

# POWER SOURCE

## SERVICE HINTS

### HEAD RELAY [R/B NO. 2]

1-2 : Closed with light control SW at **HEAD** position or dimmer SW at **FLASH** position

### TAILLIGHT RELAY [J/B NO. 1]

5-3 : Closed with light control SW at **TAIL** or **HEAD** position

### IGNITION MAIN RELAY [R/B NO. 4]

5-3 : Closed with ignition key at **ON** position

### I15 IGNITION SW

4-3 : Closed with ignition key at **ACC** or **ON** position

4-2 : Closed with ignition key at **ON** or **ST** position

11-6 : Closed with ignition key at **ON** or **ST** position

4-1 : Closed with ignition key at **ST** position



## : PARTS LOCATION

Code	See Page	Code	See Page	Code	See Page
F9	<a href="#">26 (1UZ-FE)</a>	I15	<a href="#">31</a>	P1	<a href="#">29 (2JZ-GE)</a>
F9	<a href="#">28 (2JZ-GE)</a>	P1	<a href="#">27 (1UZ-FE)</a>		



## : RELAY BLOCKS

Code	See Page	Relay Blocks (Relay Block Location)
2	<a href="#">19</a>	R/B No. 2 (Engine Compartment Left)
4	<a href="#">23</a>	R/B No. 4 (Front Side of J/B No. 1)



## : JUNCTION BLOCK AND WIRE HARNESS CONNECTOR

Code	See Page	Junction Block and Wire Harness (Connector Location)
1B	<a href="#">20</a>	Engine Room Main Wire and J/B No. 1 (Left Kick Panel)
1I	<a href="#">20</a>	Cowl Wire and J/B No. 1 (Left Kick Panel)
1J		
1K		



## : CONNECTOR JOINING WIRE HARNESS AND WIRE HARNESS

Code	See Page	Joining Wire Harness and Wire Harness (Connector Location)
EB1	<a href="#">36 (1UZ-FE)</a>	Engine Wire and Engine Room Main Wire (Front Side of R/B No. 2)
IE1	<a href="#">40</a>	Engine Room Main Wire and Cowl Wire (R/B No. 4)
IJ1	<a href="#">40</a>	Engine Wire and Cowl Wire (Right Kick Panel)



## : GROUND POINTS

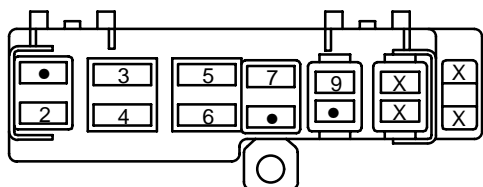
Code	See Page	Ground Points Location
IF	<a href="#">40</a>	Left Kick Panel



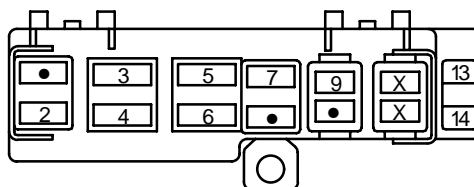
: SPLICE POINTS

Code	See Page	Wire Harness with Splice Points	Code	See Page	Wire Harness with Splice Points
E10	36 (1UZ-FE)	Engine Room Main Wire	I25	42	Engine Wire
	38 (2JZ-GE)		I26		
I2	42	Cowl Wire	I27		
I3					

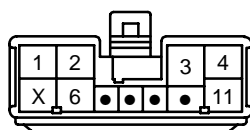
(1UZ-FE) F9



(2JZ-GE) F9



I15



P1 GRAY

