STARTER/GENERATOR - TROUBLESHOOTING

1. General

- A. A troubleshooting chart has been developed to aid the maintenance technician in system troubleshooting. Refer to Figure 101.
- B. When troubleshooting starter system, it is important to first check airplane selectrical wiring and termination before replacing major components, such as starter/generator or generator control unit. Past experience has shown that when a problem does occur, it is usually associated with a loose electrical wire connection, open circuit or a misadjusted generator control unit. Since starting circuits and DC generating circuits work in conjunction with each other, both electrical systems must be considered a possible source of a malfunction between starter/generator and generator control unit. To assist in checking the airplane s starter/generator and DC generating electrical circuits, an analyzer box is available. Complete procedures for troubleshooting and use of analyzer box are provided in Chapter 24, Electrical Power Adjustment/Test.
 - (1) When troubleshooting airplane electrical wiring, refer the Model 208 Series Wiring Diagram Manual, Chapter 24, Starter/Generator for your applicable airplane serial number.
 - (2) When troubleshooting Starter/Generator wiring, refer to the Introduction, Supplier Publication List in this manual, Table 14 for the installed Starter/Generator Supplier Publication information.
 - (3) If experiencing starter/generator faults, get access to the starter/generator and clean electrical connector and terminals. Refer to this 80-10-00, Starter/Generator Removal/Installation, Figure 401 for maintenance information.
 - (4) If starter/generator fault continues, do the troubleshooting trees below. Refer to Figure 101, Figure 102, Figure 103, Figure 104, Figure 105 as necessary.











Figure 102 : Sheet 2 : Starter/Generator Troubleshooting Tree







Figure 102 : Sheet 4 : Starter/Generator Troubleshooting Tree











Figure 104 : Sheet 1 : Starter/Generator Troubleshooting Tree













