A L A 5 0 - D P

Power Door Lock Motor

Step 1: Installation

Remove the door panel from the door that the ALA50-DP will be installed in. Locate the existing door lock linkage and examine it's operation to better understand the following installation instructions.

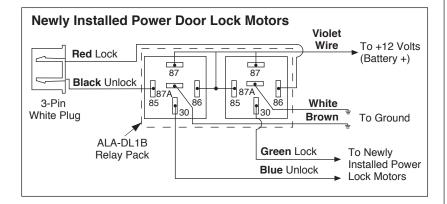
- Insert the the door lock actuator attachment rod into the end of the door lock actuator.
- 2. Select a mounting location for the actuator that will be close enough to operate the existing lock assembly and will be out of the way of the window mechanism and other moving parts of the door. (Move the window to it's full Up and Down position before mounting the ALA50-DP actuator).
- **3.** Using the nuts and bolts supplied, attach the actuator mounting strap to the door structure, then mount the actuator to the strap.
- **4.** Slide the rod clamp onto the actuator attachment rod then snap the rod clamp onto the existing door lever rod.
- **5.** Set the existing door lock rod into the LOCK position. Compress the ALA50-DP lock actuator shaft fully. Tighten the allen screws on the rod clamp.

Note: To insure a lasting installation, we recommend the use of liquid thread locking compound on all bolts used in the installation and on the allen screws in the square clamp.

Step 2: Wiring

Green and Blue Wires

- 1. The green wire is the (+) LOCK wire. The blue wire is the (+) UNLOCK wire. Connect the blue and green wires to the door lock relay system as specified by the relay instruction manual
- **2.** If needed, use wire ties to attach the wires to the door frame at as many places as possible to avoid getting them caught in the window mechanism.
- 3. Re-assemble the door panel.



Step 3: Testing

Activate the interface module and make sure that LOCK and UNLOCK operate correctly. Inspect the entire locking mechanism while the ALA50-DP is operating. Attempt to UNLOCK and LOCK the door MANUALLY (With the Key) to insure that normal operation of the lock has not been altered or hindered by the ALA50-DP installation.

Installation Diagram

