

# Troubleshoot Guide

## 3006620 SaltDogg Controller



### Troubleshoot Procedures (Revision 1.0)

Controller Symptom	Problem and Resolution
Controller is turned on but no LEDs on the front panel light up.	If, when the POWER switch is first turned on, you do not see the JAM LED light up for about 0.5 seconds, then the input power to the controller may not be present or may be reversed in polarity. Check the 2 red wires and 1 black wire which provide power input to the 3006620 controller. The 2 red wires should be connected to +12 volts and the black wire should be connected to the battery negative terminal.
The SPINNER dial does not control the SPINNER motor speed and the SPINNER motor does not move at all.	If, when the controller is turned on, the green dial SPINNER and AUGER illumination LEDs do not light up, then the internal SPINNER 40 Amp motor fuse on the 3006620 controller PC board has been blown by an external short in the SPINNER motor circuit. Replace 40 Amp ATO fuse.
The AUGER dial does not control the AUGER motor speed and the AUGER motor does not move at all.	If, when the controller is turned on, the POWER switch red LED does not light up, then the internal AUGER 80 Amp motor fuse on the 3006620 controller PC board has been blown by an external short in the AUGER motor circuit. Replace both 40 Amp ATO fuses
The VIBRATOR switch is turned on but the VIBRATOR motor does not vibrate.	If the VIBRATOR switch LED is on when the VIBRATOR switch is in the "ON" position, then power is being provided to the vibrator motor through the round 7-way motor output connector from the controller. A possible open circuit may exist between the controller round 7-way connector and the VIBRATOR motor. If the VIBRATOR switch LED is off when the VIBRATOR switch is in the "ON" position, then the controller is not providing power to the VIBRATOR motor through the round 7-way output connector. When this situation occurs, it is most likely that the internal 25 Amp circuit breaker on the 3006620 controller PC board has been activated by an overloaded circuit condition in the VIBRATOR motor circuit. This circuit breaker will automatically reset itself approximately 1 minute after the overloaded circuit condition has been eliminated.
The JAM LED flashes momentarily when power is first turned on to the controller.	This is a normal operational occurrence and indicates that the controller's microprocessor has passed its internal self-test and is active.
The OVERLOAD LED comes on intermittently.	This may be normal when spreading material and indicates that the AUGER motor is trying to draw more than 48 Amps of current at whatever speed it is currently moving material. The controller PC board always automatically limits the AUGER motor current to a maximum of 48 Amps no matter what the motor is doing. When the OVERLOAD LED comes on and stays on for more than 1 second, the controller electronics will think that there is a possible jam condition at the AUGER motor and it will automatically try to un-jam the AUGER motor. In this un-jam cycle, the controller will reverse the AUGER motor's direction and apply full power to the motor for several seconds. It will then change the AUGER motor's direction back to normal and will apply full power again to the motor for several seconds. It will then revert control of the AUGER motor speed to the user's dial setting on the front panel.
The JAM LED is continuously on	This indicates that the controller tried 3 times in a row to un-jam the AUGER motor and was unsuccessful. The AUGER motor is stuck or is jammed somehow and manual intervention for the AUGER motor is required to un-jam it. Turn the controller off and manually un-jam the AUGER motor. Then turn the controller back on to re-check whether the AUGER motor is un-jammed. If it is not jammed, the controller will resume normal operations, otherwise it will automatically go into its un-jam cycle to try to un-jam the AUGER motor. After 3 successive unsuccessful attempts to un-jam the AUGER motor, the controller will shut down and turn on the red JAM LED.