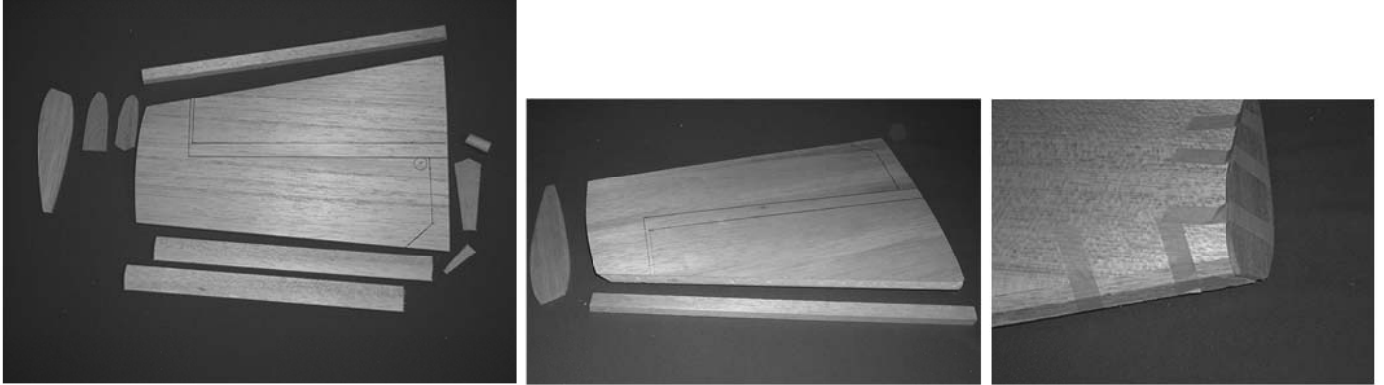
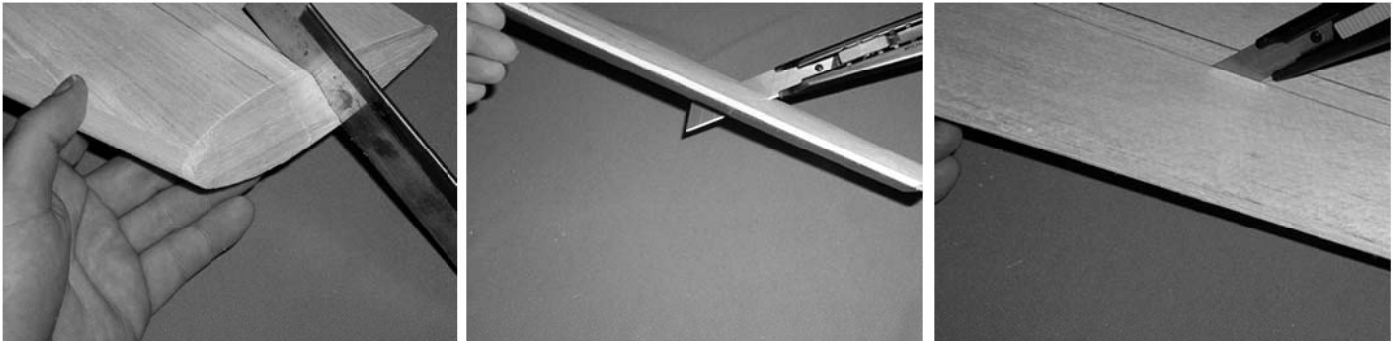


Stab Construction

Glue the leading edge 10x18mm stick and the stab tip, this will be done with high quality vinilic glue.

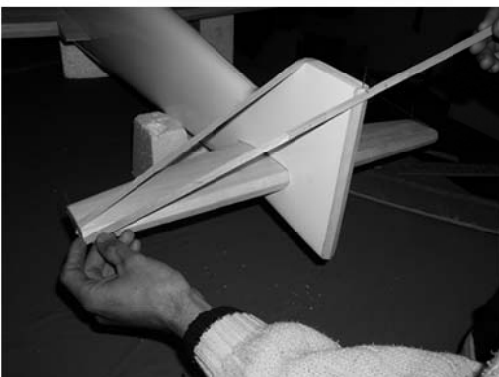
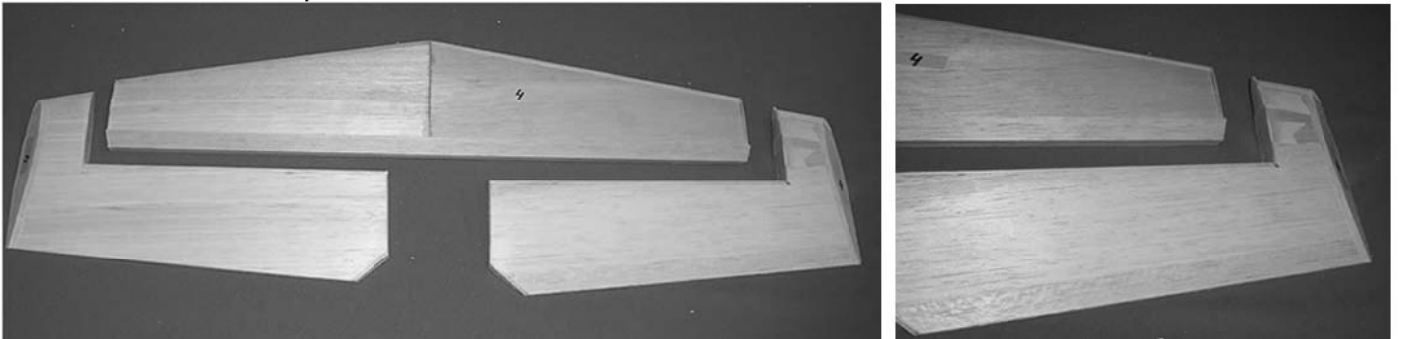


