

TRANSPORT WINGS

1:72 Multi-Media Kit of the



767-200 For use with separate decal packs

History, Notes and Instructions

Introduction

TRANSPORT WINGS kits are model kits of large aircraft - the experienced modellers can now own 1:72 models of many of the world's largest airliners and their military transport variants. Because of their size, they are moulded in very heavy (2 mm) plastic, and are supplied with all parts pre-cut. Additional cutting and sanding is required, and the parts are assembled with polystyrene cement, as with any other plastic kit. Resin or metal parts should be attached with super glue (cyanoacrylate) or 5-minute epoxy as the builder prefers.

Packaging of this kit.

To give the widest possible range of livery decals, the models is supplied with the components and silkscreen printed window decals in one package, plus a separate inkjet or laser printed decal sheet for your chosen livery.

History

The Boeing 767 was the first wide-body twinjet produced by Boeing, the 767 was conceived and designed in tandem with the narrow-body Boeing 757 twinjet. The airliners share design features and flight decks, enabling pilots to obtain a common type rating to operate the two aircraft.

The airliner has been produced in three fuselage lengths. The original 767-200 entered airline service in 1982, followed by the 767-300 in 1986, and the 767-400ER in 2000. The 767-200ER and 767-300ER have added payload and range. The 767-300F, a production freighter version, entered service in 1995.

The 767 is regarded as an ETOPS pioneer, being the first to receive 180-minute approval by the Federal Aviation Administration (FAA).

Military variants of the 767 include an AWACS version for Japan, tankers for Italy and Japan and now the KC-46A, the next generation of tanker for the USAF.

General Characteristics (-300)

Primary Function: Long range airliner
Builder: Boeing Aerospace Co.

Power Plants: Four General Electric CF-6 turbofan engines (this model)

Length: 159 feet 2 inches (48.5 metres)
Wingspan: 156 feet 1 inches (47.6 metres)
Height: 52 feet 11inches (16.13 metres)

PARTS LIST

Vacformed Part			Cast Metal Parts	
Fuselage-keel	1	off	Main Landing Gear	
Fuselage-left	1	off	Jury strut	2 off
Fuselage-right	1	off	Jury strut link	2 off
Nacelle left half	2	off	Jury strut actuator jack	2 off
Nacelle right half	2	off	Lock actuator jack	2 off
Tailplane - top	1	off	Lock link	2 off
Tailplane - bottom left	1	off	Main wheel	8 off
Tailplane - bottom right	1	off	Main leg	2 off
Wing - top left		off		8 off
Wing - top right	1	off	Side brace	2 off
Wing - bottom left	1	off		2 off
Wing - bottom right	1	off	Nose Landing Gear	
			Control box	1 off
Other Items			Nose landing gear leg	1 off
2mm polystyrene sheet	1 she	eet	Nose wheel	2 off
Instructions	1 :	set	Retraction jack	1 off
			Steering cylinders assembly	1 off
Resin Parts			Taxi lamp	2 off
Intake	2	off	Torque link (lower)	1 off
Flap track fairings (set of 6)		set	Torque link (upper)	1 off
			Towing eye	1 off
				. 011

1 **GENERAL**

- WARNINGS 1 THIS KIT CONTAINS SMALL AND/OR SHARP PARTS. KEEP THE CONTENTS OF THE KIT AWAY FROM CHILDREN.
 - 2 THIS KIT CAN CONTAIN PRECUT PARTS WITH SHARP EDGES OR CORNERS. BE CAREFUL WHEN YOU HANDLE THESE PARTS BECAUSE THEY CAN CAUSE CUTS OR OTHER INJURIES.
 - 3 USE ALL SOLVENTS, PAINTS, FILLERS AND OTHER MATERIAL IN ACCORDANCE WITH THE MANUFACTURER'S INSTRUCTION, OBEY ALL SAFETY WARNINGS.
- Because of the large size of our models, they are moulded in 2mm Α polystyrene. Although they are supplied with most parts pre-cut, additional cutting and sanding is required.
 - NOTE A keel is provided to give structural strength-it is important that you use it because of the size of the model.
- All parts should be sanded down, then assembled with polystyrene cement, as with any other vacform kit.

2 TAILPLANE ASSEMBLY

- Sand the tailplane parts to the correct shape.
- Cement the tailplane parts together.
- When the tailplane is dry, file and sand the leading and trailing edges to shape.

3 **FUSELAGE ASSEMBLY**

Mark the position of the nose bay area and cut this out of the keel.

- B Use the photograph on the back page as a guide and cut out the nose and main landing gear doors from the fuselage and wing undersurfaces.
- C Put the keel into the right fuselage half to half its depth. When you are happy with the position, clip it in place, apply liquid polystyrene cement.
- D Leave the assembly until it is thoroughly dry (preferably for at least 24 hours).
- E File the edge of the fuselage keel to the internal radius of the opposite fuselage.
- F Make the nose gear bay structure with the nose leg in place and cement it in one fuselage half.
- G Put the tail plane in place in the fuselage.
- H Put the other half of the fuselage in place. Cement them together with liquid polystyrene cement, tape the two halves together and leave them until the fuselage is dry (preferably for at least 24 hours).

