JUMPER REPAIR

Set iron from 600 to 700 degrees. Depending on the controller the amount of heat varies. Preferably use the lowest setting possible.

Depending on the type of jumper and the damage done, you will use one of the following:

1) Cage damaged on a pass-thru working from layer 6 add flux around pin and pad. Setting iron tip on pad and touching side of jumper pin you heat solder and when solder is molten use a tweezer to apply pressure on tip of pin pushing jumper down through barrel. Turning board over and working on layer 1, heat jumper and using a tweezer remove it from the pad. Clean jumper pad using solder wick before inserting a new jumper.

2) Cage damaged on a terminator working from layer 6, add flux at pad of terminator. Using the very tip of your iron heat the terminator and when solder becomes molten you apply pressure pushing terminator down into barrel. Holding a pass-thru with your tweezers place the pin of the pass-thru over the terminator in the barrel. Applying heat along the side of pad and pin you finish pushing terminator out of barrel. Turning board over and working on layer 1, clean up jumper pad with solder wick before installing a new jumper.

3) Pin broken off a pass-thru:
   Use the same procedure as removing a terminator with a damaged cage.

4) Pin broken off a start pin:
   Use the same procedure as removing a terminator with a damaged cage.