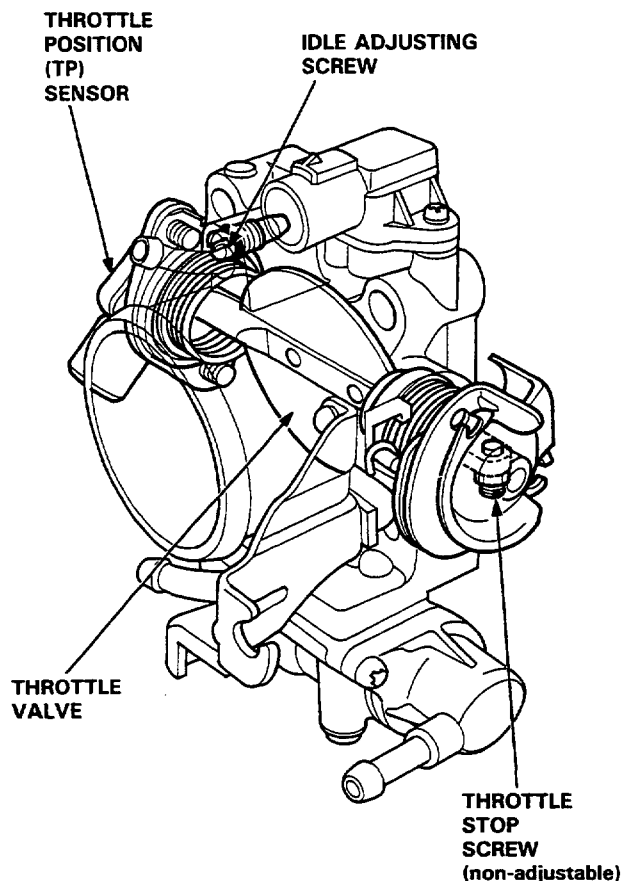


Intake Air System

Throttle Body

Description

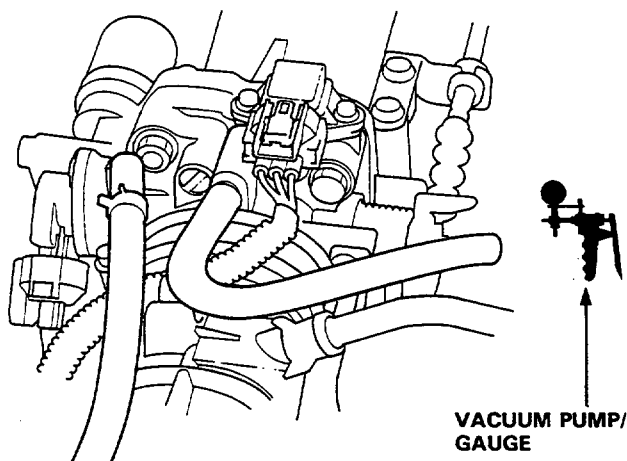
The throttle body is of the single-barrel side-draft type. The lower portion of the throttle valve is heated by engine coolant which is fed from the cylinder head. The idle adjusting screw which increases/decreases bypass air and the evaporative emission (EVAP) control canister port are located on the top of the throttle body.



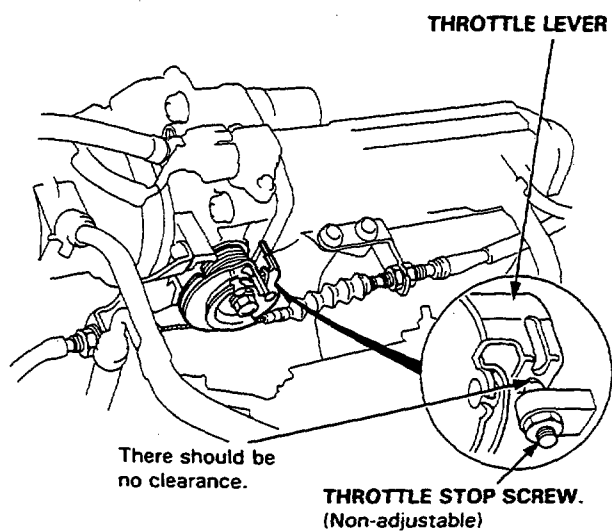
Inspection

CAUTION: Do not adjust the throttle stop screw. It is preset at the factory.

1. Start the engine. Hold the engine at 3,000 rpm (min^{-1}) with no load (A/T in **N** or **P** position, M/T in neutral) until the radiator fan comes on, then let it idle.
2. Disconnect the vacuum hose (to the EVAP control canister) from the top of the throttle body; connect a vacuum gauge to the throttle body.



3. Allow the engine to idle and check that the gauge indicates no vacuum.
 - If there is vacuum, check the throttle cable (see page 11-97).
4. Check that vacuum is indicated on the gauge when the throttle is opened slightly from idle.
 - If the gauge indicates no vacuum, check the throttle body port. If the throttle body port is clogged, clean it with carburetor cleaner.
5. Stop the engine and check that the throttle cable operates smoothly without binding or sticking.
 - If there are any abnormalities in the above steps, check for:
 - Excessive wear or play in the throttle valve shaft.
 - Sticky or binding throttle lever at full close position.
 - Clearance between throttle stop screw and throttle lever at full close position.



