

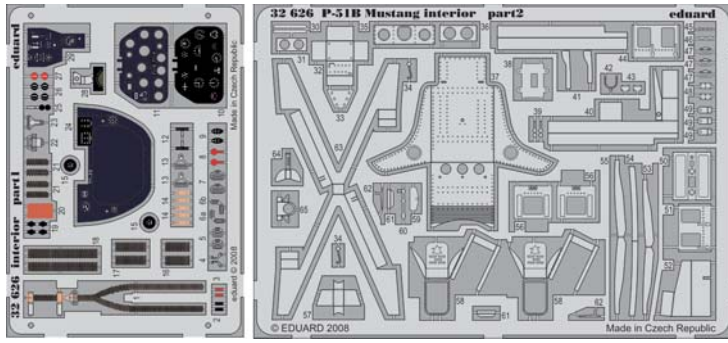


P-51B Mustang interior S.A.

eduard

32 626

1/32 scale detail set for Trumpeter kit • sada detailů pro model 1/32 Trumpeter



32 626
P-51B Mustang
interior

Film

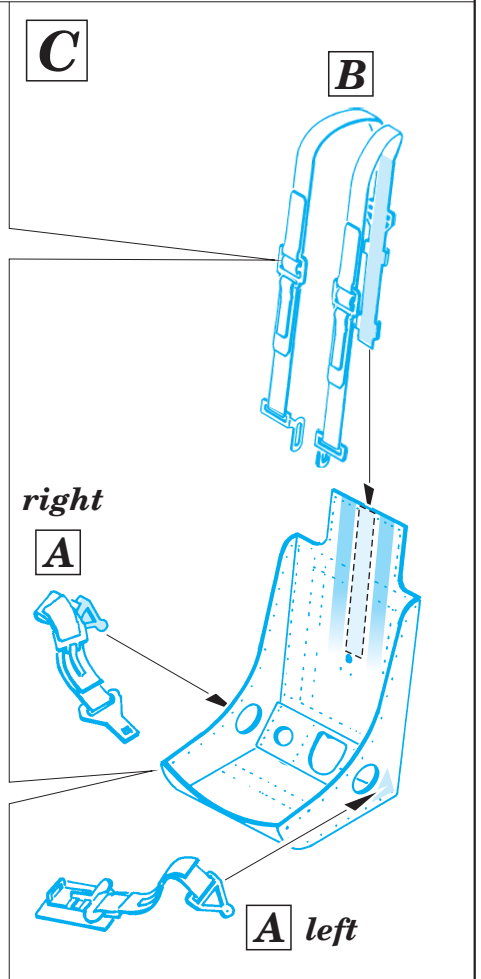
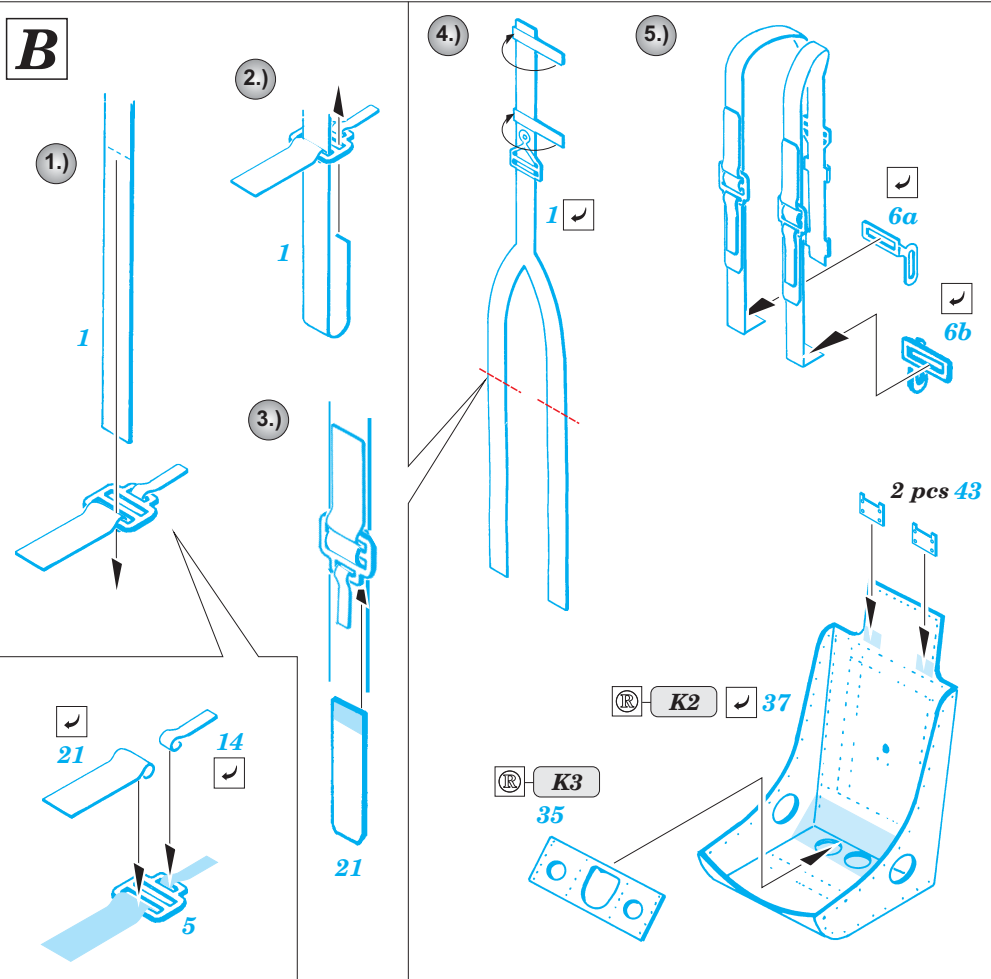
