

Aiming Instructions

Peterbilt 388,389 Headlamp



VIVID LUMEN
INDUSTRIES

Part Numbers:

PBDLH-V2

PBPRH-V2

PBPRH-B-V2

PBPRH-B-V2

To adjust the low beam projector follow the instructions below. Each headlight includes a 5/32 tool to adjust the lamps. Any 5/32" socket 1/4" drive will work.



Locate the proper set screw on the bottom of the headlight.



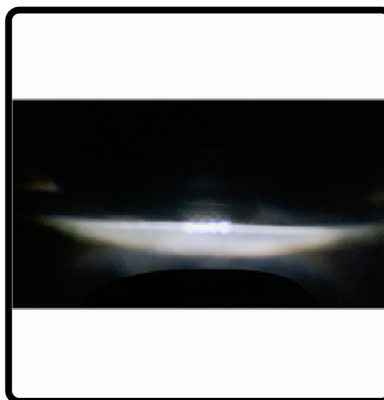
Remove the cap to access the adjustment set screw



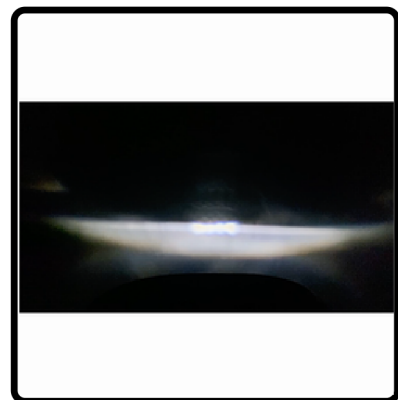
With the tool spin the set screw clockwise raise the low beam



With the tool spin the set screw counter clockwise lower the low beam



Beam lowered



Beam Heightened

Headlight Aiming

Preliminary Checks

Before checking or adjusting the headlight aim, complete the following inspection:

- Check that the hood is closed and latched.
 - Remove any large amounts of mud or ice from the underside of the fenders.
 - Check the springs for sagging or broken leaves.
 - Check the suspension for proper functioning of the leveling mechanism. On cabs with air suspensions, make sure that the height is properly adjusted.
 - With the vehicle unloaded, check that the tires are inflated to the recommended air pressure.
- Clean the headlight lenses. Use a soft cloth with mild, non-caustic soap or detergent, and water.
- Checking Headlight Aim

1.

Park the vehicle on a level surface, 25 ft (7.6 m) away from, and perpendicular to, a vertical screen or wall. Shut down the engine and set the parking brake. Chock the tires.

2.

On each headlight, find the low-beam bulb center, marked by a small transparent ring on the inside of the headlight lens.

3.

Measure the distance from the ground to the center of each headlight bulb (Fig. 20.1 , Item A). Note those distances.

4.

On the screen or wall, mark the locations of each low-beam headlight bulb center using the distances found in step 3. See Fig. 20.1 , Items 2 and 3.

5.

Turn on the low-beam headlights.

6.

Check the vertical adjustment of the low beams. The center of each beam projection should fall on or near the marks made during step 4. See Fig. 20.2 .