Next step will be to cut the elevator, which comes already marked discouting 8mm to each side of the hinghe line in the upside and downside of the stab, this will provide enough room for highing the elevator.



Glue a 2mm balsa stick in the tip and inside face of the elevator. Make the correct cut of the elevator against the fuselage so it doesn't bother the rudder movement with full deflection. Each semi elevator will take 4 to 5 CA or DUBRO hinghes.

Then you will need to join the two halves of the stab and place a central fiberglass reinforcement with epoxi.



Place the stab in the fuse, if neccessary sand then fit until suits perfectly. The incidence is given by making the hole in it.

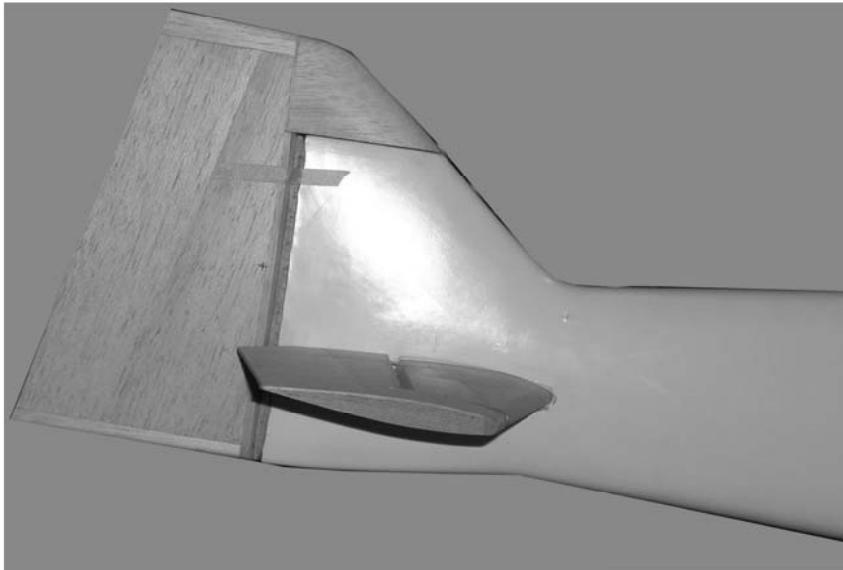
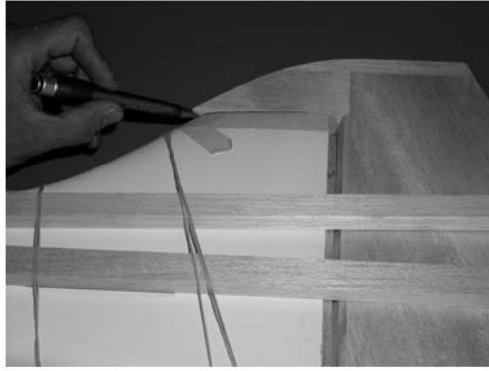
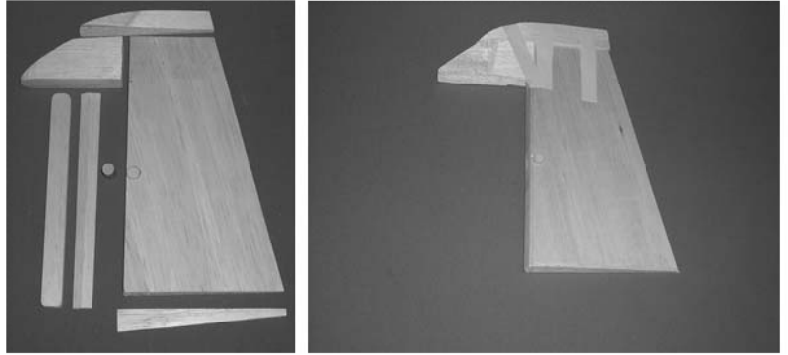
Then you will make the hole for the elevator servo. We suggest two 5-7 kg torque servo over each side of the fuse or only one 6-8 kg torque servo with high quality according to the engine you will use and also according to the fuel tank you will use.

In case you use an engine without pump and the fuel tank at the front of the fuse, you must place the servos at the back of the fuse so you can get a correct balance.

If you use an engine with pump and the tank in the middle you can choose to place the servo in the center of the fuse.