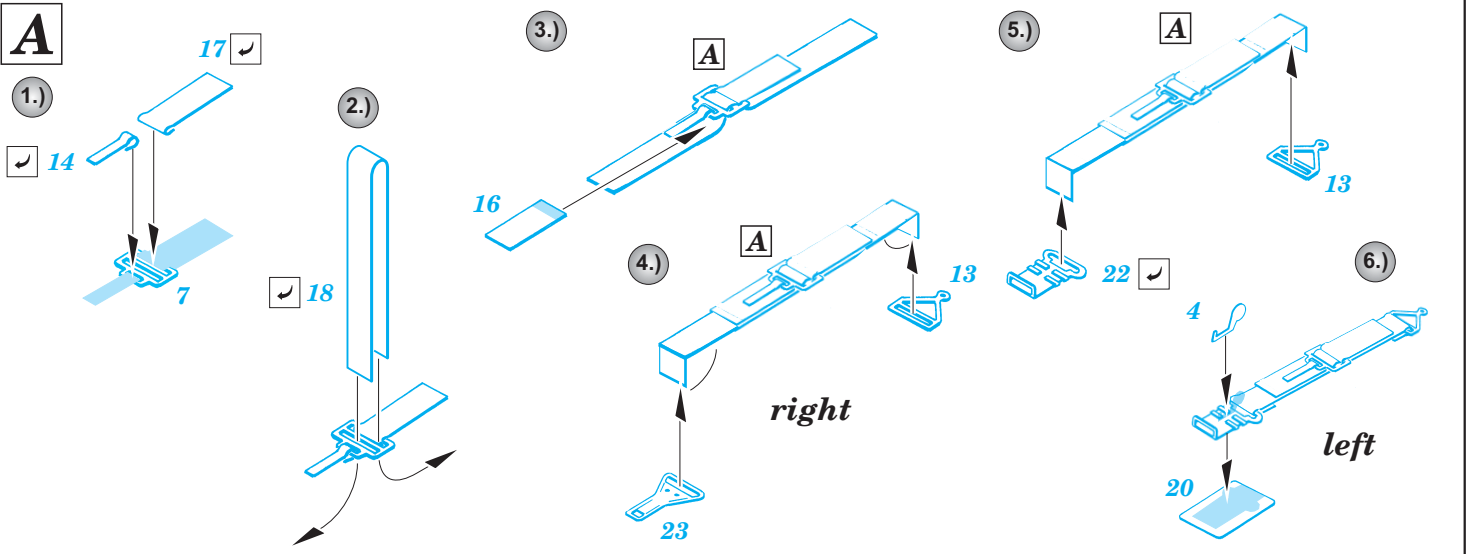
- APPLY EXPRESS MASK AND PAINT BEFORE GLUING
POUŽIT EXPRESS MASK NABARVIT PŘED SLEPENÍM
- SYMETRICAL ASSEMBLY
SYMETRICKÁ MONTÁŽ
- REMOVE
ODSTRANIT
- GRIND
OBRUSIT
- DRILL HOLE
VRTAT OTVOR
- BEND
OHNOUT
- OPTION
VOLBA
- REPLACE
NAHRADIT

