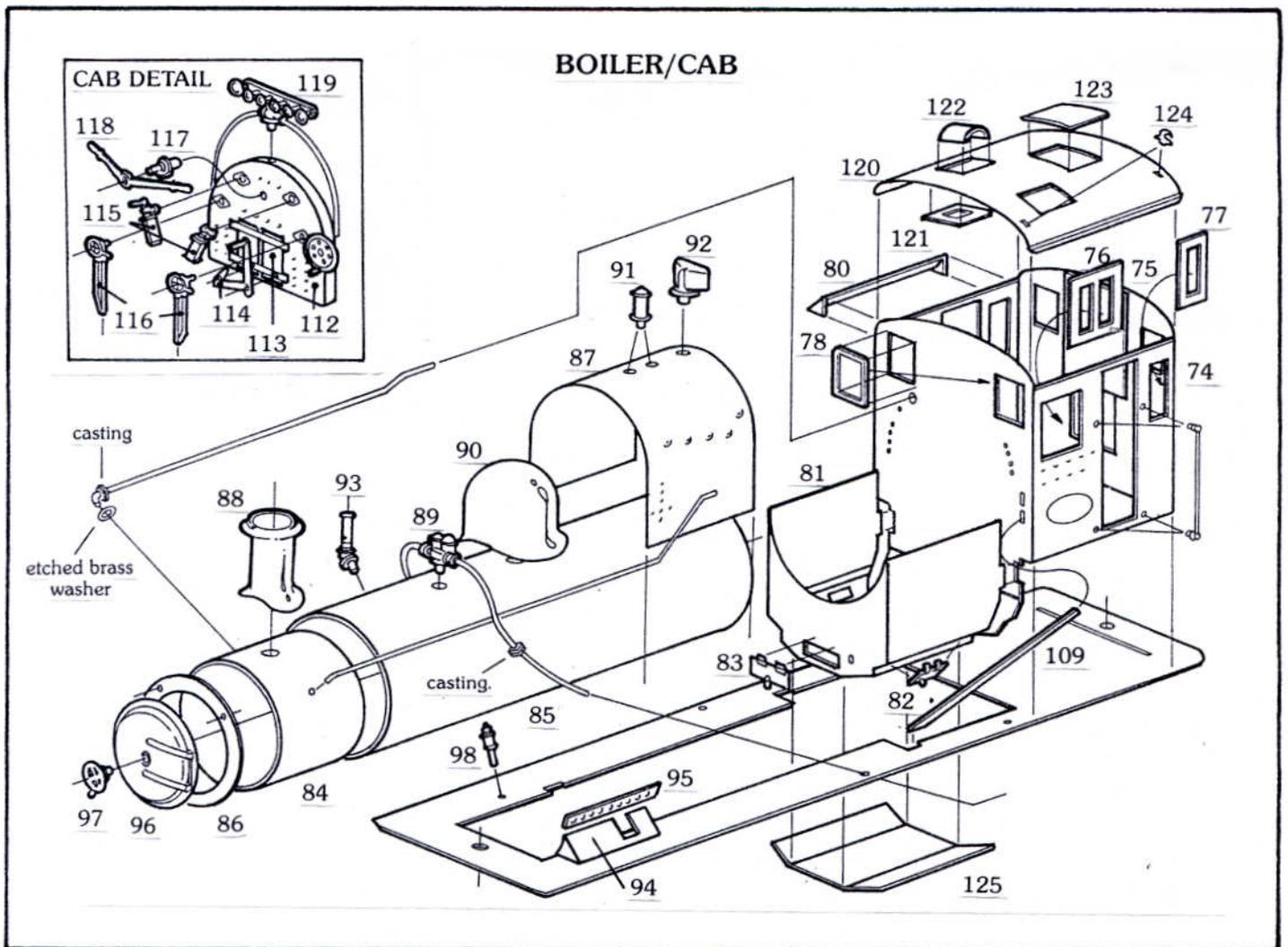


## 9 CAB DETAIL

TIME to own up. The cab interior detail as supplied consists of generic fittings, which, while offering an extremely high level of detail, may or may not represent the NGG 16s actual cab layout. However, I'm sure modelers will be delighted with the result.

1. Drill out the holes in the backhead casting (112) to accept the various fittings.
2. Add the firebox door (113) and the operating lever (114), pinning these together using lengths of 0.45mm wire.
3. Add the water gauge glasses (115), injector valves (116), regulator valve (117) and regulator handle (118) to their respective positions. The steam turret (119) locates on top of the backhead with its piping spanning the circumference of the firebox backhead.
4. The completed backhead fits to the inside of the cab front panel. I suggest this is added after the model is fully painted.
5. Roll the cab roof (12) to shape after first annealing it. The sharper curves at the sides of the roof are easily formed by bending the roof round a 2mm dia. former (drill shank?). I did mine by holding the drill shank in a vice and gripping the roof panel between this and one of the vice jaws. The roof was then bent around the drill shank using a block of wood to bend the metal over it. Easy.



6. Once the roof is tweaked to final shape, add the ventilators (121) and covers (122). The half etched covers easily bend to shape with your fingers round a suitable drill shank.
7. Fit the hatch cover (123) over its opening.

8. The four tiny lifting eyes (124) tab into their slots. TIP: The lifting eyes are easier to handle if you leave the excess tab material attached to them until they are fitted. Once secured, the tabs must be filed flush on the underside of the roof.
9. I prefer my models to have removable roofs. To achieve this, I add small sections of square plasticard rod to the underside of the roof which positively locate it against the cab side and front panels. This lets me take off the roof in order to appreciate all the interior details
10. I have left mention of the ashpan baseplate (125) till almost last. If you desire a flickering fire effect in the ashpan, this can be installed using one of the commercially available units advertised in the model press. Once fitted, I suggest you temporarily fix the ashpan baseplate in place using double sided Sellotape, allowing its easy removal for access.
11. Builders plates (126) and shopping plates (127) are included. These fit to the cabsides and front of the sideframes respectively if desired.
12. Lamp irons (128) varied from loco to loco. Fit these as per your prototype.
13. Finally, mate the three separate loco sections using 12BA screws down through the main running plate and into the captive nuts secured beneath the power unit pivot plates.
14. You will find it beneficial to drill a small hole in the coal chute of the rear unit in order to allow screwdriver access to the rear 12BA pivot screw. With hindsight I should have provided the chute with a ready etched hole, but hey, nobody's perfect, right?