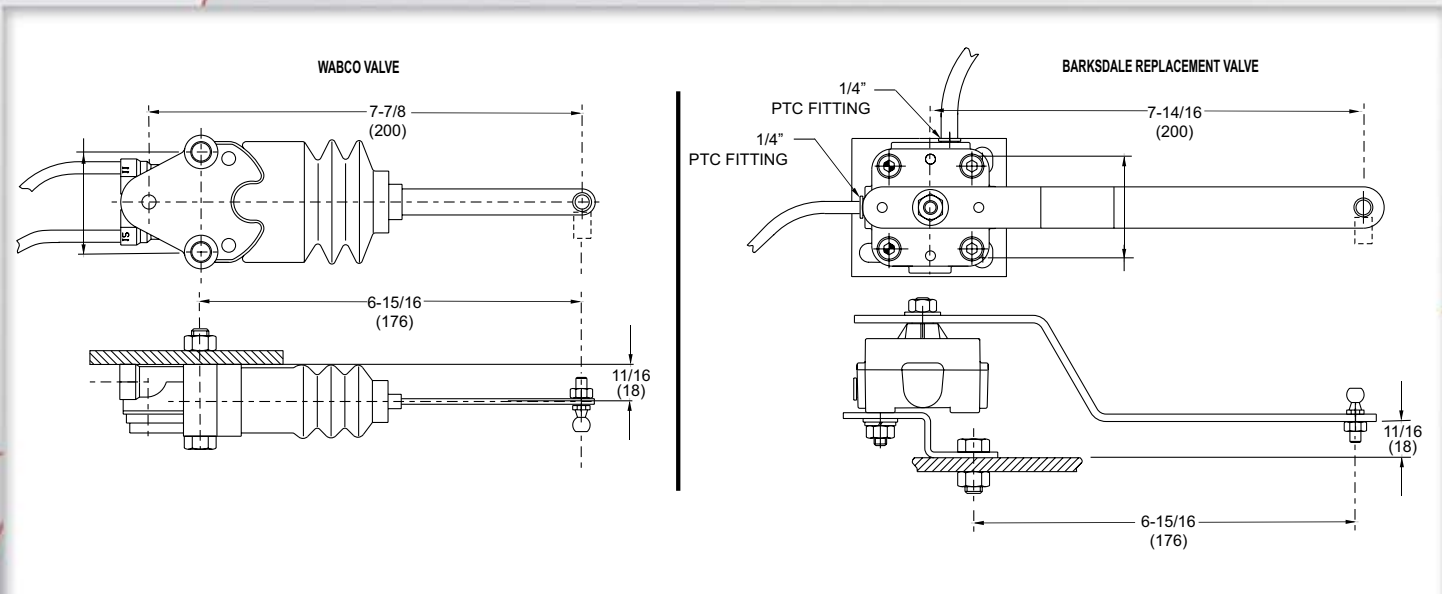


Height control valves

KD2355 Replaces: WABCO S464 007 004-0

- ▶ Cab Air Ride Applications
- ▶ Integral 1/4" Push to Connect Fittings
- ▶ Bolt-in installation
- ▶ No drilling required



HEIGHT CONTROL VALVE

REPLACEMENT KIT

(REPLACES WABCO CAB VALVE # S464 007 0040)

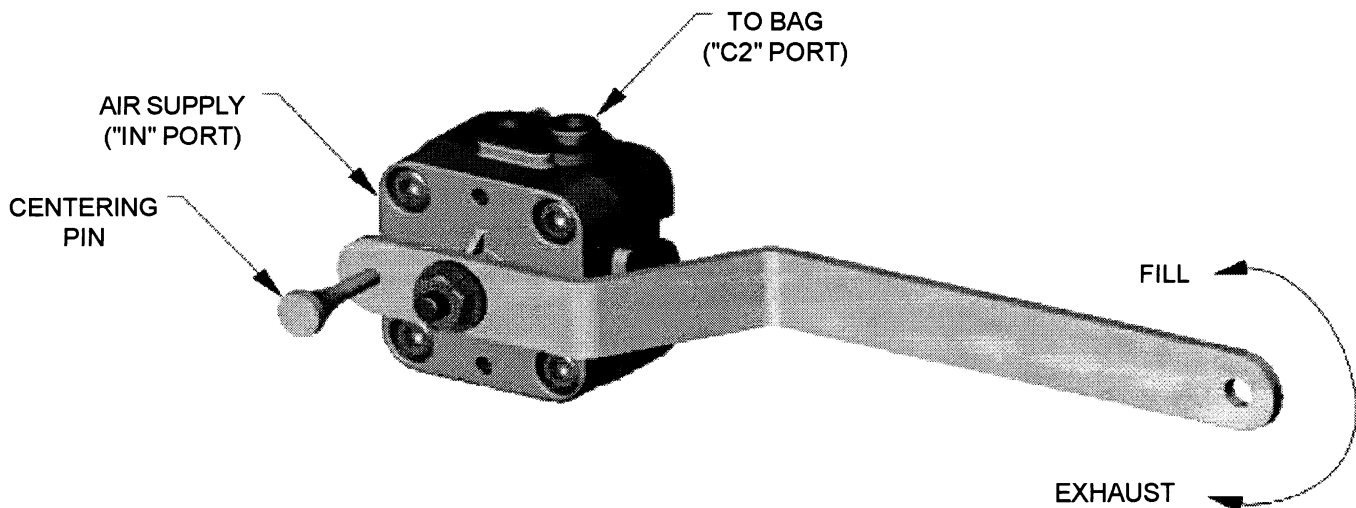
CONTENTS FOR KIT KD2355:

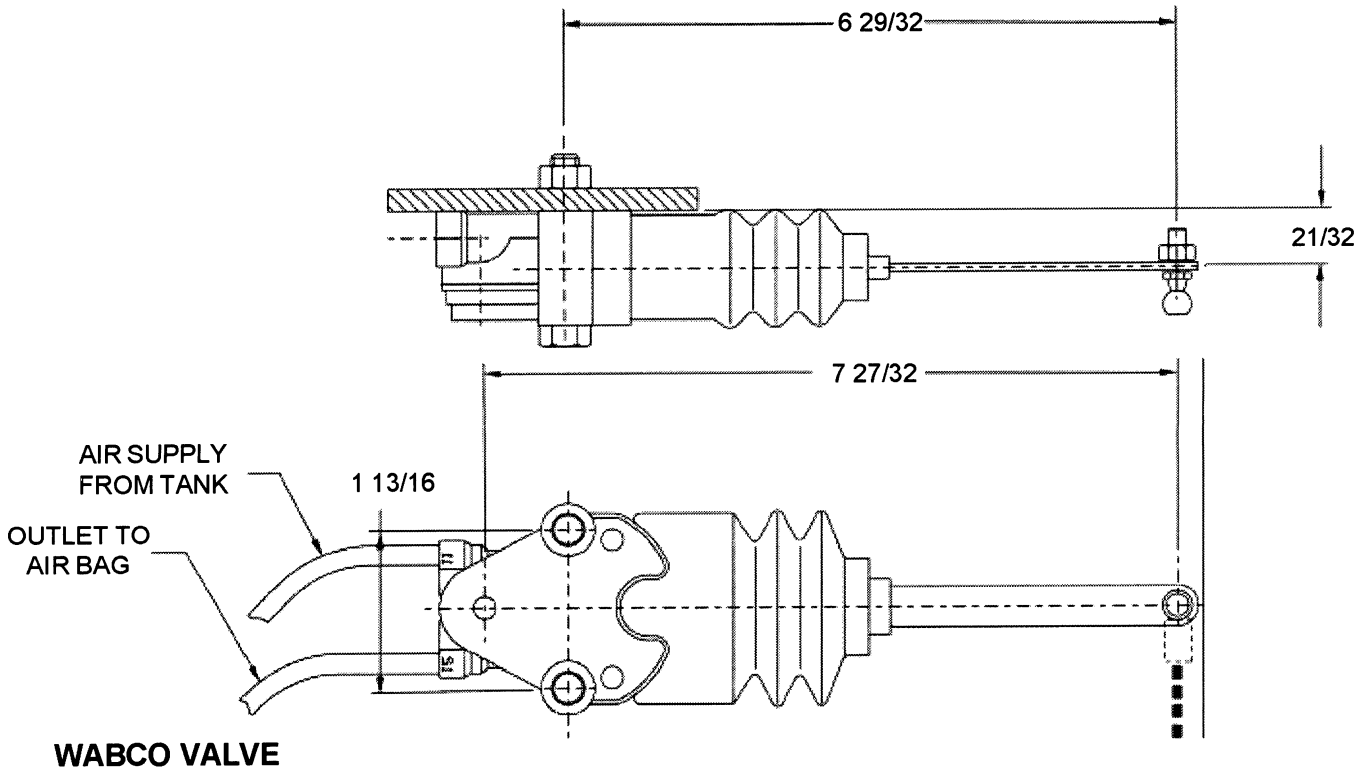
1. 55521-Q149 Valve
2. Bracket, Wabco
3. Nuts (2), 1/4"
4. Washers (2), 1/4"
5. Centering Pin
6. Instructions
7. Nuts (2), 5/16"
8. Washers (2), 5/16"
9. Screws (2), 5/16"

INSTRUCTIONS:

Caution: Air Lines are under pressure and air may blow debris.
Drain all air from Air Tanks and Air Bags.
Disconnect the Linkage from the Valve, replace worn and bent hardware.
Disconnect the Air Lines by pressing the sleeve at the push-to-connect fittings.
"Do not cut Air Lines at the push-to-connect fittings."

1. Remove Valve and identify the manufacturer of the Valve being replaced.
2. Remove Ball Stud and Nut from Valve being replaced and install onto Barksdale Valve handle.
3. Attach bracket and hand tighten locknuts on to Barksdale Valve. Allow bracket to move, this will allow access of frame mounting bolts.
4. Mount the Barksdale Valve on the Bracket provided.
See illustrations on back.
5. Only snug tighten Nuts as Valve may need to be rotated to adjust ride height.
6. Mount the Bracket/Valve Assembly in the holes used to mount the valve being replaced.
7. Reconnect the Air Lines to the new Valve.
8. The Air Lines may have to be re-routed to connect to the supply and outlet ports. The air supply is always connected to the "in" port of the valve.
9. Adjust to approximate ride height by turning the valve handle down to add air to the bags, up to exhaust air from the Air Bags.
10. Install Centering Pin in holes provided in Valve handle.
11. Reconnect the Linkage Assembly to the Valve.
12. Adjust final ride height using the Truck Manufacturer's recommended height.
13. Tighten all Nuts to 45 Lb. In. torque.
14. Remove the Centering Pin.





BRACKET INTERCHANGEABLE WITH WABCO CAB VALVE

