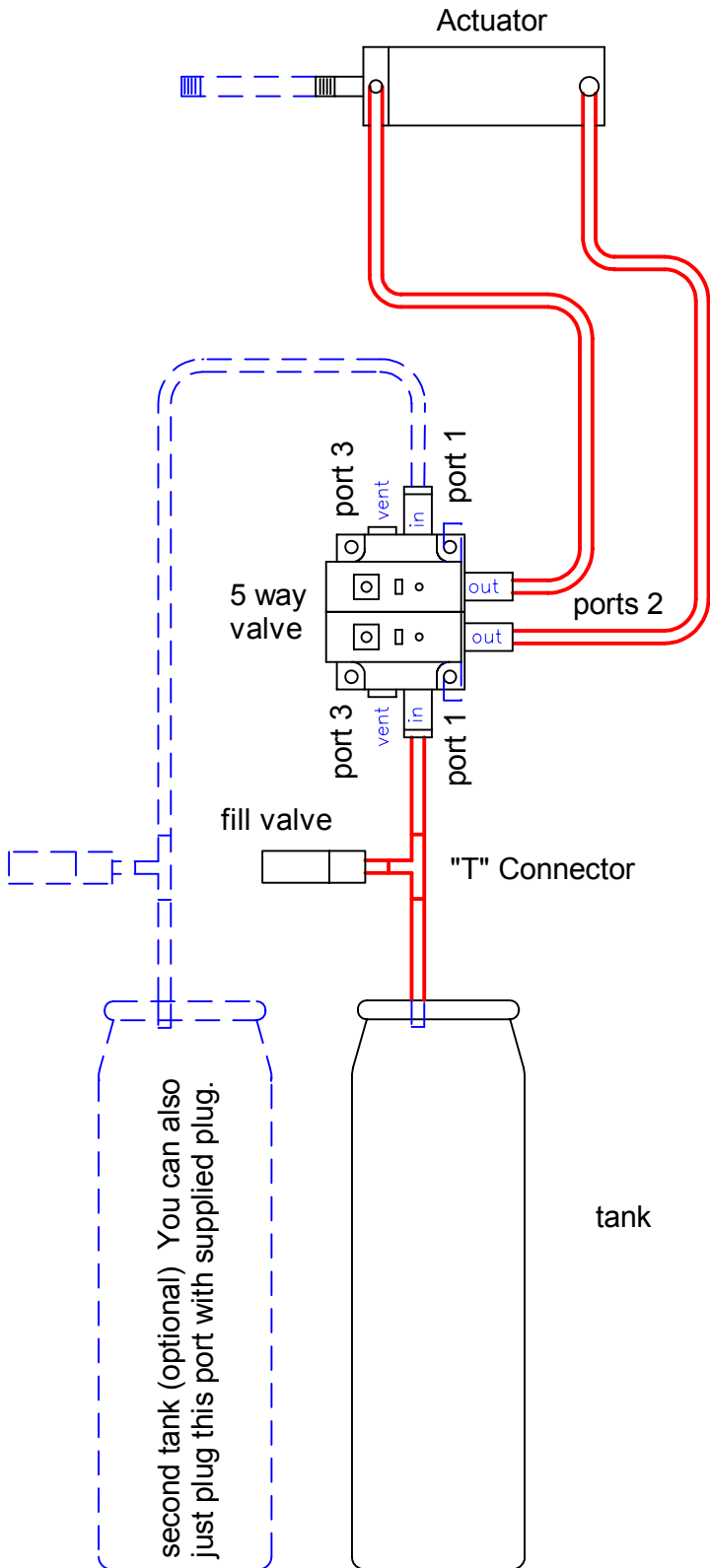
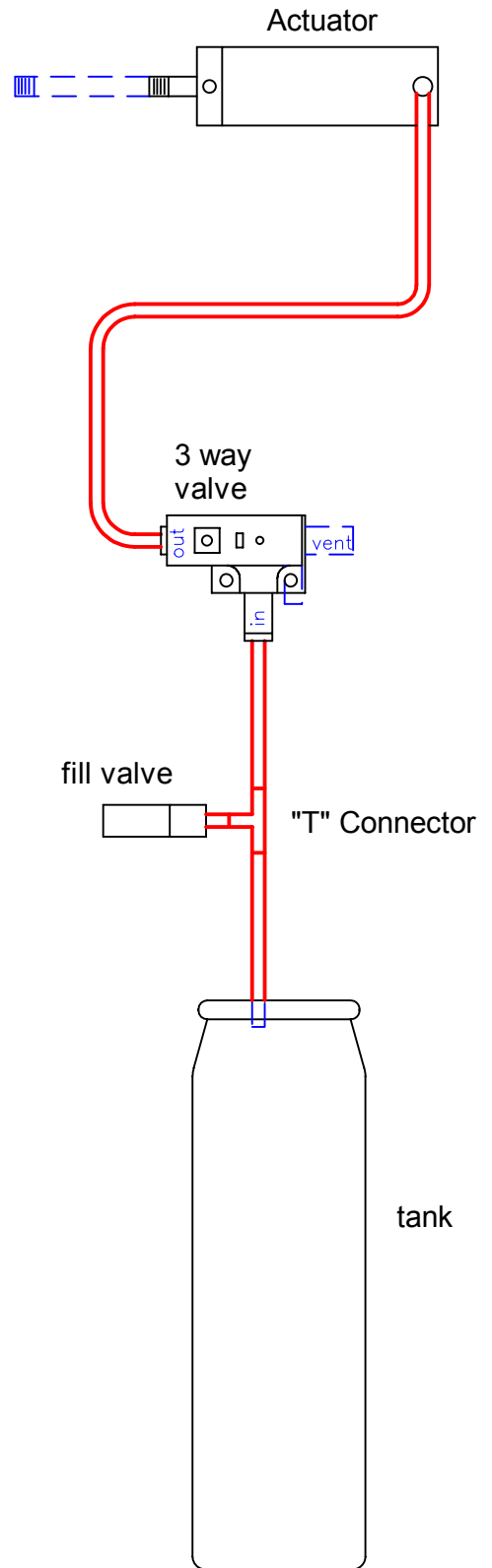


