



Team Magic E4RS Tips "The E4 Solution" By Lionel Troyon

Tip 12: CVDs

I noticed a lot of play on our wheels. The caster and toe-in set-up is difficult, because of that play. It's simply due to the CVD component's wear. As you can see on the first picture, the CVD parts have many signs of inappropriate movements.

So, after testing some solutions and ideas, I got some 503261 wheel axles from Team Magic. I tested those wheel axles on my CVDs, assembled as you can look on second picture: the dogbones (503124 for front and 503216 for rear) are E4RS originals, the wheel axles are E4J (503261) and the hex adapters I use are Kfactory (K1418-1).

The solution isn't perfect on front, as the CVD pin for 503124 are smaller than the rear CVD pin... So, there is a little play between the pin and the 503261 wheel axle.

On the track, the car is really more reactive to the setup, because of the drastically reduced play. The car is more consistent, stable and predictable.

This is a **BIG STEP** on the E4RS development.



Modified CVD



Components