Rudder Construction

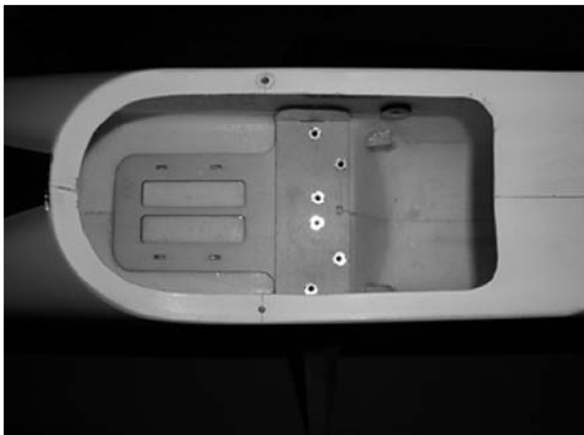
Place the 8mm balsa for the back hinging and rudder tip and the balsa stick over the downside of the rudder, then you will sand until match the profile of the fuse. Then give the correct chanfer so it gets the correct deflection to both sides. This sticks will be glued with vinilic glue.



Once dry sand the sticks. The rudder will take 4-5 DU-BRO or CA hinges. Once adjusted put the dowell where the rudder thrust will be placed.

Landing Gear

For placing it you will make holes in the fuse floor us indicated in the picture. Use 4/40 screws.



Wheel Pants

Glue a 3mm plywood for reinforcement inside the wheelpant. Make sure you glue one to the right side and one to the left side.

Then sand the inside of the fiberglass for a better gluing of the reinforcement, put CA and leave till dry, then glue with epoxi.



Align the wheelpant and then make a hole for the holding screw of it, with a 4/40 screw with brin-nut. The diameter of the wheel is 60mm.

RADIO INSTALLATION

Pre-install the servos and prepare the push-pull cables for the rudder

We suggest for elevator (MK bell crank) or two servos in the rear of the fuselage as show the picture. For ailerons we suggest pushrod 2-56 with clevis as shown in the picture.



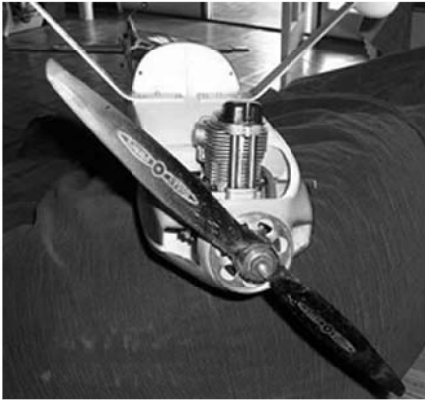
MOUNTING THE ENGINE

Distance between firewall F1 and spinner back plate is 120 mm.

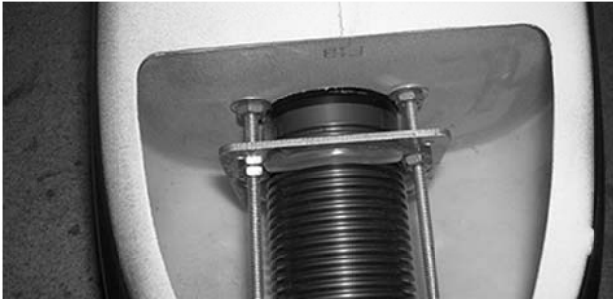
To center the engine you can proceed as follows:
Now you can fix the motor to the motor mount using appropriate screws or bolts & nuts, observing the distance of 120 mm from F1 to the spinner back plate.



We recommend setting the motor at 45° sideways, so that the muffler can exit by the bottom of the fuselage. For this you will need to cut an opening in the chin cowl. In this case you may also cut an opening in the nose side. In case you mount a 4-cycle engine, you can fix it upside down, as shown in the picture.



Another case can be to place an electric engine, you can fix it with any commercial mount, using the same installation process than with a glow engine.



CONTROL SURFACE THROWS

SPORT FLYING:

AILERONS: 25° each side. Exponential 50%
ELEVATOR: 20° each side. Exponential 40%
RUDDER: 30° each side. Exponential 30%

3D FLYING:

AILERONS: 45° each side. Exponential 60%
ELEVATOR: 45° each side. Exponential 50%
RUDDER: 40° each side. Exponential 40%

This throws are only orientative, then you should adjust them according to your preferences.

CG Gravity Center

After balancing the aircraft laterally (hold model by the tailwheel and tip of the spinner Airplane should remain horizontal. If not, add weight to the wing tip that goes "up")
The CG should be between 30 and 35% of the wing chord (between 140 and 160 mm of the wing's leading edge, measured at the fuse side)

For 3D flight, CG may be moved to between 35 and 40% of the wing chord. (between 160 and 180 mm of the wing's leading edge, measured at the fuse side)

The CG should be checked with the model upside down and completely installed with the tank empty. This CG are only orientative, then you may adjust it according to your flying preferences.



WE HOPE YOU ENJOY BUILDING AND FLYING THIS MODEL, REMAINING AT YOUR SERVICE FOR ANY QUESTION ON BUILDING, INSTALLING, TRIMMING AND FLYING.

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