Set up for double acting cylinders. (Cylinder powered in both directions)

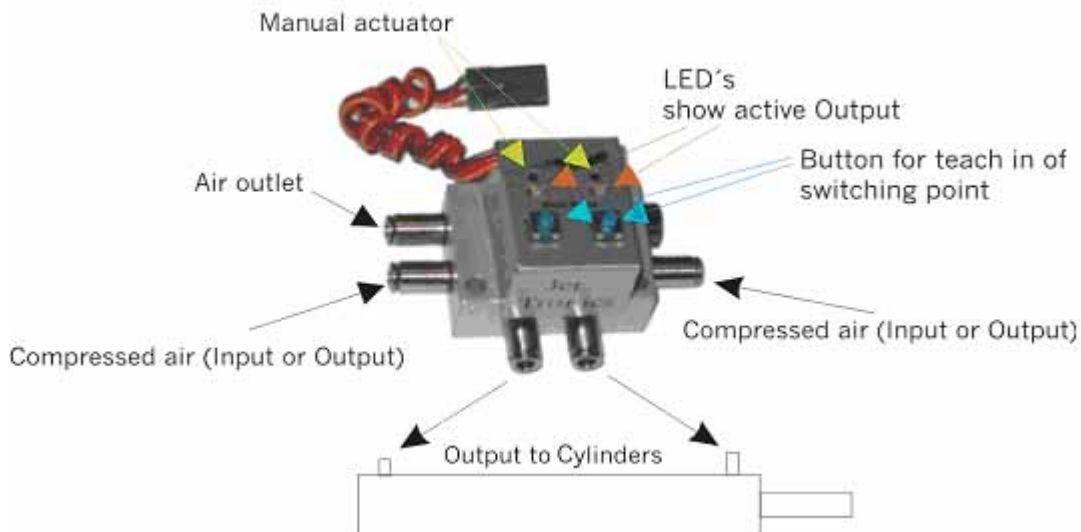


Set up for single acting cylinders. (Cylinder powered in one direction only using gravity or spring return.)



## 5 Way (Double Acting) Pneumatic Valve

Connection Diagram:



5 Way valves for double acting cylinders are for slower actuation powered in both directions. This valves only electrical connection is directly to the receiver via Futaba J connector. It replaces the servo, linkage and slow mechanical valve in most R/C pneumatic systems.

- The size and weight are far less than the mechanical version it replaces. In addition it is faster, programmable with new options, and has no external moving parts.
- The connections consist of high-quality metal "fast connections" for 3mm tubing.
- The speed of delivering air in and out can be throttled at the outlet (ports 3) with a restrictor if desired.
- The remember function prevents the default position from being lost and remembers the potion of the last transmitter power down or loss of signal.
- Very low current: 100 mA at 5 volts (50% lower than at the usual 1 watt valves).
- Note: The 5 way valve always has one side activated when power is to the receiver.
- Viton seals are impervious to most oils and last a long time.
- The air throughput is around 40% higher than mechanical valves and far faster.

### Adjusting the switching point:

1. Switch on transmitter/receiver.
2. Transmitter stick or switch to actuator "IN".
3. Press button of the valve which has to be "ON" to deliver actuator pressure. (this is dependent on the connections to the cylinders)
4. Transmitter stick or switch on actuator "OUT".
5. Press other button and wait 2 seconds.

The learned switching points remain saved after turning the receiver power off.

### Technical data:

Supply voltage	3,5V..7.5V
Current	100mA at 5V during activation
Pressure Rating	0 – 145 psi
Measurements	1.339L x 1.102W x 1.142H (34x28x29 mm)
Weight	1.94oz (55g)
Connection:	3mm fast connectors