4 WING ASSEMBLY

- NOTE We recommend that you put a wooden spar (not provided) into each wing to prevent them drooping with age.
- A Sand the wing halves to their correct shape and make sure they fit together correctly.
- B Prepare a wooden spar for each wing. Assemble the top and bottom of the wings with the spars in place WITHOUT ANY CEMENT to make sure they fit correctly.
- C Assemble the bays for the main landing gear and cement them into the I o wer wings.
- D Cement the wing spars in place.
- E Cement the top and bottom halves of the wings together.
- F When each wing assembly is dry, file the leading and trailing edges to shape.
- G Attach the resin flap track fairings when all scribed wing detail is completed.

5 ENGINE ASSEMBLIES

- A Sand the halves of each engine to shape.
- B Cement the engine halves together.
- C Cut off the surplus material from the front and back of each engine.
- D Cement the engine intakes in place.
- E Thin the edge of each exhaust outlet at the back of each engine to a realistic thickness. NOTE - You can paint the inside of the exhaust matt black for added realism.

6 LANDING GEAR ASSEMBLIES

- A Remove all flash and casting seams from the parts.
- B Nose landing gear.
 - (1) Attach the steering cylinders assembly to the front of the nose leg (See Figure 1).

Steering cylinders assembly

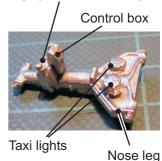


Figure 1

- (2) Attach the control box to the nose leg above the steering cylinders.
- Attach the taxi lights to the forward face of the nose leg webs.
- (4) Attach the towing eye to thebottom of the nose leg (See Figure 2).
- (5) Attach the upper and lower torque link halves to the nose leg (See Figure 3).
- (6) Attach the nose wheels to the nose leg (See Figure 4).
- (7) Attach the retraction jack to the nose leg.
- B Main landing gear.
 - Assemble the left main landing gear.
 - (a) Attach the side brace/leg attachment lug to the inboard side of the left leg (See Figure 5).
 - (b) Attach the side brace to the attachment lug on the left main leg (See Figure 6).
 - (c) Attach the lock link between the side brace and the main leg.
 - (d) Attach the lock actuator jack between the lock link and the main leg.
 - (e) Attach the two springs to the lock link and to the main leg.
 - (f) Attach the jury strut to the attachment lug on the left main leg (See Figure 7).
 - (g) Attach the jury strut link between the jury strut and the main leg.
 - (h) Attach the two springs to the jury strut link and to the top of the jury strut. top of the jury strut.

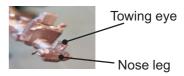
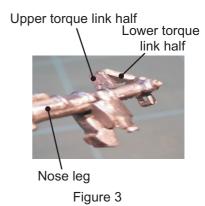


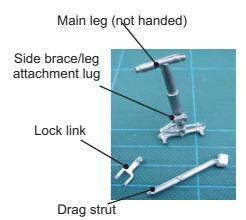
Figure 2



Nose leg

Nose wheels

Figure 4



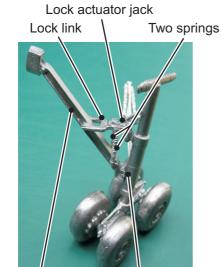


Figure 6

Main leg

Side brace



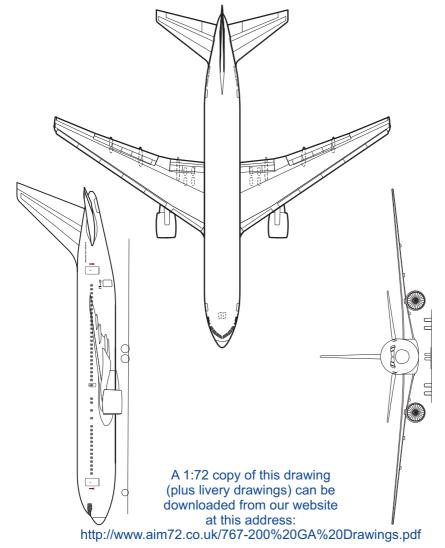


Figure 7

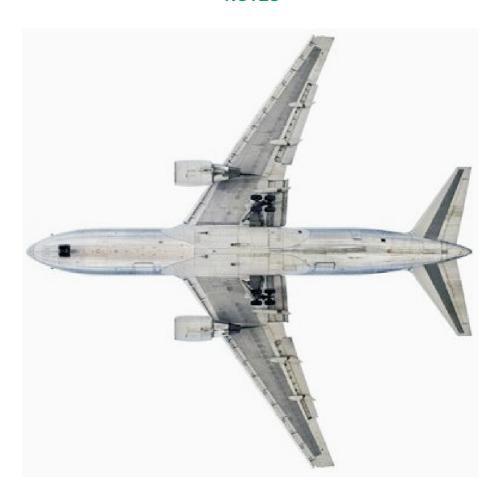
- (5) Do steps 7 D (4) (a) thru 7 D (4) (h) again to attach the parts to the right body landing gear.
- E. Attach all the landing gear doors.

8 PAINTING AND FINISHING

- A. Fill all joints and sand them smooth.
- B. Add any scribed detail which you require and then polish the surface.
- C. Wash the model in mild detergent to degrease it, then allow it to dry throughly.
- D. Paint the model, then apply the decals.



NOTES



If these instructions are updated, the latest version can be downloaded from our website at this address: www.aim72.co.uk/page231.html

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The manufacturers reserve the right to alter parts; add to, or delete parts without prior notification in the interests of quality control, production, or product improvement.

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