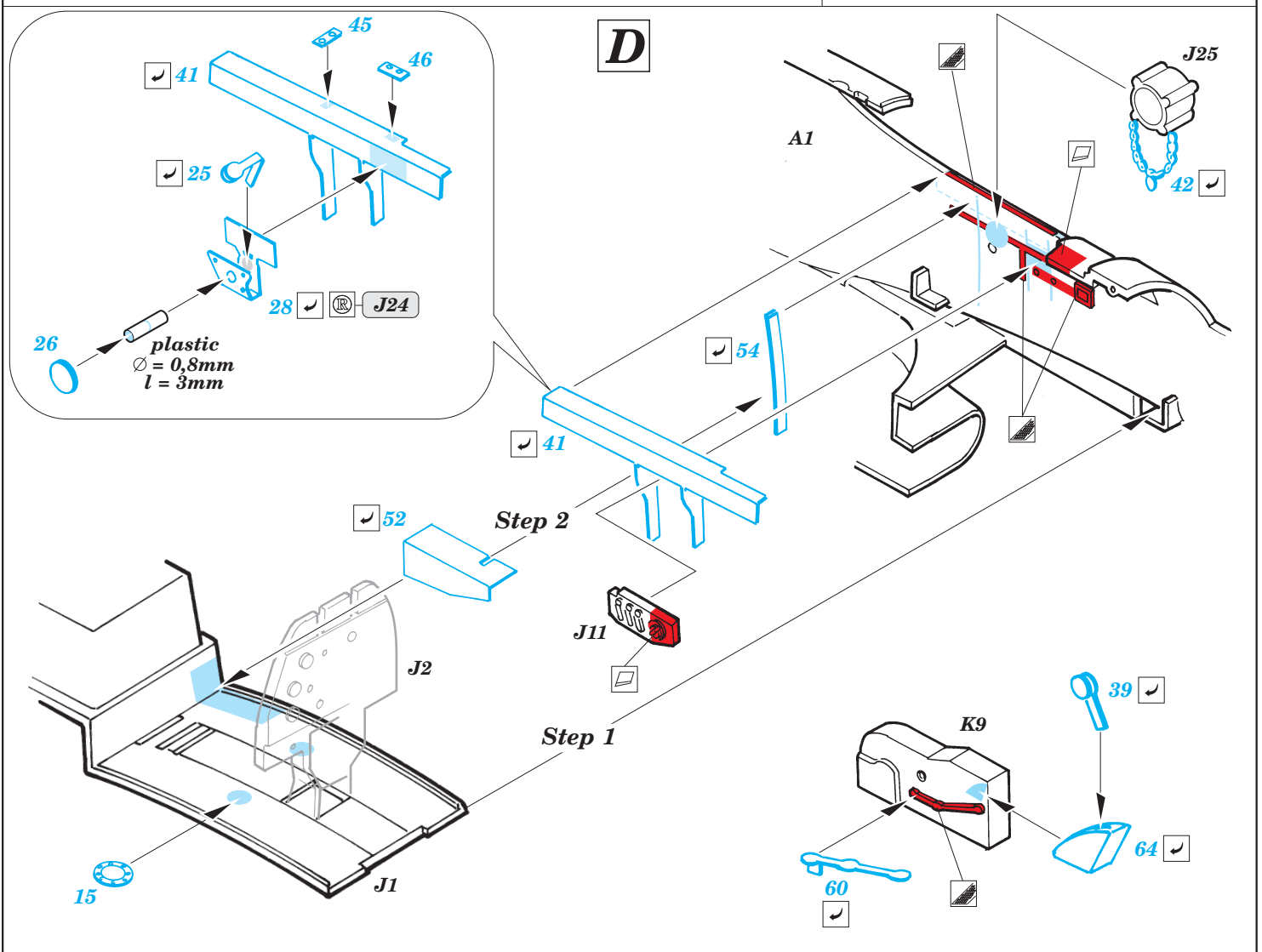
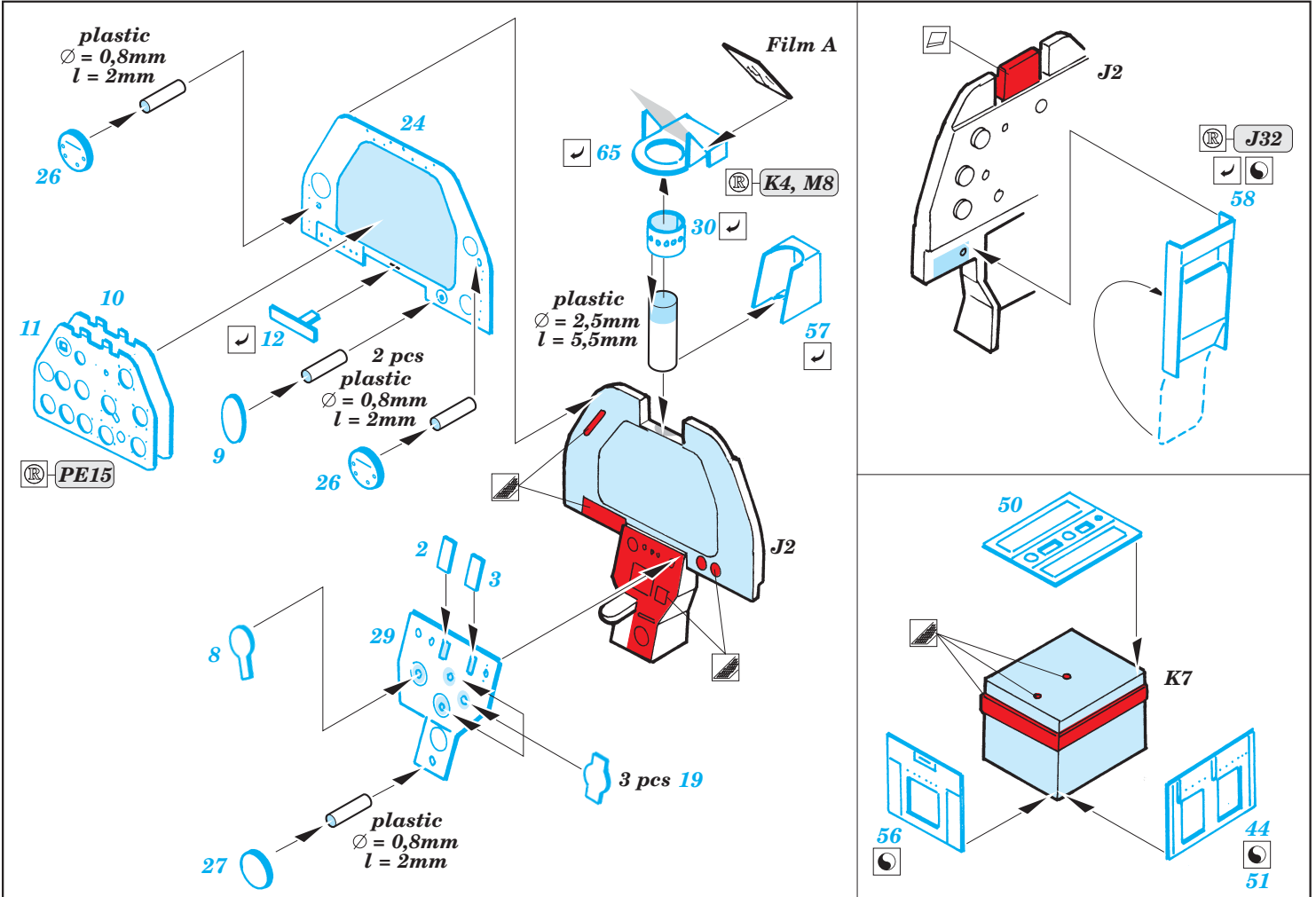
ORIGINAL KIT PARTS
PŮVODNÍ DÍLY STAVEBNICE