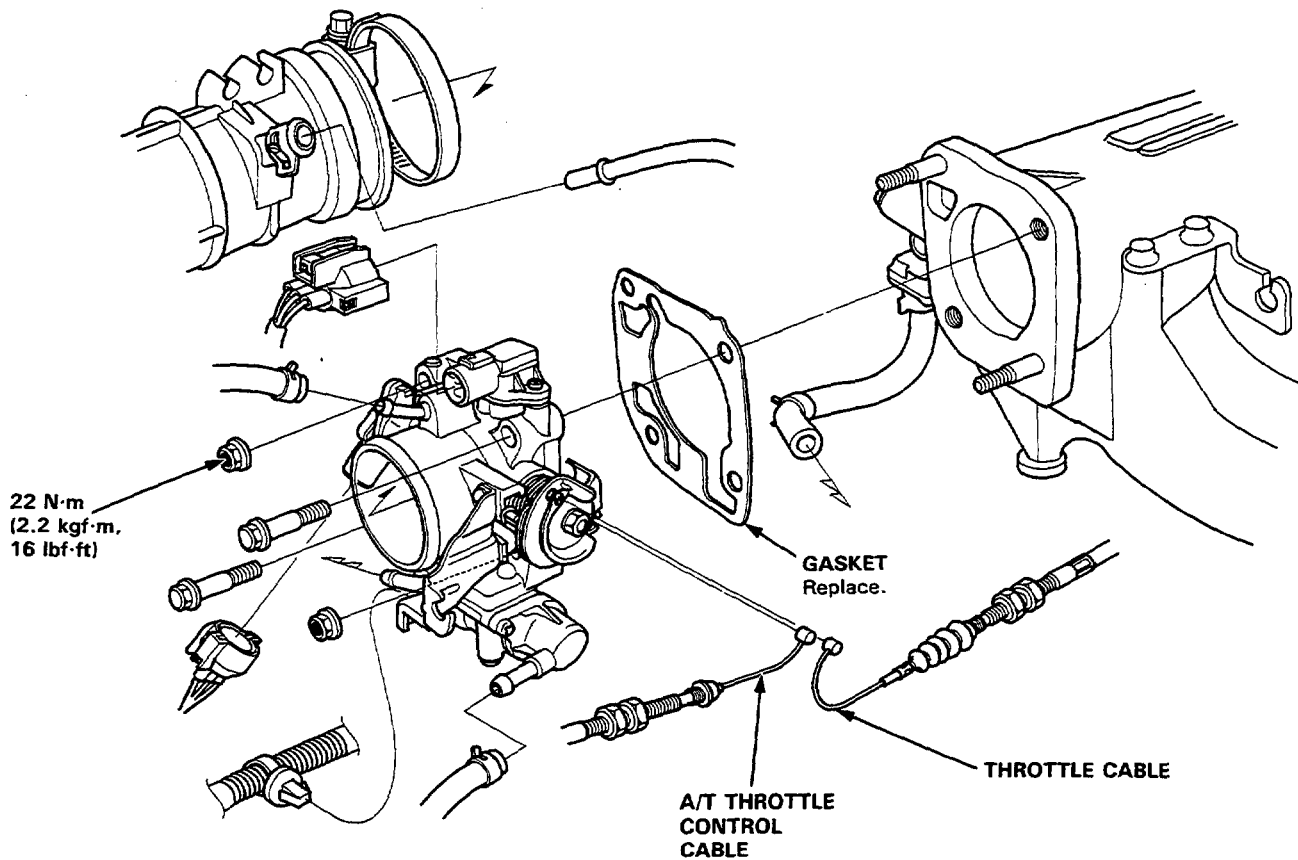
Replace the throttle body if there is excessive play in the throttle valve shaft or if the shaft is binding or sticking.

(cont'd)

Intake Air System

Throttle Body (cont'd)

Disassembly

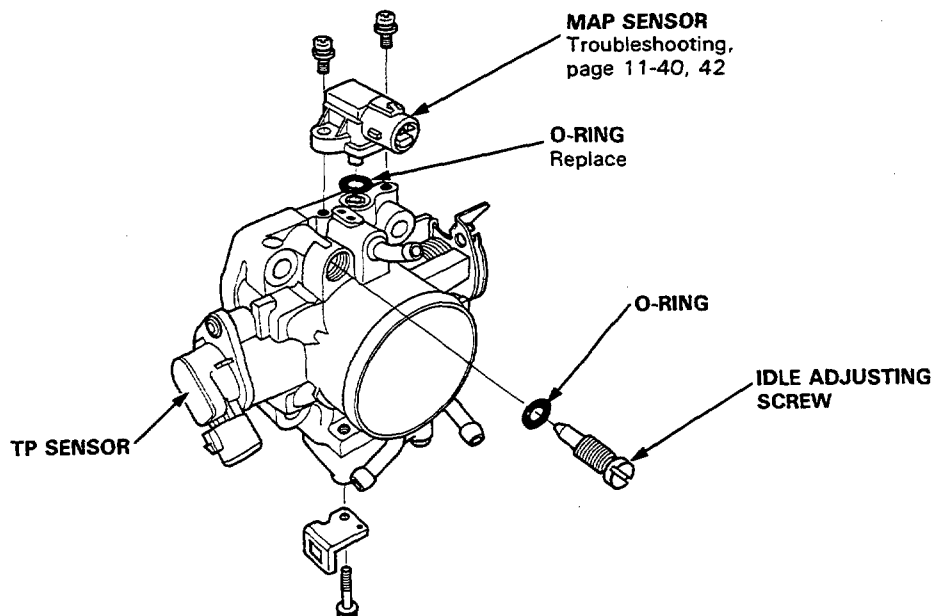


CAUTION:

- The throttle stop screw is non-adjustable.
- After reassembly, adjust the throttle cable (page 11-97), and A/T throttle control cable (section 14) for cars with A/T.
- The TP sensor is not removable.



D15Z3 engine:



Except D15Z3 engine:

