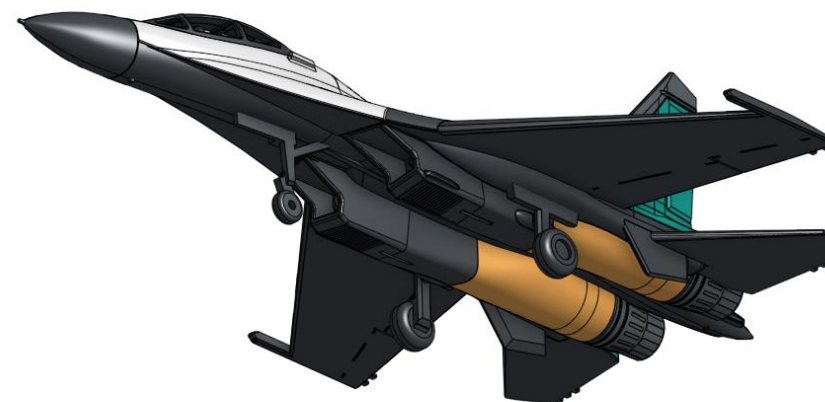


Notice de montage
Mini SU-30 V1.0A
Ech 1:144



(FR) Conseils pratiques:

- Préparez les pièces (ponçage/ébavurage) pour améliorer le niveau de finition.
- La première couche des impressions FDM étant souvent écrasée, il y a souvent une arrête débordante à ébavurer à ces endroits,
- Utilisation de glue cyano ou colle époxy.
- Peindre les pièces avant assemblage + peindre les finitions éventuelles après assemblage.
- Ne pas utiliser trop de colle pour éviter les débordements.
(et la dégradation de la peinture)
- Essayer d'assembler chaque étape avant de coller. (Assemblage a blanc)
- Poncer les surfaces à coller avant d'assembler
(le mieux étant de ne pas peindre les surface en contact des collages)
- Des retouches de peinture + un vernis de finition appliqués à la fin de l'assemblage peut améliorer le rendu.

(EN) Practical tips:

- Prepare parts (sanding/deburring) to improve finish.
- The first layer of FDM prints is often crushed, so there is often an overflowing edge to be deburred in these places.
- Use cyano glue or epoxy glue.
- Paint parts before assembly + paint any finishing touches after assembly.
- Don't use too much glue to avoid overload (and paint degradation)
- Try to assemble each step before gluing.
- Sand the surfaces to be glued before assembly
(the best way is not to paint the surfaces in contact with the gluing).
- Paint retouching + a finish varnish applied at the end of the assembly can improve the rendering.

1

Sanded & deburred printed parts



Pre painted with theme
or colored printed parts

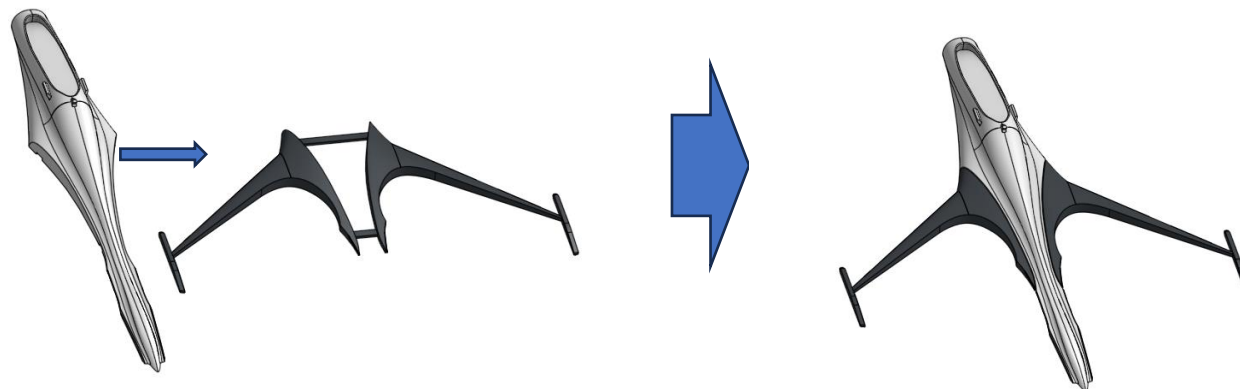
Landing Gears option

2



Canopy assembly
you can fold the two pieces on top of each other
for glue alignment

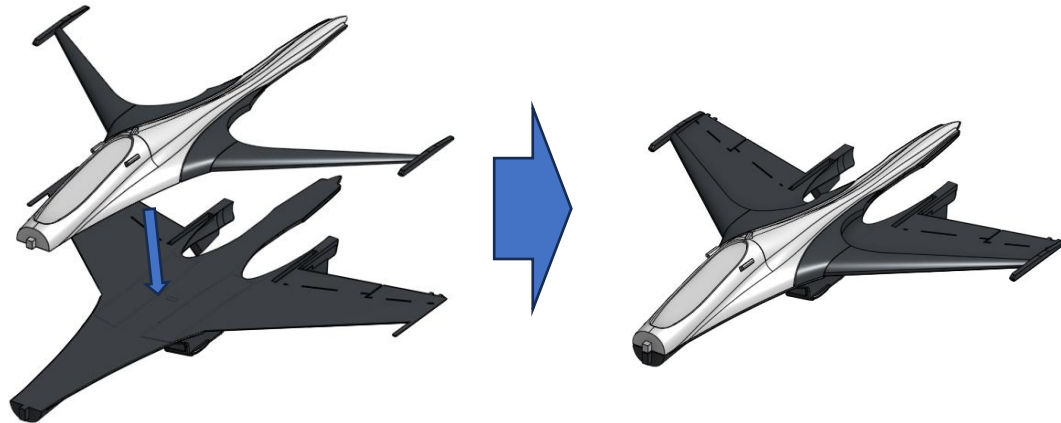
3 Top fuse assembly



⚠ Use a flat surface to assure the alignments

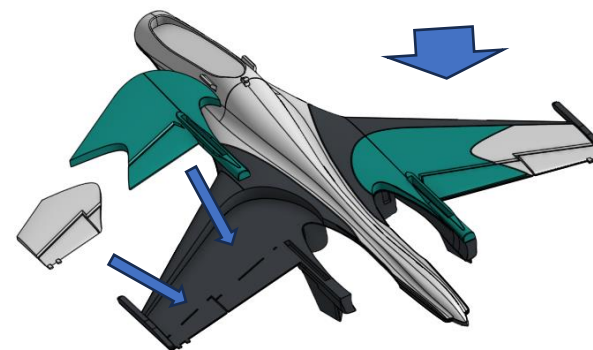
4

Fuselage assembly



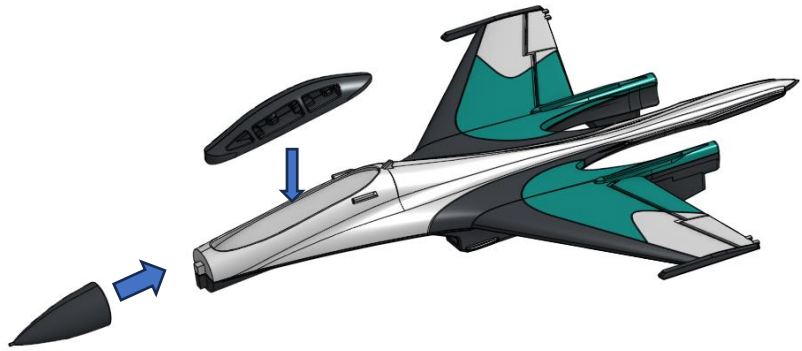
5

wings



6

Canopy/Nose



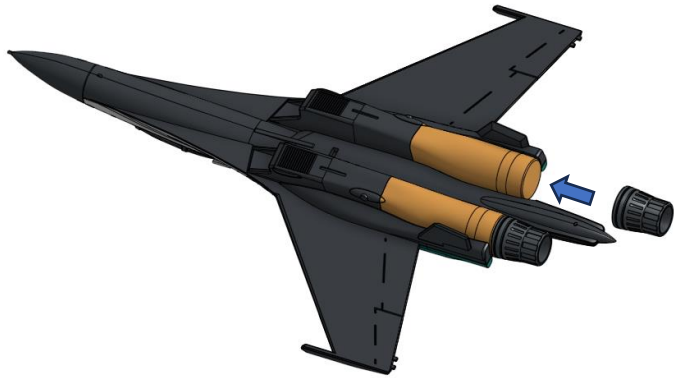
7

engines



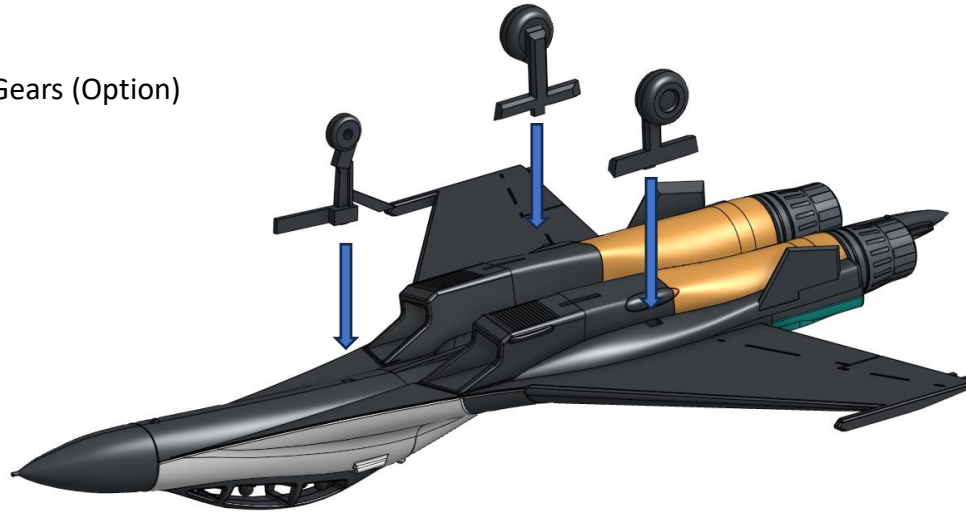
8

exhaust



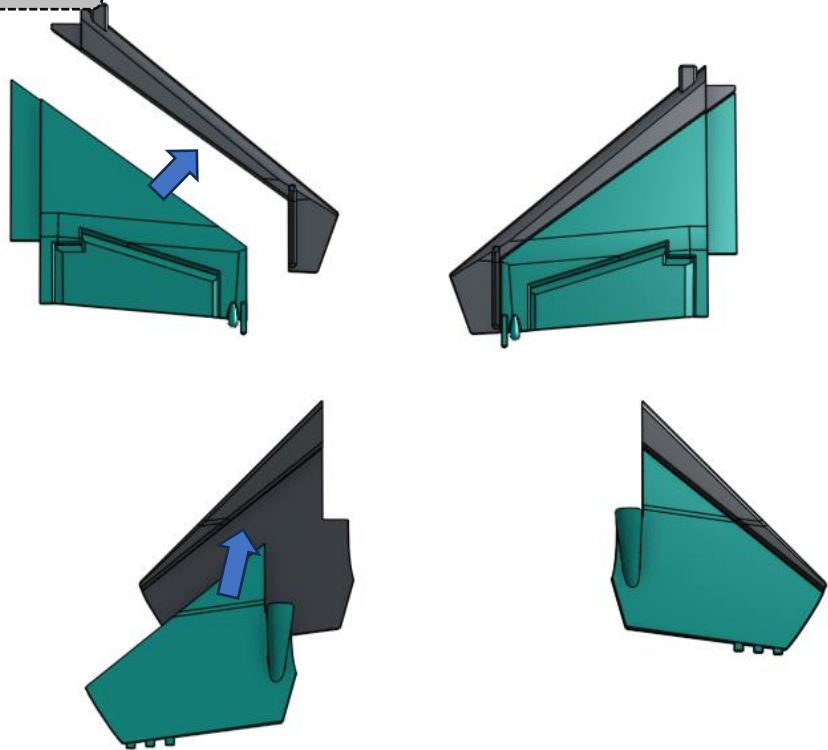
9

Gears (Option)



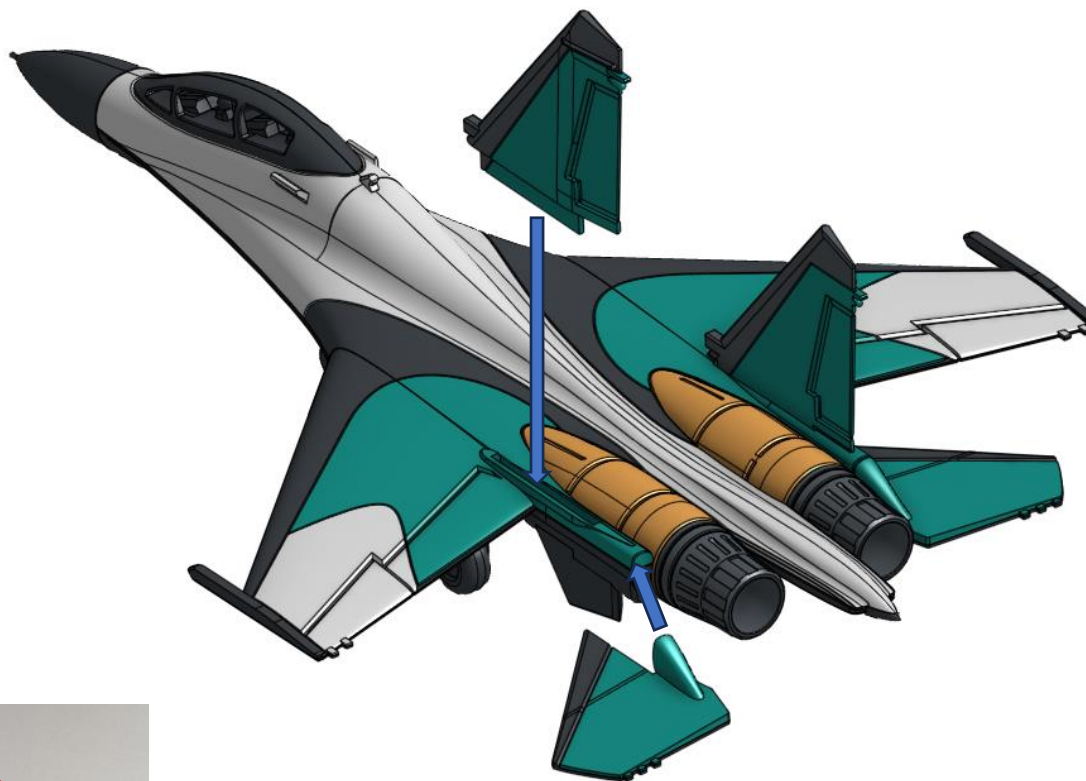
10

Stabs pre-assembly



11

Stabs assembly



12

Stand Option



Stand position hole