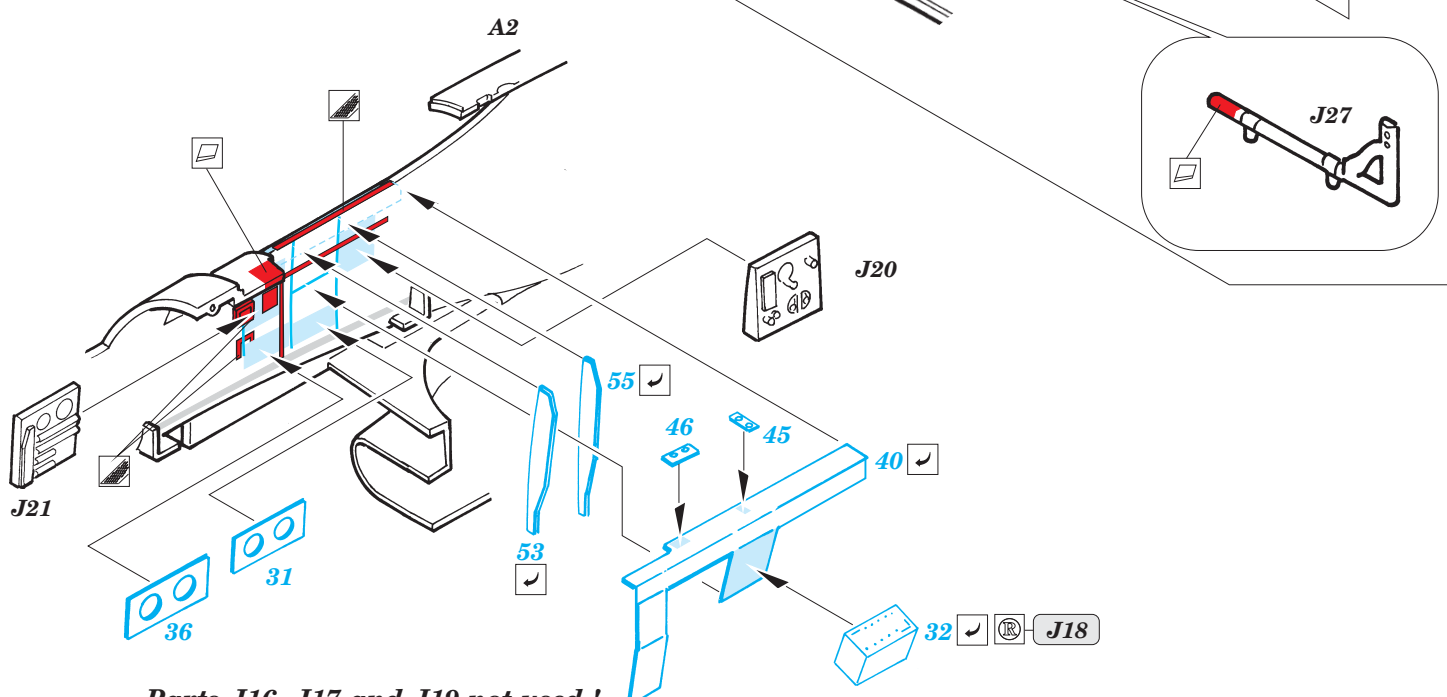
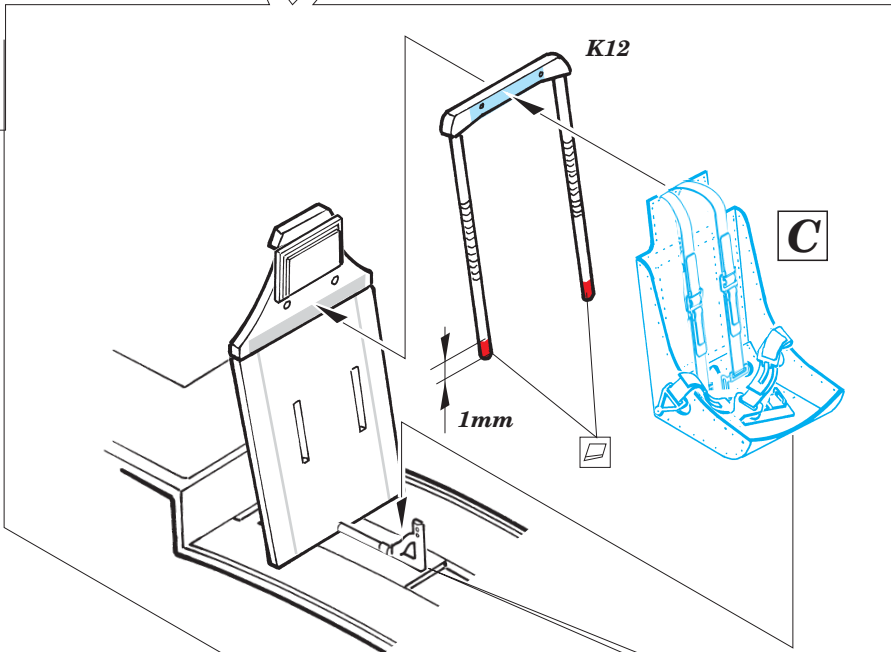
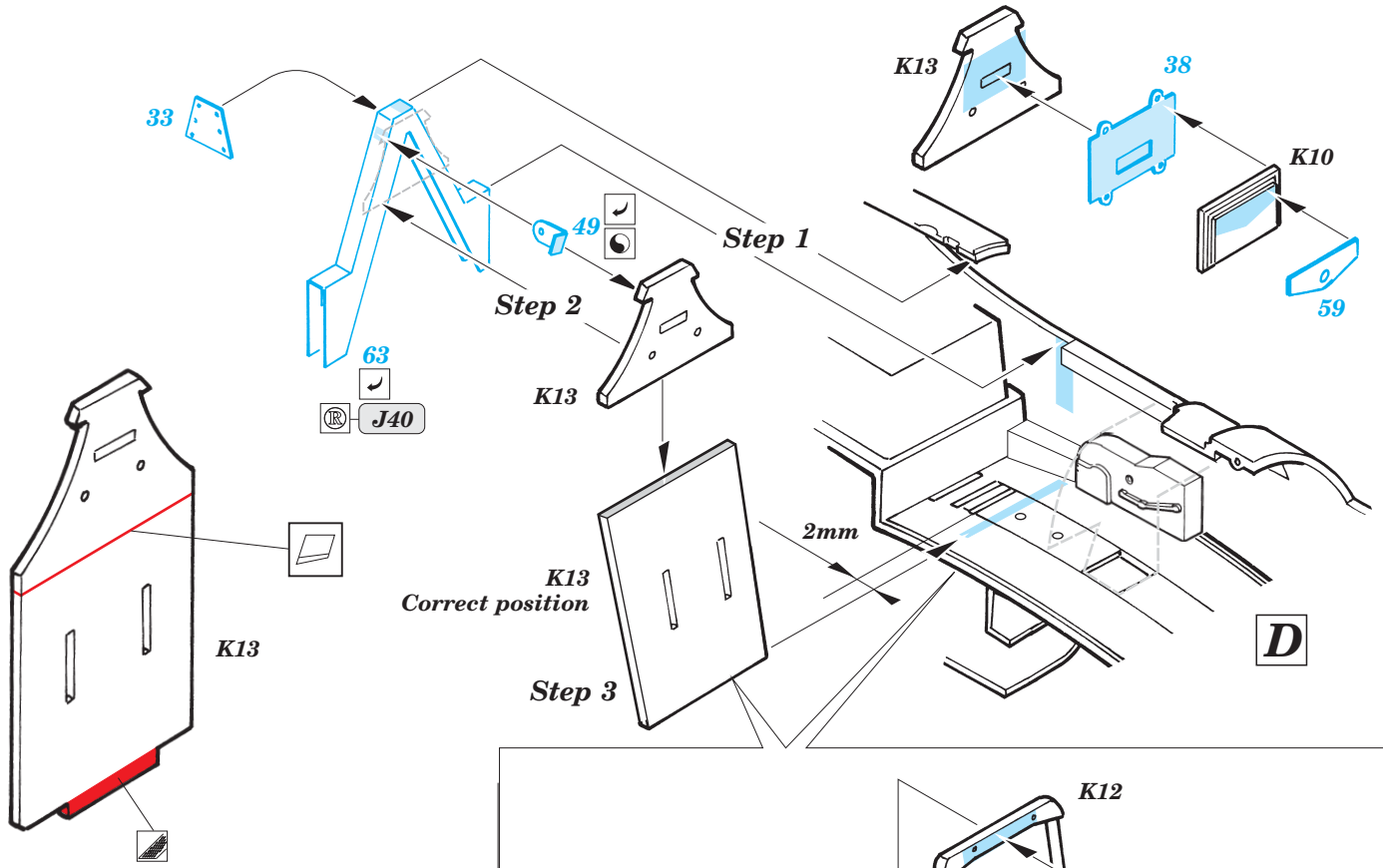
PHOTO-ETCHED PARTS
LEPTANÉ DÍLY

