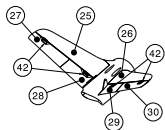
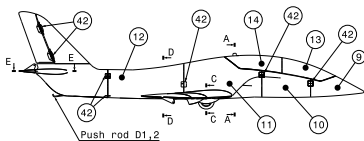


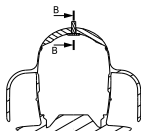
- T Tail option shown -



- V Tail option shown -



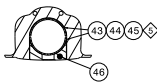
- T Tail option shown -



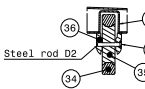
SECTION A-A



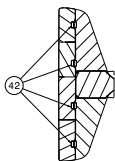
SECTION B-B



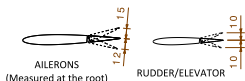
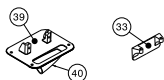
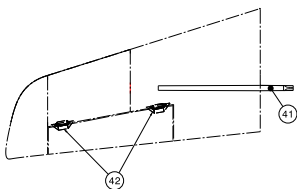
SECTION D-D



SECTION C-C



SECTION E-E



Recommended throw  
(Length shown in mm)

- 5 Use the EDF ring size more adequate for your motor
- 2T Add 2 top layers.
- 8B Add 8 bottom layers.
- 2B Add 2 bottom layers.
- 4 Print with flexible material.

2-Center of gravity marking under the wing.

1- Red parameters are mandatory to ensure airplane functionality, assembly or weight target.

ITEM	NAME	CATEGORY
1	Wing1L	A / A-LW
2	Wing2L	A / A-LW
3	Wing3L	A / A-LW
4	Wing1R	A / A-LW
5	Wing2R	A / A-LW
6	Wing3R	A / A-LW
7	AileronL	A / A-LW
8	AileronR	A / A-LW
9	Fus1	A / A-LW
10	Fus2	A / A-LW
11	Fus3	A / A-LW
12	Fus4	A / A-LW
13	Canopy1	A / A-LW
14	Canopy2	A / A-LW
15	Fus5_T	A / A-LW
16	VTP	A / A-LW
17	Rudder	A / A-LW
18	HTP_R	A / A-LW
19	HTP_L	A / A-LW
20	Elev_2R	A / A-LW
21	Elev_2L	A / A-LW
22	Elev_1L	A / A-LW
23	Elev_1R	A / A-LW
24	Fus5	A / A-LW
25	Stab_LH	A / A-LW
26	Stab_RH	A / A-LW
27	Ruddervator_2L	A / A-LW
28	Ruddervator_1L	A / A-LW
29	Ruddervator_1R	A / A-LW
30	Ruddervator_2R	A / A-LW
31	Lock_1	C
32	Lock_2	C
x2	33 Servo_holder_fus	C
x2	34 Tyre	C
x2	35 Rim	C
x2	36 LG_root	C
x2	37 LG_foot_cap	C
x2	38 LG_cover	C
x2	39 Servo_holder_Wing	C
x2	40 Cover_horn	C
x2	41 Spar_Wing	C
x22	42 Hinge	C
x2	43 EDF_ring_size1	C
x2	44 EDF_ring_size2	C
x2	45 EDF_ring_size3	C
	46 EDF_door	C

PRINTING PARAMETER	CATEGORY		
	A-LW	A	C
Layer height (mm)	0.25	0.2	0.13
Bottom layers	0	0	4
Top layers	0	0	6
Wall lines / perimeter	1	1	2
Nozzle diameter (mm)	0,4	0,4	0,4
Material	LW-PLA PLA/PETG	PLA/PETG	PLA/PETG FLEX/ABS
Infill density (%)	0	0	10
Printing temp (°C)	235	220	205 to 240
Bed temp (°C)	60	60	60
Flow (%)	53	100	100
Retraction (mm)	0,5 to 3	0,5 to 3	3
Retraction extra prime amount (mm)	0 to 0,7	0 to 0,7	0
Speed (mm/s)	55	50	25 to 50
Fan	YES	YES	YES
Brim (mm)	3 to 5	3 to 5	0 to 3
Minimum layer time (s)	5	5	5
Support	NO	NO	NO