

Trouble Shooting Electrical Problems on the Economy SCV

The Minuteman Economy SCV Rider Scrubbers uses a state of the art electronic circuitry with several diagnostic features. The battery indicator serves two purposes. They are:

1. To display the charge status of the batteries on the LED display. This uses 10 LED bars, for example: 10-lighted LED bars indicates a fully charged battery, 5-lighted LED bars, indicates batteries are discharged 50%, 1-lighted LED indicates the batteries are discharged and so on.
2. To display error codes for easier diagnosis of electrical problems. These are displayed by flashing a quantity of LED bars in different sequences. The deferent flash sequences are as follows:

Rippling: One LED bar lighted, then two LEDS, then three LEDS and so on until all ten LEDS are lighted. Then it starts over.

Flashing Steadily: Flashing a set amount of LEDS for each error code on and off steadily. The number of LEDS lighted indicates the type of error detected.

Flashing in Sequence: Flashing a set amount of LEDS for each error Code in a pulse sequence. Example: The four LEDS flashes two times then pauses, then it repeats itself.

Diagnostic Codes

Qty of LEDS	Fault Description	Corrective Action
1 Steadily	Low Batteries	Charge Batteries
2 Steadily	Traction Drive Motor Fault	Check All Traction Drive Motor Connections
3 Steadily	Brush Motor Fault	Check All Brush Motor Connections Check brushes, belts, and linkage for wear or damage
4 Steadily	Brush Actuator Overload	
4 In Sequence *	Squeegee Actuator Fault	Check for Squeegee Actuator Overload
5 Steadily	Vacuum Motor Fault	Check all connections to vacuum motor
6 Steadily	Off Isle Wand Switch On	Turn Off Isle Switch off, if not being used
7 Steadily	Throttle Fault	Check all connections going to the Potentiometer
8 Steadily	Controller Fault	Check all connections to controller.
9 Steadily	Solution Tank Empty	Fill the solution tank
10 Steadily	High Battery Voltage	Battery voltage
Ripple	Throttle Fault	Throttle activated during start up

NOTE: 4 In Sequence * ---- Blinks two times and pauses, then repeats