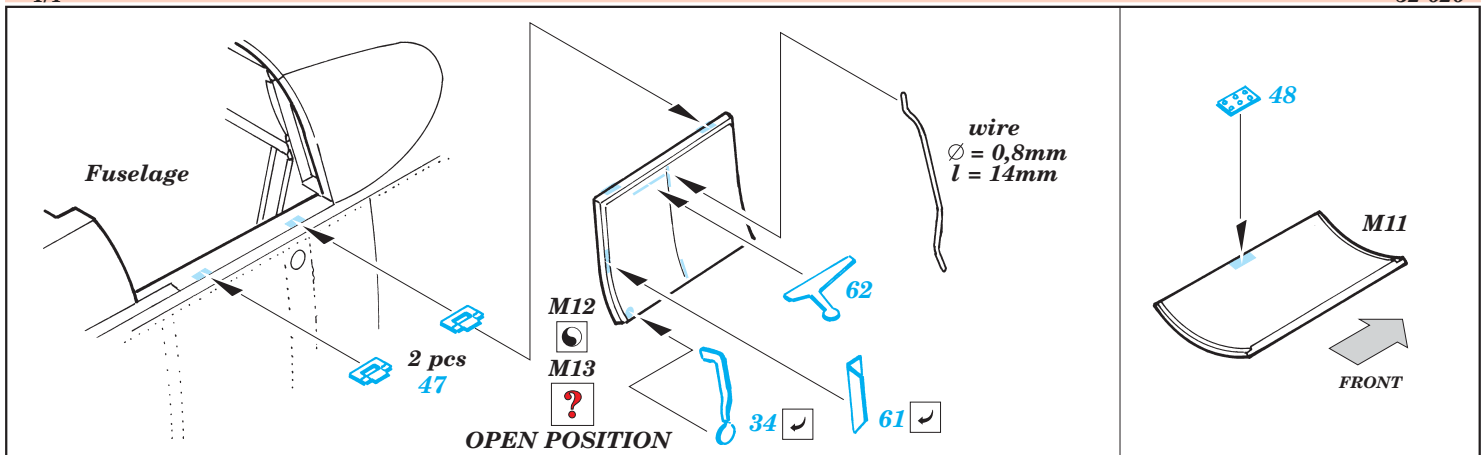
PARTS TO BE REMOVED
DÍLY K ODSTRANĚNÍ

FILL
TMELIT



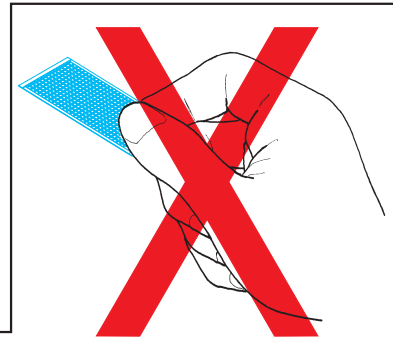
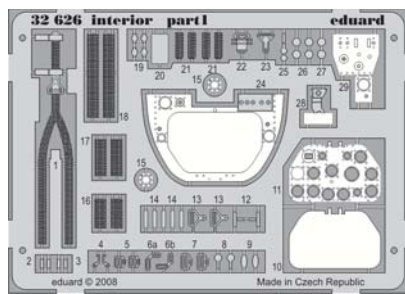




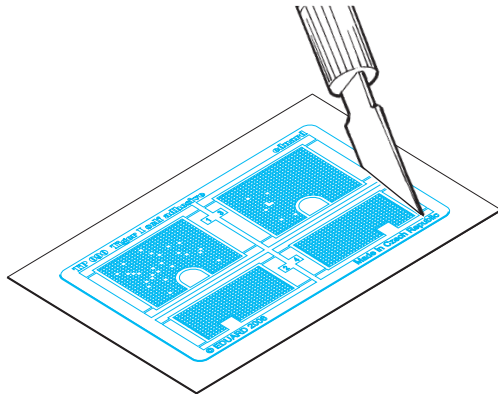


For further detail sets look for **eduard** 32 625 P-51B Mustang placards
(not included in this set)

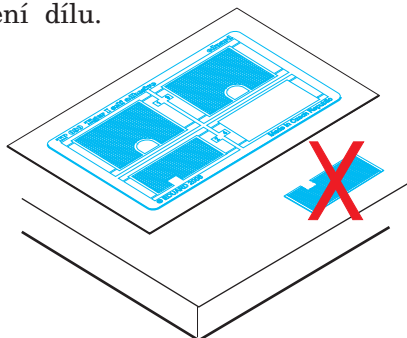
P-51B Mustang interior self adhesive



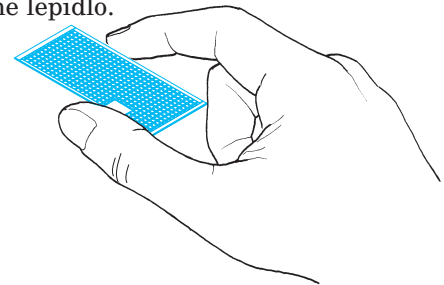
1. Separate the etched components from their frames on the protective paper. Removal from the paper is done only after separation of the parts from the frames.
1. Samolepicí díly oddělujte od rámečku na podkladovém papíře. Po oddělení je sejměte z krycího papíru.



2. Do not inadvertently place etched components on an unwanted surface. Attempts to remove will result in damage to your part.
2. Nepokládejte samolepicí díly na volné plochy. Pokud je omylem přilepíte, při pokusu o odlepení dojde k poškození dílu.



3. Do not touch the adhesive areas of the etched components.
3. Nesahejte na části dílů, na kterých je naneseno lepidlo.
4. Hold the parts by the edges, or at areas free of adhesive.
4. Samolepicí díly berte za hrany nebo za části, na kterých není nanesené lepidlo.



5. Lightly place the component in the desired location and position. Adjust as required. The component will be permanently affixed when pressed onto its intended location, its location can be adjusted.
5. Díl lehce položte do pozice, ve které má být nalepen. Upravte přesnou pozici a přimáčkněte. Díl dokonale přilne až po přimáčknutí, před přimáčknutím lze dílem opatrně manipulovat.

