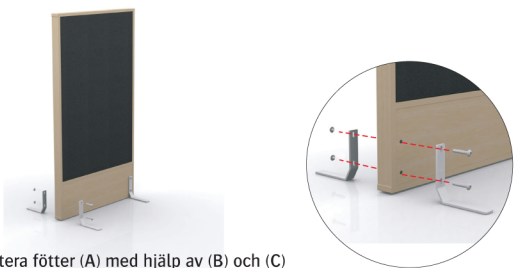


1.



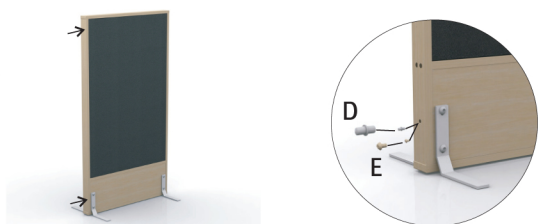
Montera fötter (A) med hjälp av (B) och (C)
Mount the feet (A) with (B) and (C)

2.



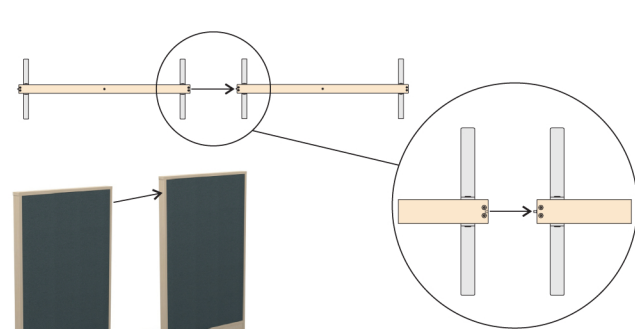
Höjjustering ca 10 mm för ojämna golv.
Height adjustment about 10 mm for uneven floors.

3.



Om väggar skall kopplas samman används stift (D) vilka monteras 2 stycken på ena sidan av väggen i de förborrade hålen.
Om väggarna inte skall kopplas samman monteras täckhatt (E) i de förborrade hålen.
The pins are used for connecting the partitions together (D)
Two pins are mounted on one side of the partition in the pre-drilled holes.
If the partitions are not to be connected together, mount cover cap (E) in the pre-drilled holes.

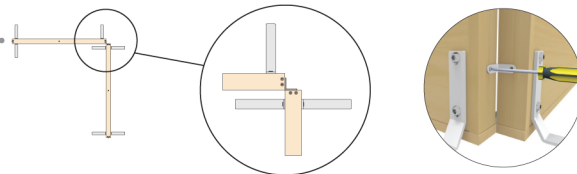
4.



Skjut samman väggarna så att stiften (D) passar in i hålen på den andra väggen som skall kopplas. Fortsätt att montera enligt bild 3 så länge väggarna skall kopplas.
Vid avslut monteras täckhatt (E).

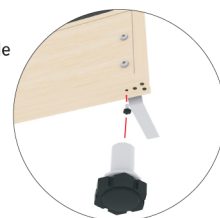
Push the partitions so that the pins (D) fit into the holes of the other partition which is to be connected. Continue the assembly as Figure 3 as long as the partitions are to be connected. Mount cover caps (E) at the last wall.

5.



Vid koppling 90° (kopplingsbeslag beställs separat, monteras i de förborrade hålen enligt punkt 3). Ta bort en fot och montera medföljande ställfot (F) under väggen enligt bild.

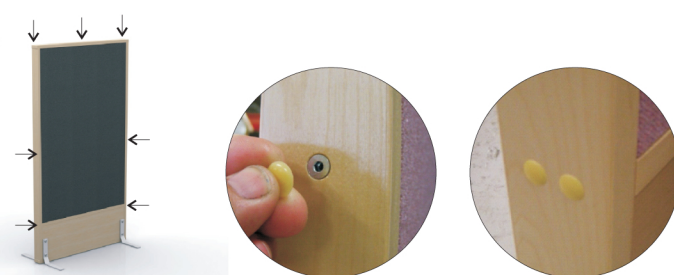
When connecting 90° (connection fittings must be ordered separately, assembles in the pre-drilled holes). Remove one foot and mount the enclosed adjusting foot (F) under the wall according to picture.



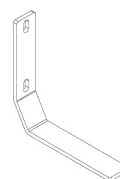
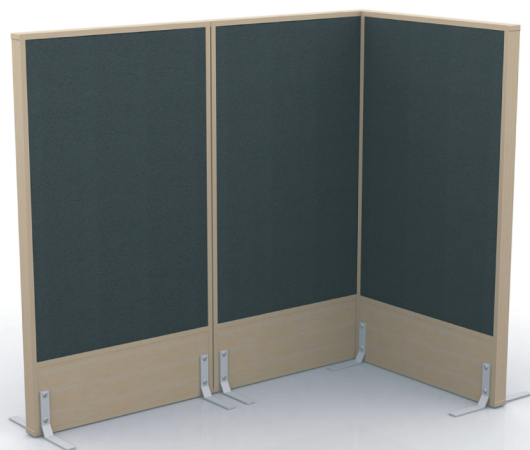
Monteringsanvisning - Assembly instruction

Contur skärmvägg
Contur partition

6.



Montera täckhatt (G) på samtliga synliga skruvar (detta görs efter eventuell koppling).
Mount cover cap (G) on all visible screws (this will be done after connection).



4x
A



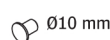
4x
B



8x
C



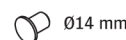
2x
D



4x
E

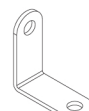


1x
F



11-15x
G

Kopplingsbeslag (beställs separat)
Connection fittings (must be ordered separately)



2x



4x