

IBM 24-26-56

OPERATOR'S GUIDE

GENERAL INFORMATION

CARDS

1. Use cards in good condition to prevent lost time due to misfeeds and jamming.
2. Off punched cards should be traced to the punching source and corrected immediately. Check keypunches daily with a card gauge.
3. Cards should be stored in a cool, dry location, away from extremes of temperature and humidity.
4. Cards which have been removed from their shipping boxes should be stored in drawers or racks which are equipped with a pressure device, to prevent warpage.

PROGRAM DRUM

1. Install program card on the drum carefully. The edge of the card must be against the stop plate, which is visible through the small holes in the guide plate.
2. Use care when installing the drum on the machine to avoid dislodging the star wheels. The drum should go on and off easily, without forcing. If it doesn't inform the Customer Engineer.
3. Replace program cards when they become visibly worn. Worn cards can cause highly intermittent failures.
4. Do not duplicate program cards containing double or triple punches on 26 keypunch machines. This can cause damage to the print mechanism.

HAND FEEDING

When cards are hand inserted in the machine, care must be taken that they are inserted straight, and registered correctly.

1. When inserting cards in the reading station, push them in until the edge is under the roller but is still visible. Do not push it all the way under the read station head.
2. When inserting cards in the punch or verify station, insert the card until it is flat on the bed, then pull it back under the shield to the right as far as it will go.
3. Avoid double registration of the card.

INTERMITTENT FAILURES

Supply the customer engineer with the cards and the program card producing the failure. Note as many particulars as possible about the failure. For example: Does the failure only occur after the machine has been in use for some time—does it fail on certain punches—etc.

COMMONLY USED OPTIONAL FEATURES—ALTERNATE PROGRAM

An alternate program unit can be installed in the machine as an optional feature so that two program setups can be punched in one program card. The coding for the alternate program consists of the 4-9 codes used in the same manner as the 12-3 codes for the normal program.

AUXILIARY VERIFICATION OR DUPLICATION

Auxiliary verification or duplication is controlled by a master card rather than the card at the reading station. The master card is fastened around an auxiliary drum which is inserted in the machine on a spindle in back of the program drum.

Auxiliary verification or duplication is controlled manually by depression of an auxiliary dupe or verify key. The field to be verified or duped is punched in the master card with the field definition code, and one depression of the key causes the entire field to be verified or duplicated.

STOPPAGES

WILL NOT RUN

1. Listen to see if the motor is running. If not, the trouble could be:
 - a. Line cord not plugged in properly.
 - b. Blown main fuse. (Behind chip box).

CAUTION: If blown fuse is replaced, be certain the same type and value is used. Turn off main line switch before changing fuses.
2. If motor runs, but the machine will not release, trouble could be one of the small fuses behind the chip box.

WILL NOT FOLLOW PROGRAM

1. Worn program cards.
2. Program card off punched. Check on gauge.
3. Program card not mounted on drum correctly. Check to be sure the ends of the card which are gripped by the drum are not torn.
4. Star wheel missing or dislodged.

HANGS UP IN ONE COLUMN

1. Duping over blank column in numeric shift (24-26). Depress Alpha key to test for this condition. If the column is not blank, check the master card registration.
2. Error light burned out (56). Depress error reset and manually punch the column.

FALSE ERROR LIGHTS. (56)

1. Verify cards off punched.
2. Warped or damaged cards causing crooked feeding.
3. Care must be taken on manual shift changes to avoid "beating the shift". Do not strike the shift and character keys simultaneously.

DOUBLE PUNCHES. (24-26)

Care must be taken to avoid "beating the shift." Do not strike the shift and character keys simultaneously.

FEEDING FAILURE

1. Check the cover over the feed knives to be sure it is fully seated.
2. Check for foreign objects in the feed and rolls.
3. When removing jams, do not lift the feed rolls farther than necessary.

CONTINUOUS FEED CYCLES

Alternate program key depressed with no cards in the hopper. Release key must be depressed to restore normal operation.

FAILURE TO DUPLICATE

1. Cards off punched.
2. Are cards feeding crooked?
3. Fails only when hand inserting cards. Check section on hand feeding.

OCCASIONALLY PUNCH ALPHA FOR NUMERIC

Operator's hand laying on the Alpha shift key while punching.

NOT PRINT OR PRINT LIGHTLY

Ribbon not installed properly and fails to reverse. Small rivet should be past the reversing arm.

