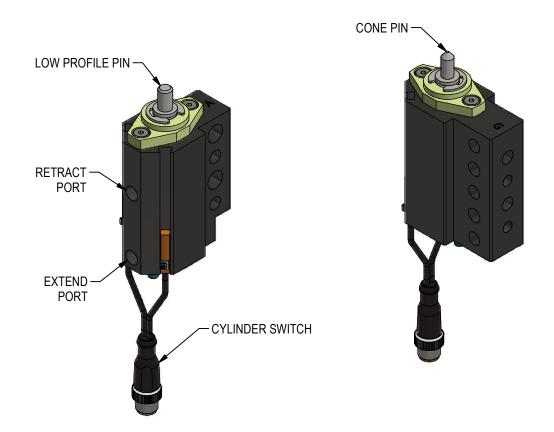


# NMP MAINTENANCE MANUAL



FLOATING PIN SEQUENCE OF OPERATION:

- 1. EXTEND CYLINDER TO LOCK PIN IN PLACE.
- 2. LOAD PRODUCT TO PIN AND PERFORM TOOL OPERATION.
- 3. RETRACT CYLINDER, ALLOWING PIN TO FLOAT.
- 4. UNLOAD PRODUCT FROM PIN.
- 5. REPEAT SEQUENCE.

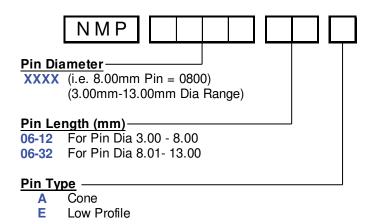
**RELEASED 3/30/21** 

# REPLACEMENT PARTS

| QTY | STOCK* | DESCRIPTION     | PART NUMBER    |
|-----|--------|-----------------|----------------|
| 1   | 1      | PIN             | SEE INFO BELOW |
|     | 1      | REBUILD KIT     | NMP-RBK        |
| 1   | 1      | CYLINDER SWITCH | SWITCH L3      |

<sup>\*</sup>RECOMMENDED SPARE PARTS TO KEEP IN STOCK

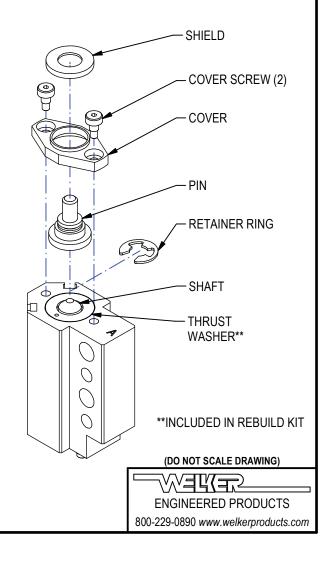
# REPLACEMENT PIN ORDERING INFORMATION



SHEET 2

### TO REPLACE PIN:

- 1. DISCONNECT AIR LINES TO UNIT.
- 2. REMOVE RETAINER RING.
- 3. REMOVE SHIELD (LOOSE).
- 4. REMOVE COVER SCREWS & COVER.
- 5. REMOVE PIN.
- 6. CLEAN SURFACES.
- APPLY A THIN COAT OF MAGNALUBE-G OR EQUIVALENT TO SHAFT AND THRUST WASHER.
- 8. INSTALL NEW PIN.
- SECURE PIN WITH COVER & COVER SCREWS.
  APPLY REMOVEABLE THREAD ADHESIVE TO SCREWS. TORQUE TO 3Nm (26.5 in-lb).
- 10. INSTALL SHIELD.
- 11. INSTALL RETAINER RING.

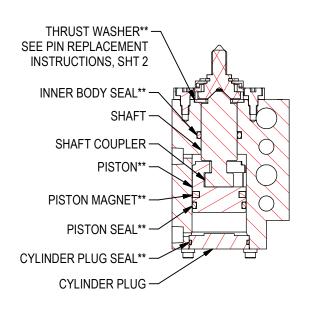


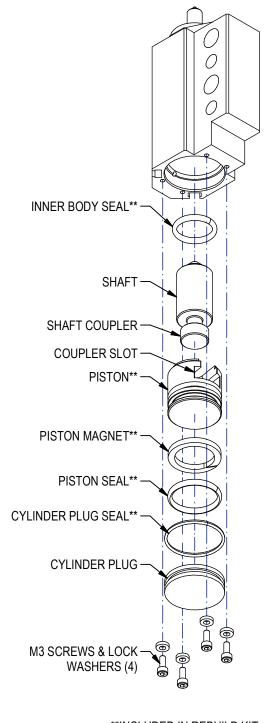
# **REBUILD KIT**

#### **REBUILD KIT**: ORDER PART NUMBER **NMP-RBK**

INCLUDES: PISTON, MAGNET, SEALS (3) AND THRUST WASHER

- 1. DISCONNECT AIR LINES TO UNIT.
- 2. REMOVE M3 SCREWS & LOCK WASHERS SECURING PLUG TO UNIT BODY.
- 3. REMOVE PLUG.
- 4. BACK SHAFT AND PISTON OUT OF UNIT AND REMOVE.
- 5. SLIDE SHAFT OUT FROM SLOT IN PISTON.
- 6. REMOVE INNER BODY SEAL.
- 7. INSTALL NEW INNER BODY SEAL.
- 8. INSTALL MAGNET AND PISTON SEAL TO PISTON.
- 9. INSTALL NEW CYLINDER PLUG SEAL TO CYLINDER PLUG.
- 10. APPLY MAGNALUBE-G OR EQUIVALENT TO PISTON, SHAFT, ALL SEALS AND BODY BORE.
- 11. INSTALL SHAFT TO SLOT IN PISTON.
- 12. REASSEMBLE UNIT. APPLY REMOVEABLE THREAD ADHESIVE TO SCREWS. TORQUE TO 1.5Nm (13.3 in-lb)





\*\*INCLUDED IN REBUILD KIT

(DO NOT SCALE DRAWING)

ENGINEERED PRODUCTS

800-229-0890 www.welkerproducts.com