out direction.



2.9.4 "B" ROTATION (under drum)

⚠ WARNING

Cable must be wound onto the winch drum (B rot.) as shown in (pict.27). Cable mounting must be executed as shown in detailed view (C) and by following instructions in chapter 2.10.

⚠ WARNING

Utilize the winch with the cable wound in the wrong way not enable to operate the load limiting device or could stop the winch in pay out direction.

