

## **90 Gearbox**

*The gearbox assembly is powered by an electric motor. It delivers power to the output shafts through a bevel pinion gear, a bevel gear shaft assembly, and a clutch assembly. The clutch assembly is designed to slip at 300 to 340 inch-pounds torque at the output shaft to prevent possible damage to the gearbox assembly. The gearbox assembly may be manually operated through a clutch shifting lever which disengages the clutch assembly from the gearbox assembly. Two landing gear limit switches are operated by a threaded screw and nut assembly driven by the power output shaft. The two limit switches are adjustable for rigging purposes.*

## **200 Gearbox**

*The gearbox assembly is powered by an electric motor. It delivers power to the output shafts through an input coupling, a series of internal reduction gears and a clutch assembly. The clutch assembly is designed to slip at 46 to 52 inch-pounds torque at the motor input shaft to prevent possible damage to the gearbox assembly. The gearbox assembly may be manually operated through an input sprocket which engages directly to the output end of the internal clutch assembly. Two landing gear limit switches are operated by a gear common to the power output shaft. The two limit switches are mounted on plates which are moveable to permit adjustment of the switches.*

## **Mechanical Actuators**

*The landing gear actuator is attached to the landing gear motor drive through the actuator pinion. As the actuator pinion turns, it drives the actuator screw housing which in turn drives the actuator screw. An actuator nut is threaded to accept the actuator screw. As the actuator screw rotates within the nut it forces the nut in or out of the actuator depending upon the direction of rotation of the actuator screw. A clevis is attached to the actuator nut and to a point on the landing gear. As the nut and clevis is forced in or out of the actuator assembly, it causes retraction or extension of the landing gear, as selected by the landing gear control in the pilot's compartment.*

