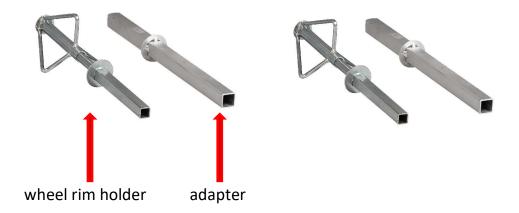


Audurra Wheel Rim Holder for X-Paint Stand

D15368860 Wheel Rim Holder for X-Paint Stand (adjustment set)

The Audurra Wheel Rim Holder for X-Paint Stand consists of 2x adapter and 2x wheel rim holder.



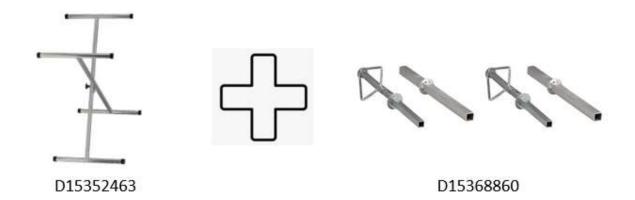
Description:

The Audurra Wheel Rim Holder set was developed in order to enable the well established Audurra X-Stand D15352463 to be used as a wheel rim holder in addition to its main purpose. With this smart innovation one paint stand can be used for 2 different applications after a quick adjustment. It is no longer required to use 2 different paint stands which require a lot of space in a bodyshop, even when not in use.

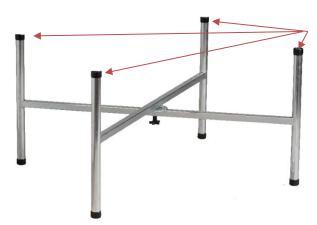


Adjustment instruction:

In order to use this innovation both items - the Audurra X-Stand D15352463 and the Audurra Wheel Rim Holder D15368860 need to be available.

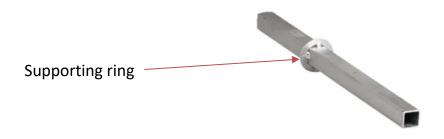


The Audurra X-Stand is benefitial as – in contrast to most competitive products - it lays flat and stable on the floor once it is overturned sidewards (see picture below):



In order to prepare the adjustment the 4 rubber caps on one side of the X-Stand need to be either removed or to be carefully cut with a knife or cutter.

Afterwards the adapter needs to be put into the (now open) X-Stand arms. The supporting ring (see picture below) is welded-on vertically offset (not in the middle) on the adapter which grants flexibility to the refinisher to build the wheel rim holder in 2 different heights by simply turning around the adapter(s).



Now it is time to put the wheel rim holder into the adapter:



Please note: due to stability reasons it is required that both adapters and wheel rim holders that are included in the set D15368860 will be inserted on **diagonal opposite sides**. In case all 4 X-Stand arms should be equipped with adapter and wheel rim holder – as indicated on the picture on the left – it is required to order the Audurra wheel rim holder set D15368860 twice.

In the last step the wheel rim has to be put on the wheel rim holder:





