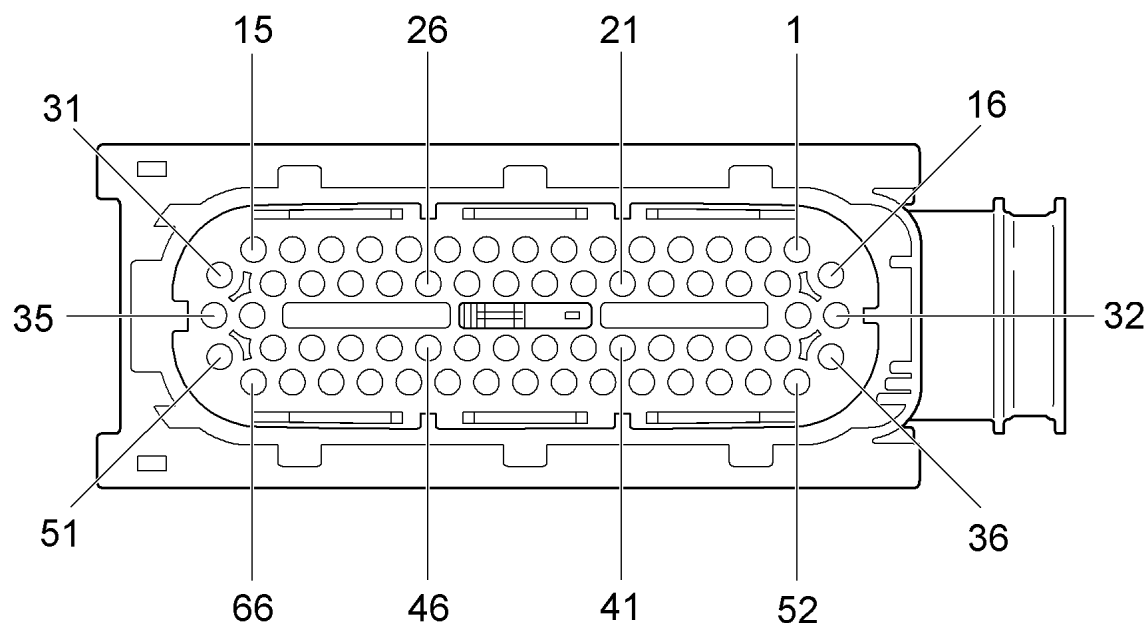
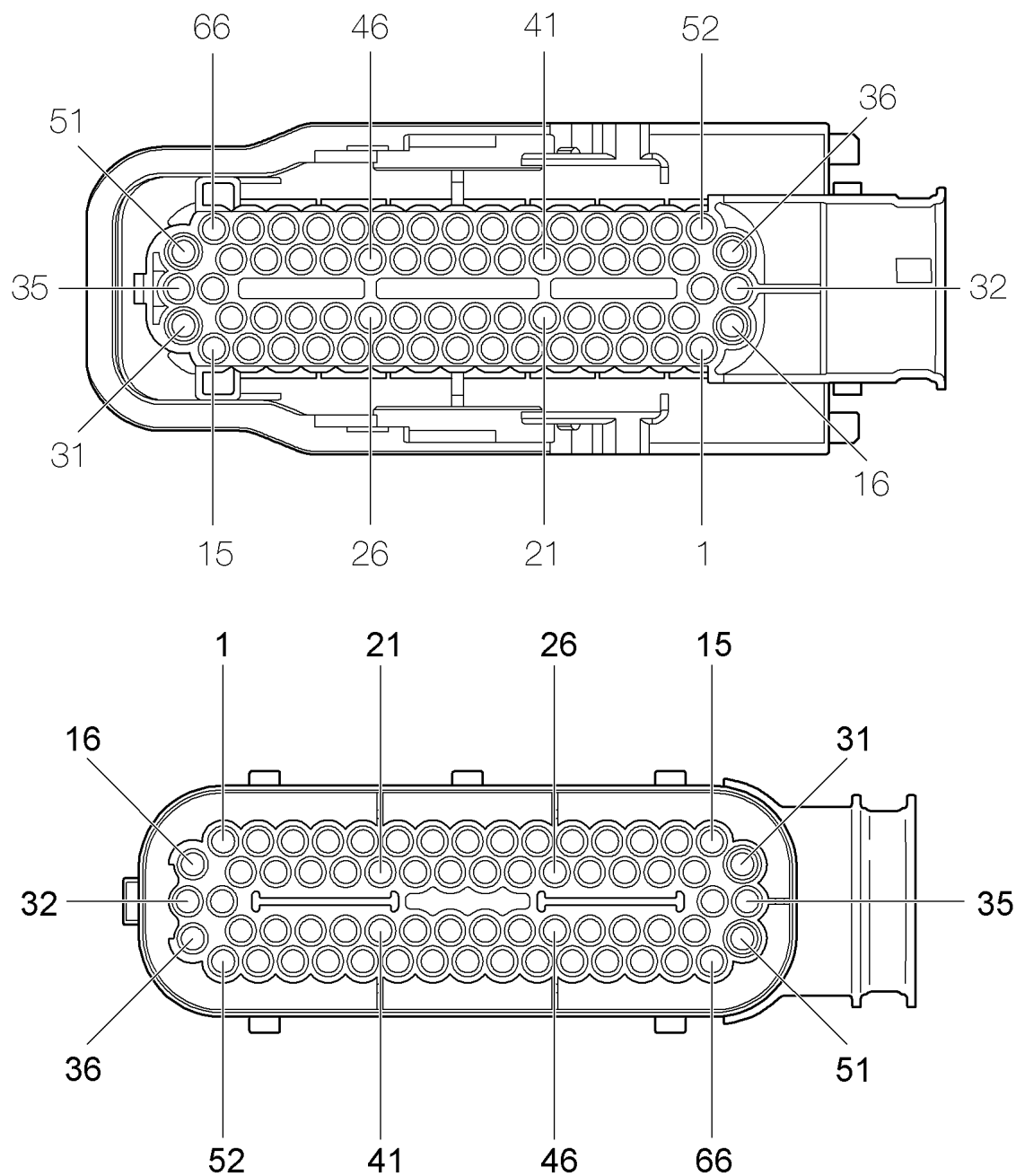


YS2R6X400E9183544 / GMS, Gearbox management system / E 5, GMS control unit / OPC / V, Solenoid valves / V111, Solenoid valve block for split and range gear changing

## C 100, Connector



From front, round sockets.Cable side, round sockets.From front, round pins.Cable side, round pins.

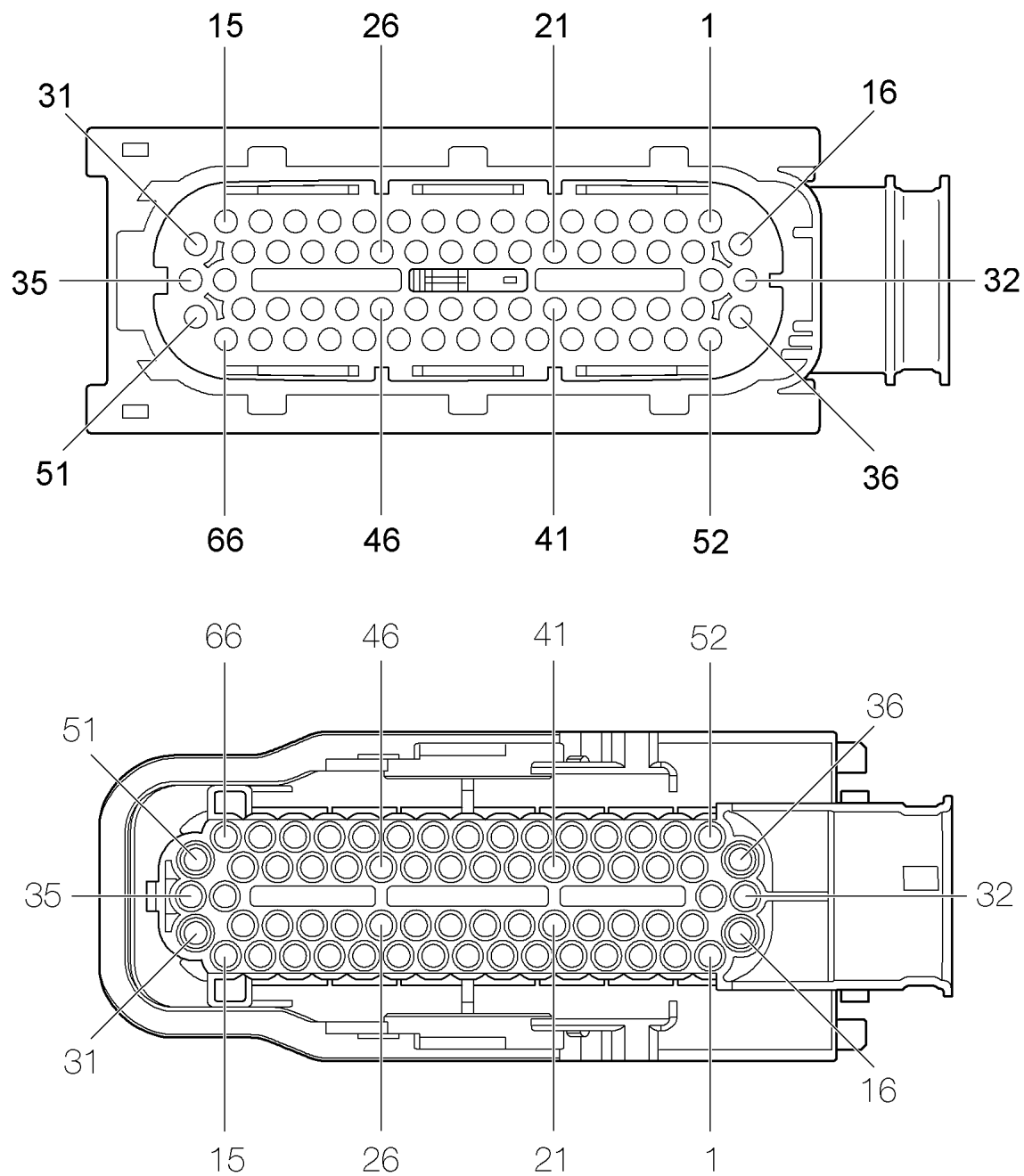


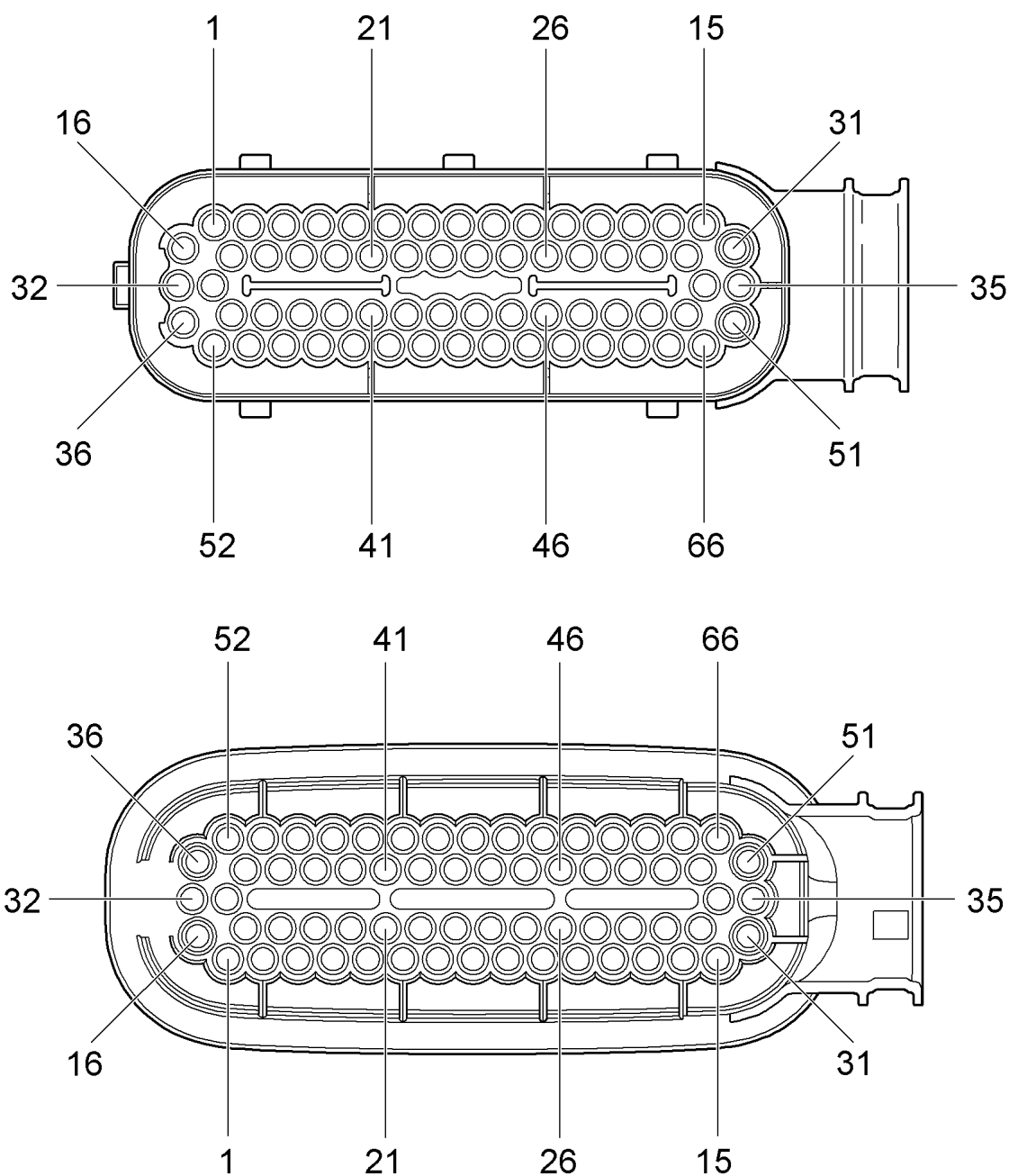


C 100, Connector

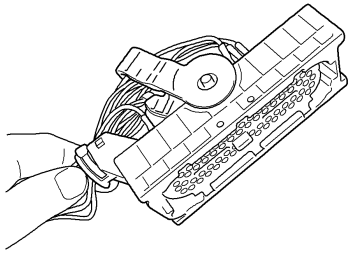
### C 101, Connector

From front, round sockets. Cable side, round sockets. From front, round pins. Cable side, round pins.

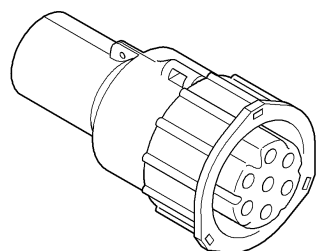
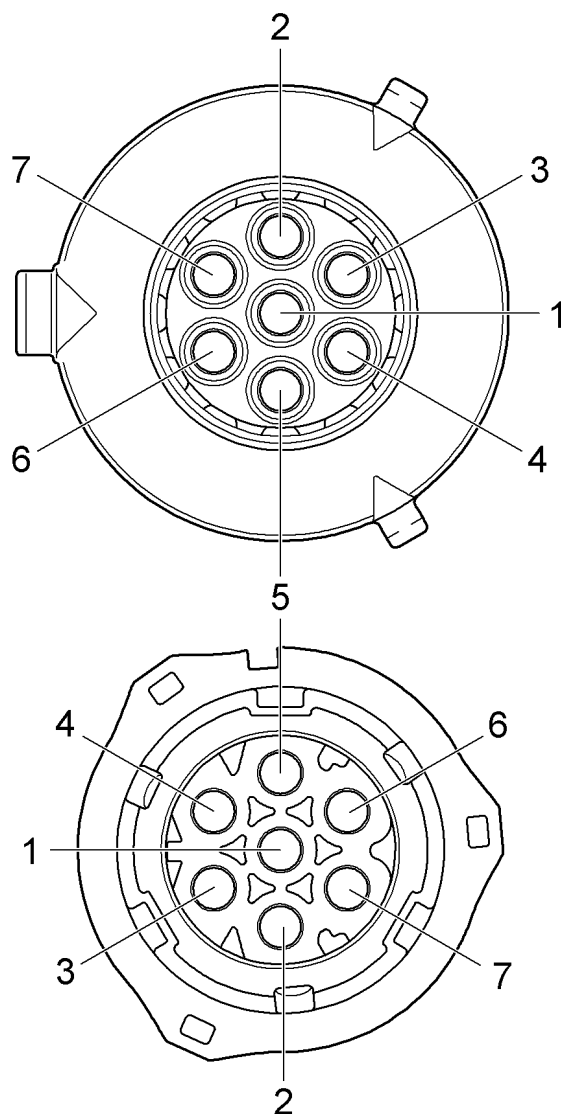




C 101, Connector



**C 112, Connector**



C 112, Connector

**E 5, GMS control unit**

En för OPC och en för TMS

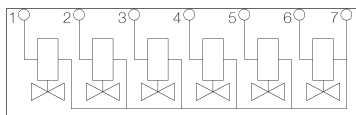
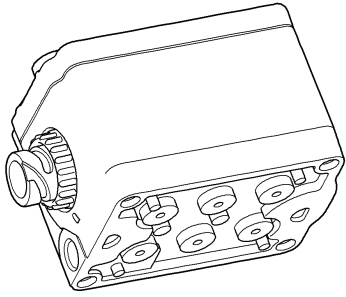
**V 111, Solenoid valve block**

The solenoid valve block contains up to 8 solenoid valves. The solenoid valves are kept closed when resting and open when they are subject to activation voltage. If the gearbox is operated automatically, the solenoid valves are controlled by Opticruise ECU, E5. If the gearbox is operated manually, the solenoid valves are controlled by coordinator E30. The resistance of the solenoid valve block solenoid valves is approx. 15.8 ohms at 20°C.

Pin	Task	Signal type	Source/destination
1	Activation of power steering for vehicle with manual gearbox	Input signal voltage, PWM signal	Control unit (E5/E30)
2	Activate freewheeling retarder solenoid valve	Input signal voltage, PWM signal	Control unit (E5/E30)
3	Activate high range solenoid valve	Input signal voltage, PWM signal	Control unit (E5/E30)
4	Activate low range solenoid valve	Input signal voltage, PWM signal	Control unit (E5/E30)
5	Activate low split solenoid valve Activate high split solenoid valve on GRSO gearbox	Input signal voltage, PWM signal	Control unit (E5/E30)
6	Activate high split solenoid valve Activate low split solenoid valve on GRSO gearbox	Input signal voltage, PWM signal	Control unit (E5/E30)
7	Common ground for the solenoid valves	System ground	Control unit (E5/G13)

V 111, Solenoid valve block





V 111, Solenoid valve block