



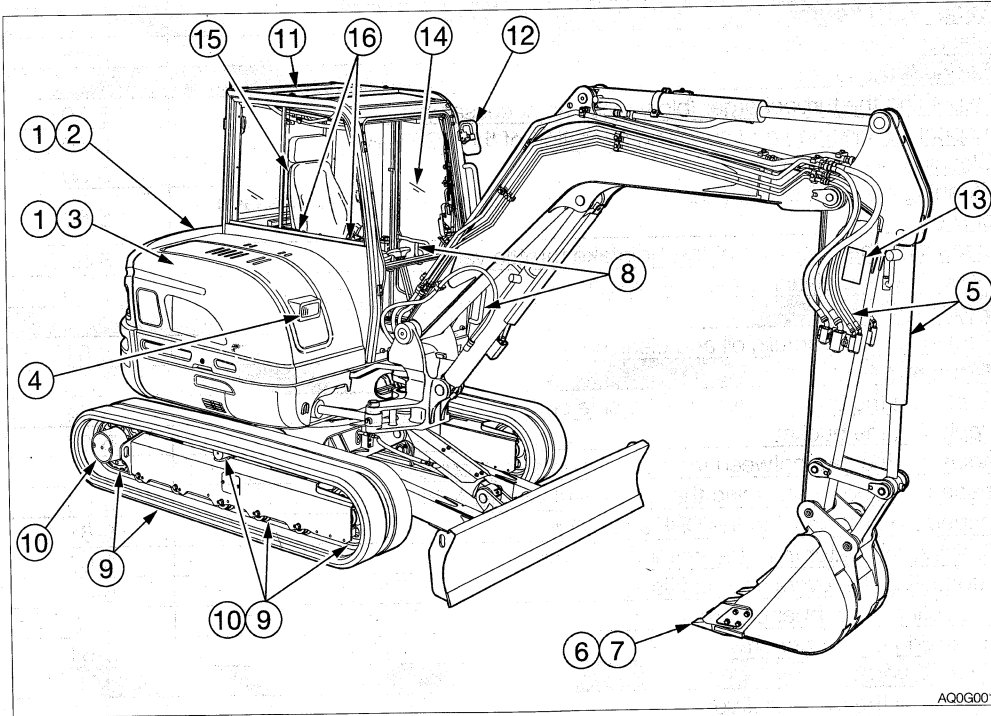
## WALK-AROUND INSPECTION

Perform the following inspections every day before starting the engine for the first time.

**⚠ WARNING**

- Before operating, perform the walk-around inspections and make repairs immediately where necessary.
- Be sure to secure the engine hood or cover before working the inside. Do not keep the hood or cover open on a windy day or if the machine is parked on a slope.

Before starting the engine, look around the machine and clean any combustibles from the surroundings of the engine. Also, inspect if oil or water is leaking and any nuts, bolts or electric wiring are loosened or damaged.



### INSPECTING BY OPENING THE ENGINE HOOD AND COVERS

1. Check for any twigs, leaves, oil or other combustible materials around the engine and battery.
2. Check for oil or engine coolant water leakage around the engine.

3. Check for oil leakage from the hydraulic oil tank, hydraulic devices, hoses or connections.



### **INSPECTING BY WALKING AROUND THE MACHINE**

4. Check lights for dirt, damage and burnt out bulbs.
5. Check attachments and hoses for damage.
6. Check the bucket, bucket teeth and side cutter for wear, damage and looseness.
7. Check the hook, slip stopper and hook mount of buckets with hooks for damage. (Option)
8. Check the handrail, the steps and the slip-resistant surfaces for damage and loose bolts.
9. Check the crawlers, carrier rollers, track rollers, idlers and sprockets for damage, wear and loose bolts.
10. Check for oil leakage from the travel motor, carrier rollers, track rollers and idlers.
11. Check the cab and guard for damage and loose nuts and bolts.
12. Check the mirrors for dirt or damage, and adjust them.
13. Check the labels for dirt and damage.

### **INSPECTING WHILE SITTING IN THE OPERATOR'S SEAT**

14. Check the windshield for dirt or damage.
15. Check the seat and seat belt for dirt or damage.  
Check the operator's seat for dirt, oil or other combustible materials.
16. Check the monitor, instruments and switches for dirt or damage.