

Touchpad replacement (Membrane and Overlay)

Tools required:

- Philips screwdriver
- Flat blade screwdriver
- Adhesive remover (E.G. Goo Gone)
- Razor blade/putty knife

Procedure:

- 1) Turn off the treadmill power switch and unplug the power cord from the wall outlet.
- 2) Detach rear screws from console faceplate. You may have to remove the console from the console frame before you are able to access the faceplate that contains the upper control board.
- 3) Disconnect the membrane keypad ribbon from the upper board (Figure 1).

Figure 1

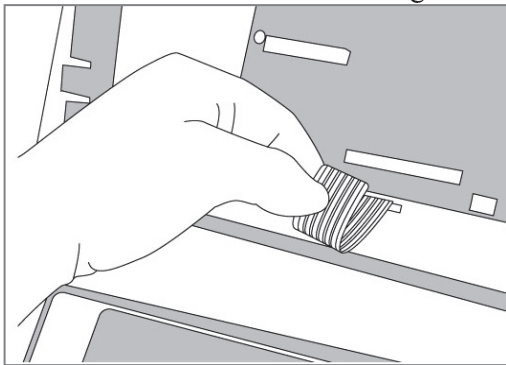
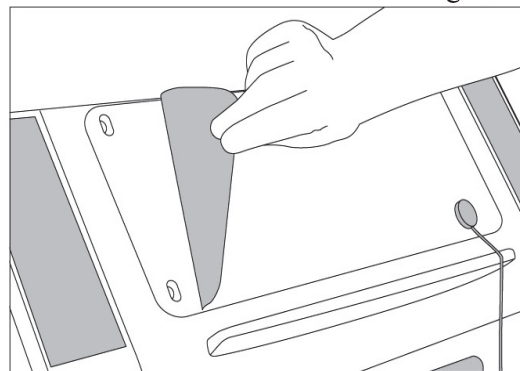


Figure 2



- 4) Pull up the overlay from the plastic console faceplate on the front of your console and remove it from the console faceplate (Figure 2). *For models 1.0 AT and all Evolves, you will need to remove two separate layers that will both be stuck down with adhesive; the membrane and the overlay. For all other models there is only one layer to remove.*
- 5) If the overlay and/or membrane are difficult to remove, it may help to try and lift one of the corners first with a dull blade, such as a putty knife or a flat blade screwdriver.
- 6) Use adhesive remover to clean off any excess adhesive from the plastic faceplate.
- 7) Remove backing on new overlay or membrane.
- 8) Slide the ribbon cables of the new touchpad through slots in the plastic faceplate to make sure they are in the proper position.
- 9) Carefully line up the touchpad to ensure it will fit properly on the faceplate. Once the part is laid down, it cannot be removed again without damaging the part. *For models 1.0AT and Evolves, you will first lay down the membrane which will have the ribbons placed through the slots in the plastic faceplate. The overlay should adhere over top of the membrane. For all other models, there is only one part that will be placed on the faceplate.*
- 10) Once the overlay is applied, rub over the surface to eliminate bubbles and ensure it is evenly adhered.
- 11) Plug the machine back into the wall, turn on your machine, and insert the safety key. Run EN90 to make sure every button beeps and the display changes from the previous display. Please refer to engineering instructions to run EN90.