

Parker *Fly* Classic OEM Controls Wiring, Options & Simple Hand Wiring Notes for Mag-PUP Switching.

If you want to fill an empty hole after a mod you may want to un-stack the Piezo volume and tone control using two new 10k pots. Finding a satisfactory set of matching knobs becomes the hard part.

- 0) Remove Tapes "A" & "B": Un-Solder and remove the flex-tape headers A & B and rewire into newly emptied holes.
- 1) **Mod Option: Remove Master Volume:** Make mods shown for "Tape A", the (2) 10k resistors and the jumpers off them. Add (2) two 1/8th watt 10k resistors where shown. 10k "a" pin1 to "a" pin4, and 10k "a" pin3 to "a" pin6. Loop the resistor leads back up from the back side to make the two jumpers. Jump "a" pin1 to "a" pin5, and then jump "a" pin2 to "a" pin3.
- 2) **Mod Option: Remove 3-way mag/piezo switch:** Simply remove it.
- 3) **Mod Option: Remove Mono/Stereo "Red" button:** Remove it and jumper tape header pins: "B" pin8 to "B" pin9.
- 3) **Mod Option: Replace funky input/power switch jack:** Use a HQ barrel input jack with the traditional sleeve contact for grounding the battery to the circuit. Connect mag-out "B" pin5 to output plug "tip".

Check the pinout on your mag switch to logic. Create your own truth table for any switch you are contemplating the use of. They are not all the same. Understand the coil tapping being accomplished and adjust wiring as needed.

With all the mods done correctly you will still have all the basic functions except stereo output. No master volume, blend using piezo and mag. volume knobs, or use a volume peddle. No mag/piezo switch, both always on. Balance full output blend level with the existing on-board trim pot. No stereo output. Just a good solid mono plug with power-on ground wiring.

Now find a good hardware store and get some nice black-vinyl snap-in caps to finish up and your done. Note you may need a couple of different size plugs depending on what you have removed.

