

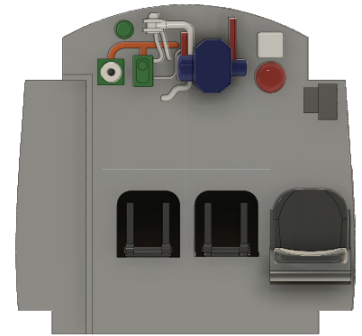


Mark Pearson's build guide can be found over at
www.milepost128modelling.co.uk/rtc-tribometer-auto-trailer-using-the-12a-conversion-kit

Thank you for purchasing this scratchbuilding aid.
 Before you start, there are a few things you need to know with regard to working with resin 3D printed items:

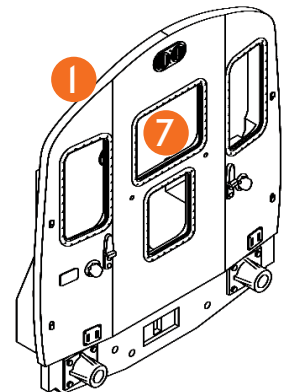
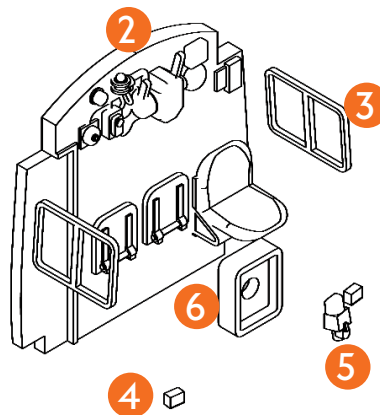
- Resin prints can be glued with cyano adhesives such as superglue. Solvents such as MekPak, PlasticWeld and Liquid Poly are not suitable.
- Resin prints cannot be trimmed with knives, scalpels, or trimmers. Attempting this will result in a shattered piece.
- Resin prints can be shaped and trimmed using files (we recommend diamond files) and sandpapers.
- Resin prints can be painted with acrylic and enamel paints.
 We strongly recommend the use of a filler primer to correct any surface blemishes or layer lines which are an inevitable unwanted side-effect of the process.
- As resin printing is a wet process, some shrinkage of components is inevitable.
 Whilst we engineer this in at the CAD stage, some manufacturing shrinkage is inevitable and can be corrected with fillers. We recommend Valejo Liquid Putty or Revell Plasto.

Bulkhead Painting Guide

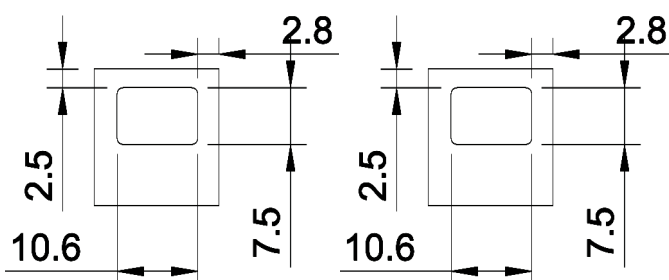


Contents:

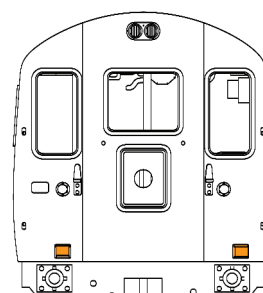
1. Cab with interior detail
2. Bulkhead with detail
3. Side Window overlays x2 (plus spare)
4. Lighting cable pockets x2 (plus spare)
5. ETH Socket
6. LED mounting box for headcode panel
7. Laser-cut Glazing



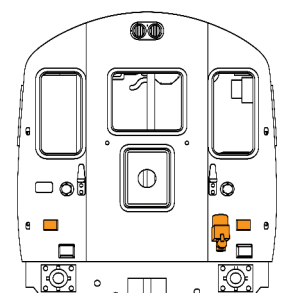
Cut out the driver's side window aperture templates below and place them on the coach sides using the dimensions as a guide for placement. Double sided tape or sellotape is ideal as a temporary bond.
 Accuracy is vital here in order to ensure the frame overlays fit without gaps.



The position of the lighting conduit pockets changed at least once during the vehicle's lifespan. Select the position based on the era being portrayed. Consulting photographs is highly recommended!



Early Period
Low Pockets



Late Period
High Pockets and ETH Socket