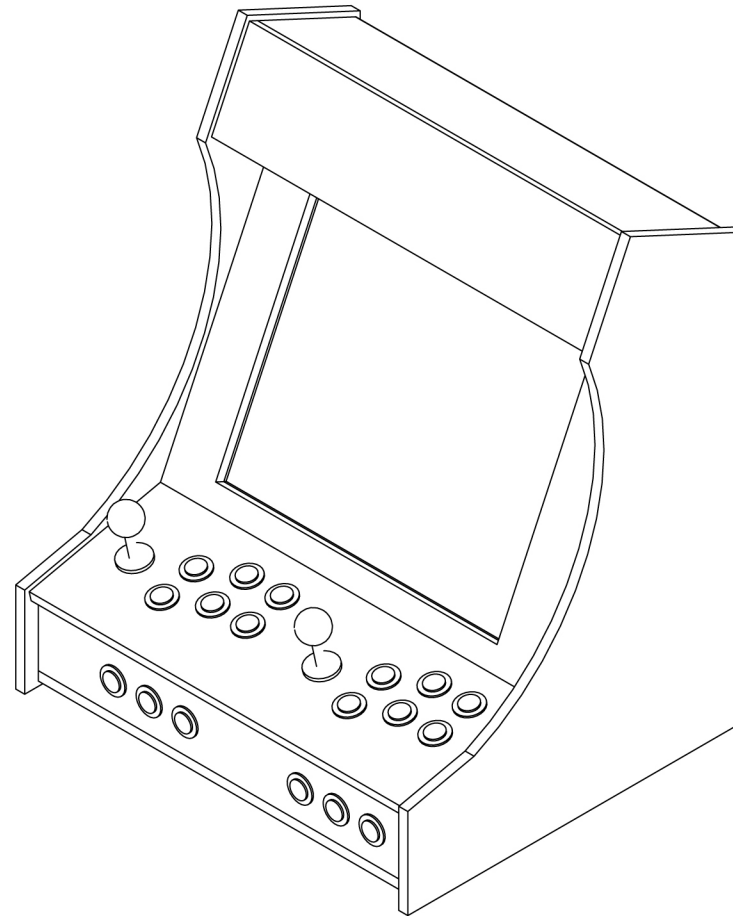
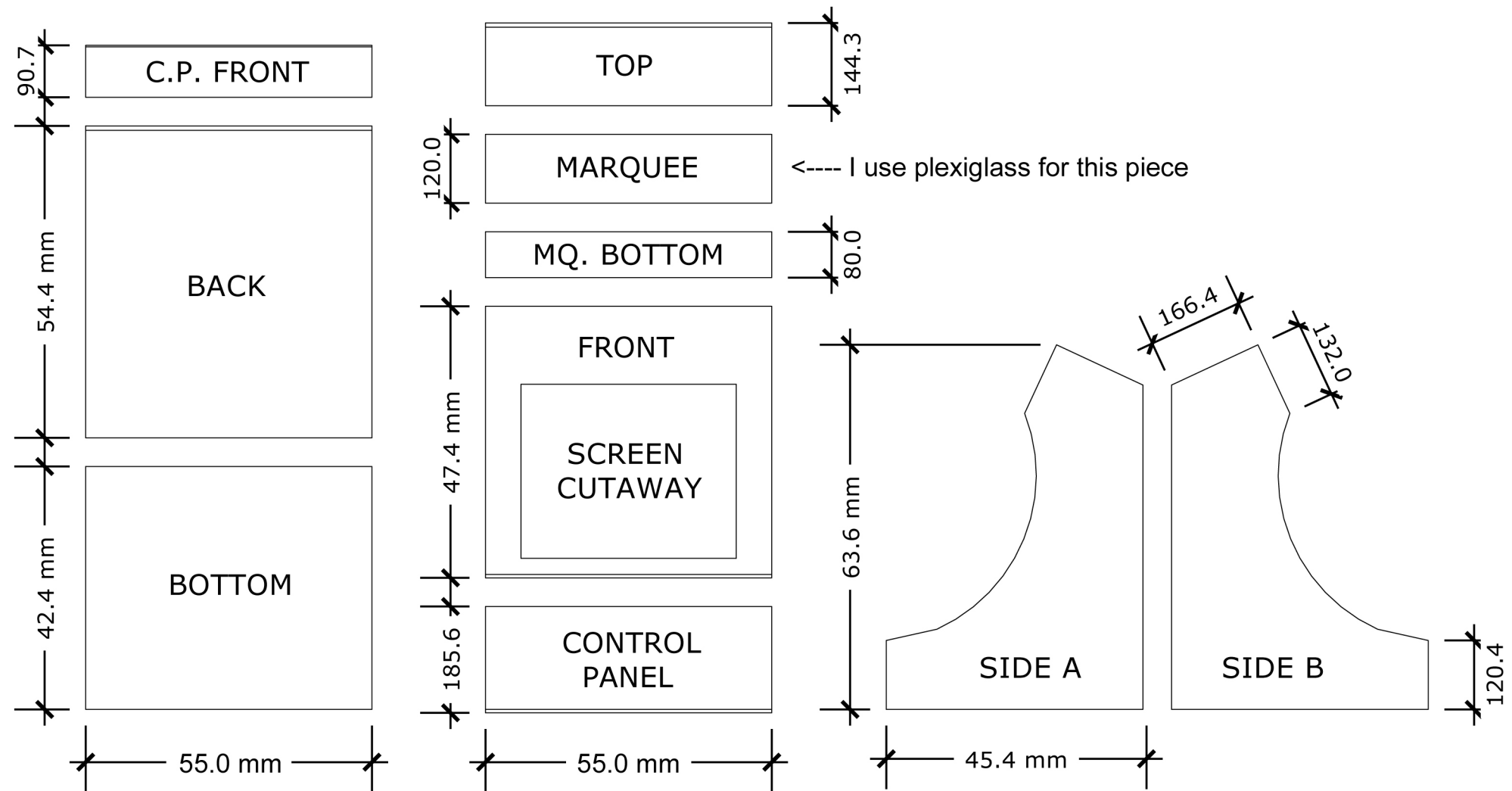
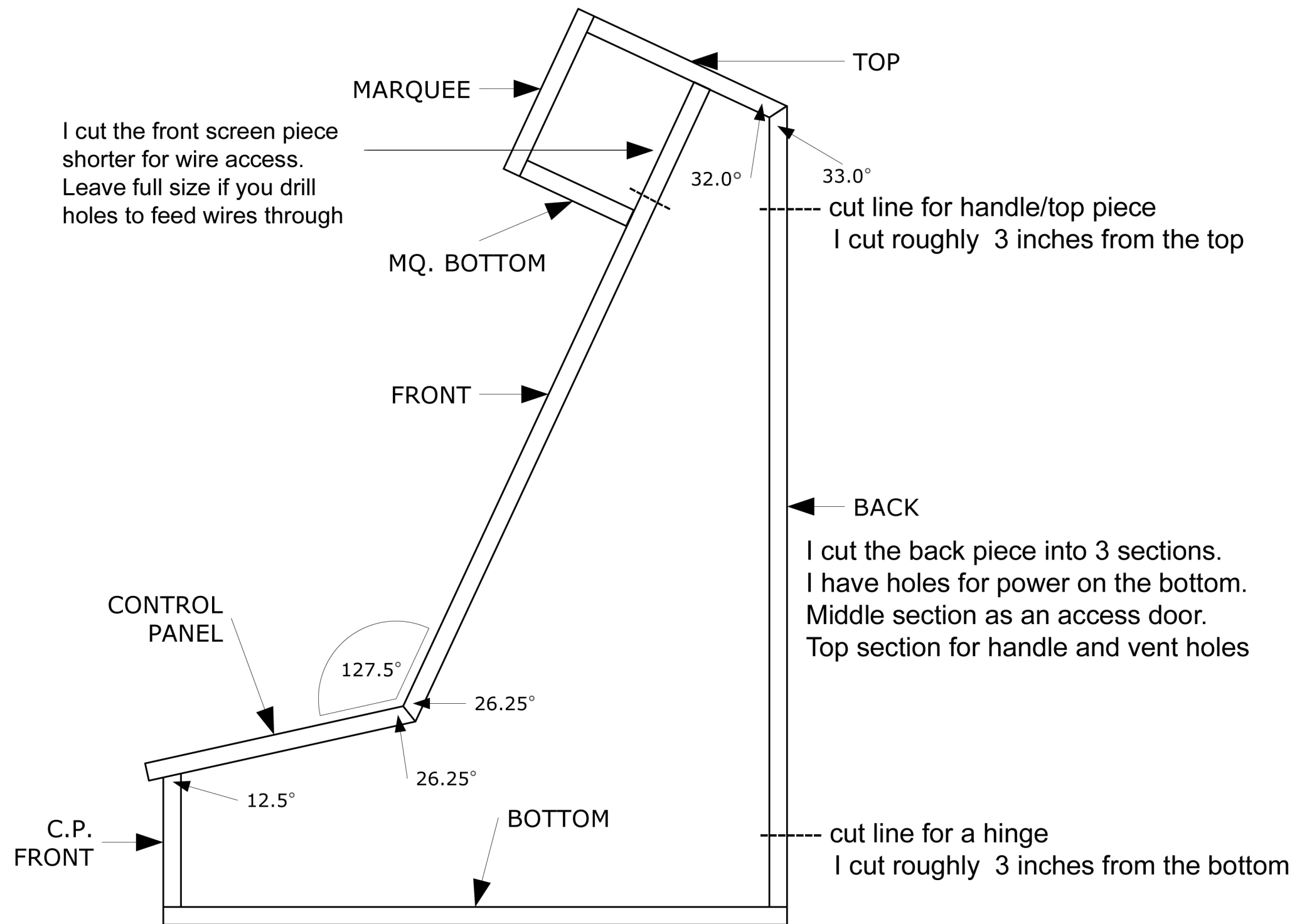


Dimensions & Angles Reference Sheet

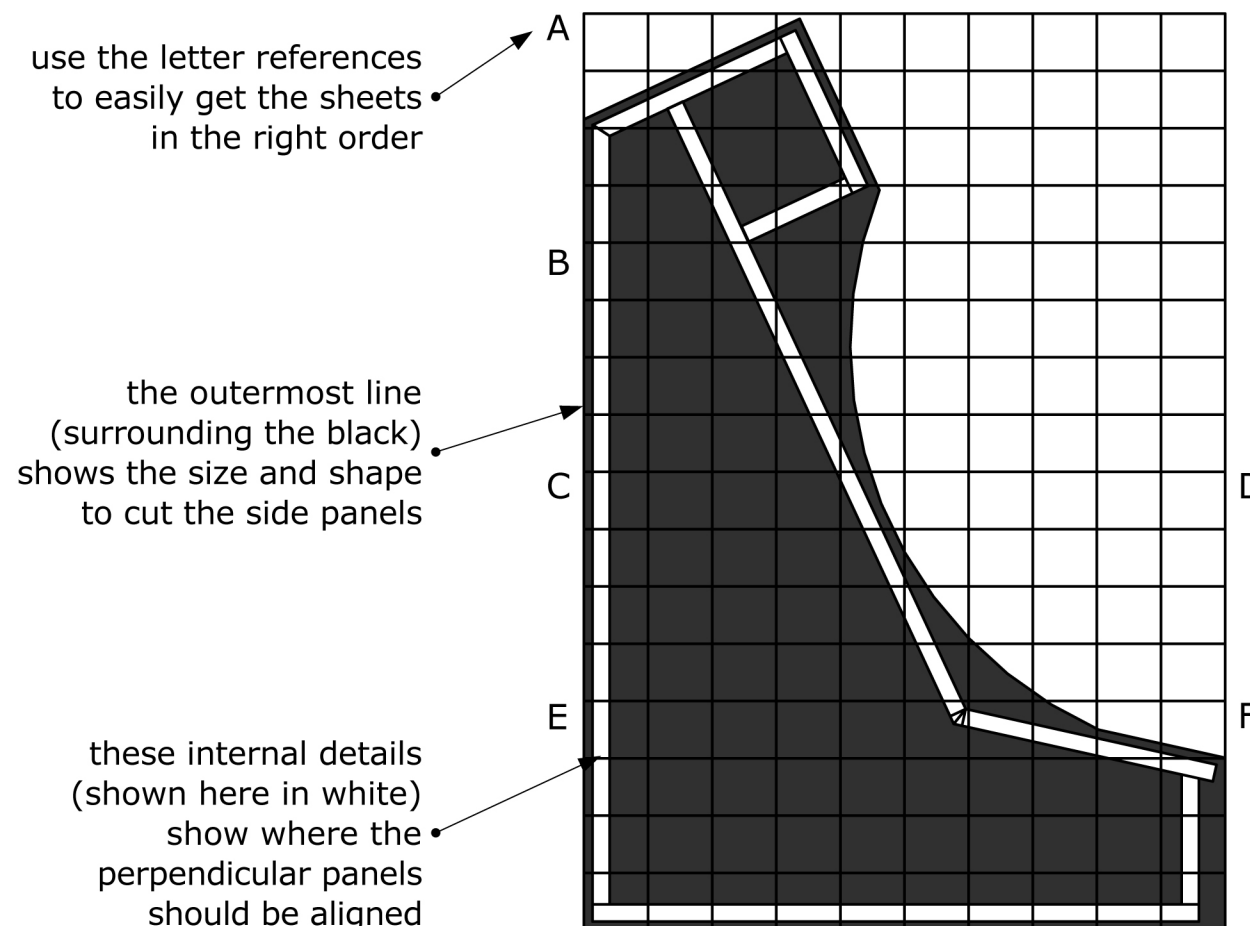


1. Print this PDF for reference
2. Cut panels to the sizes shown
3. Use a mitre saw or table saw to cut the relevant angles on the end of each panel
4. Refer to the accompanying PDF for the side panel blueprints and instructions



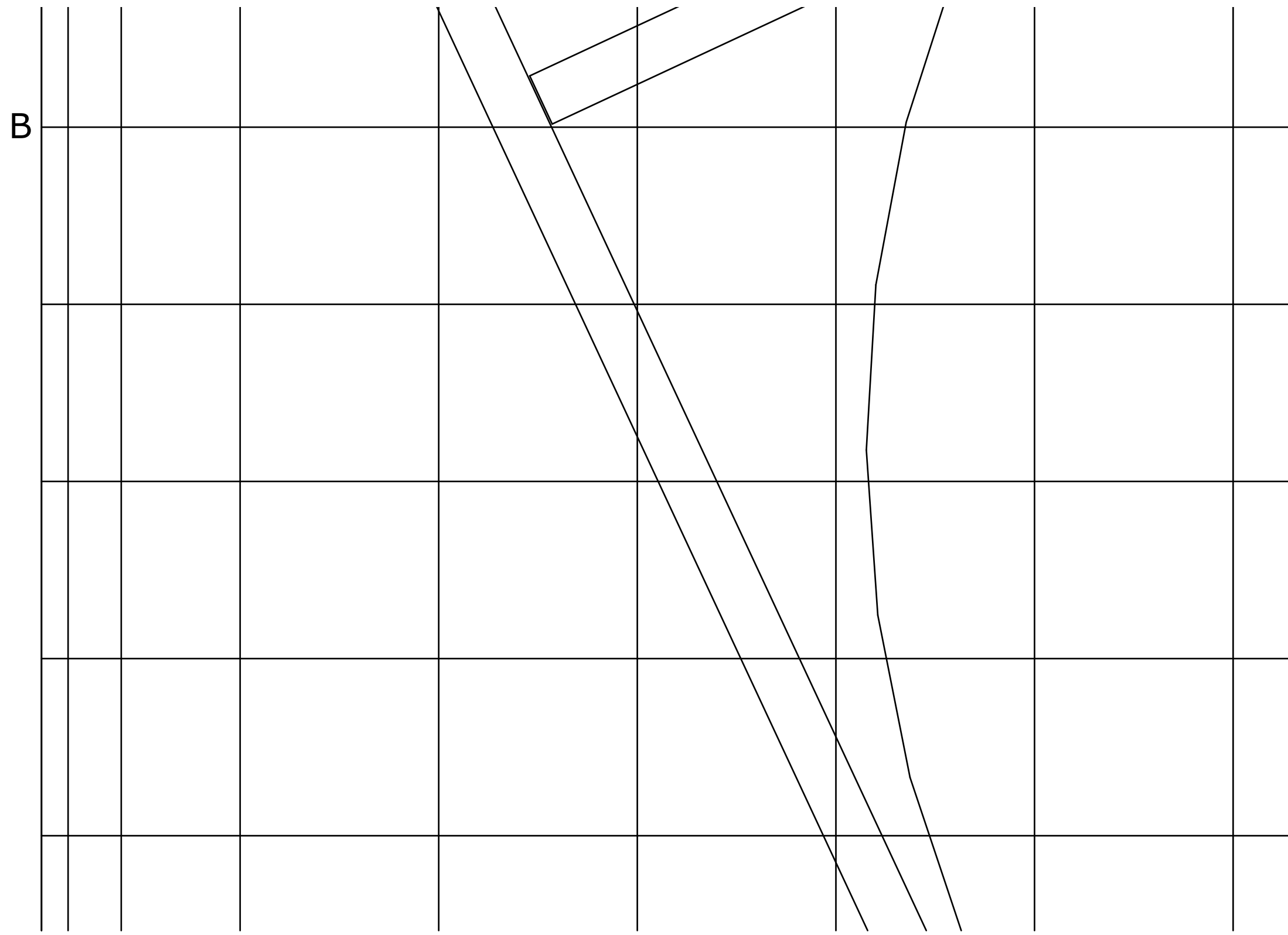


1:1 Scale Side Panel Blueprints

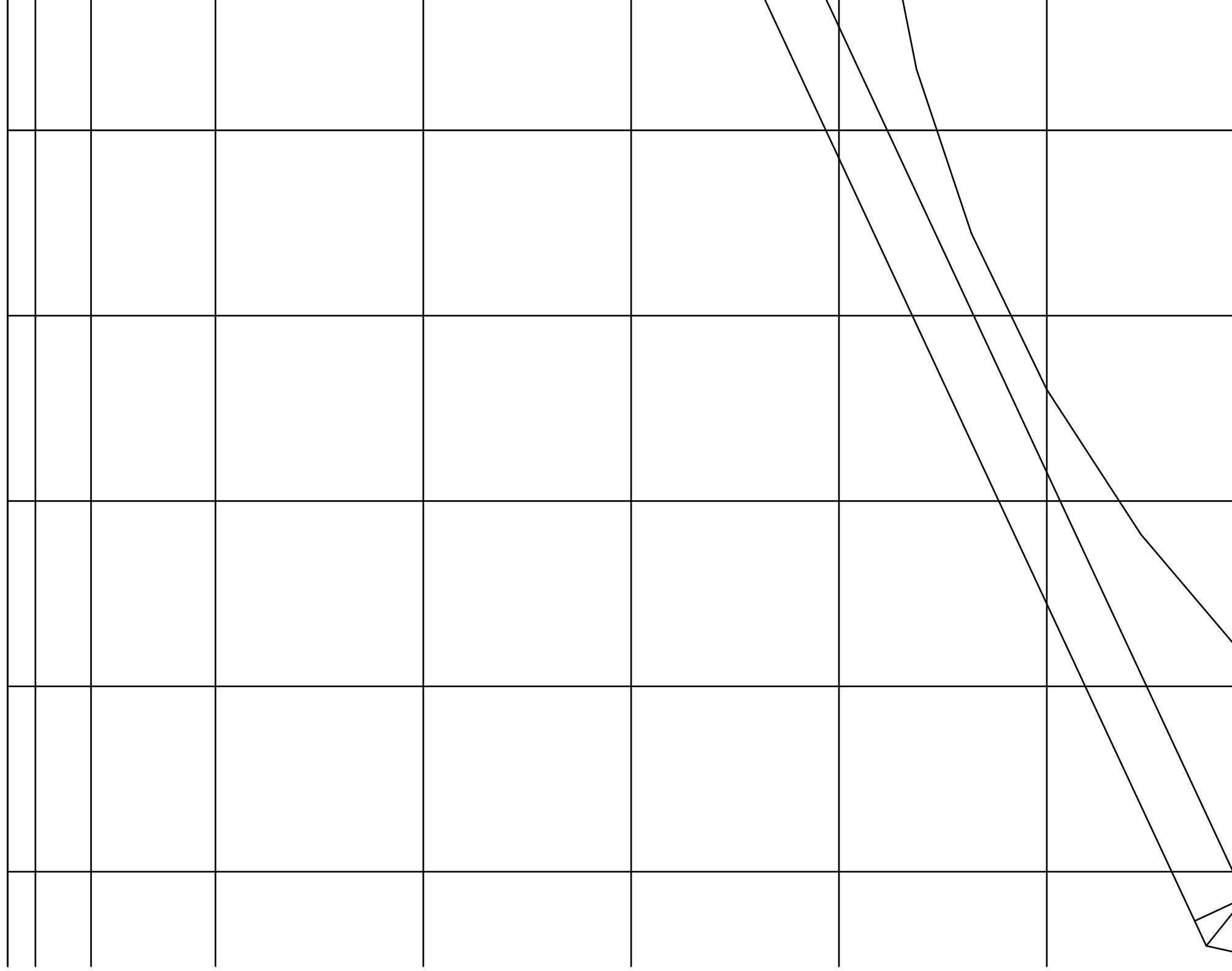


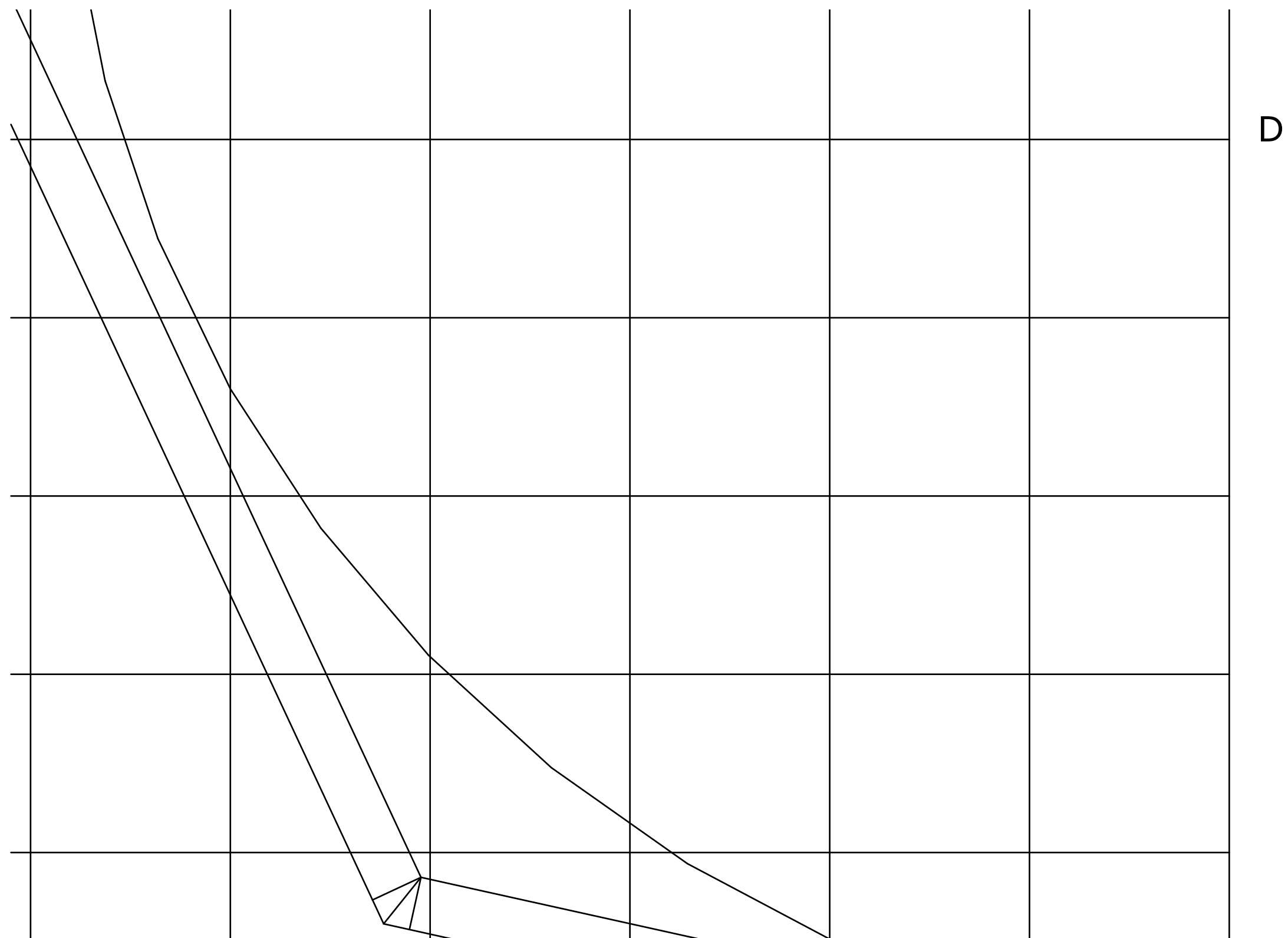
1. Print this PDF at 100% scale. I use 11x17 paper
2. Tape the six sheets together like a puzzle - there will be a lot of overlap
3. Use as template to cut side panels
4. Use again as full scale reference guide to assemble all the cut pieces

A geometric diagram is shown on a grid. The grid consists of 10 vertical lines and 5 horizontal lines. A large triangle is formed by vertices at (0, 4), (5, 5), and (7, 3). A smaller triangle is inscribed within it, with vertices at (2, 3), (4, 4), and (6, 2). A line segment connects the vertex at (5, 5) to a point on the side connecting (0, 4) and (7, 3) at approximately (3.5, 3.5).



c

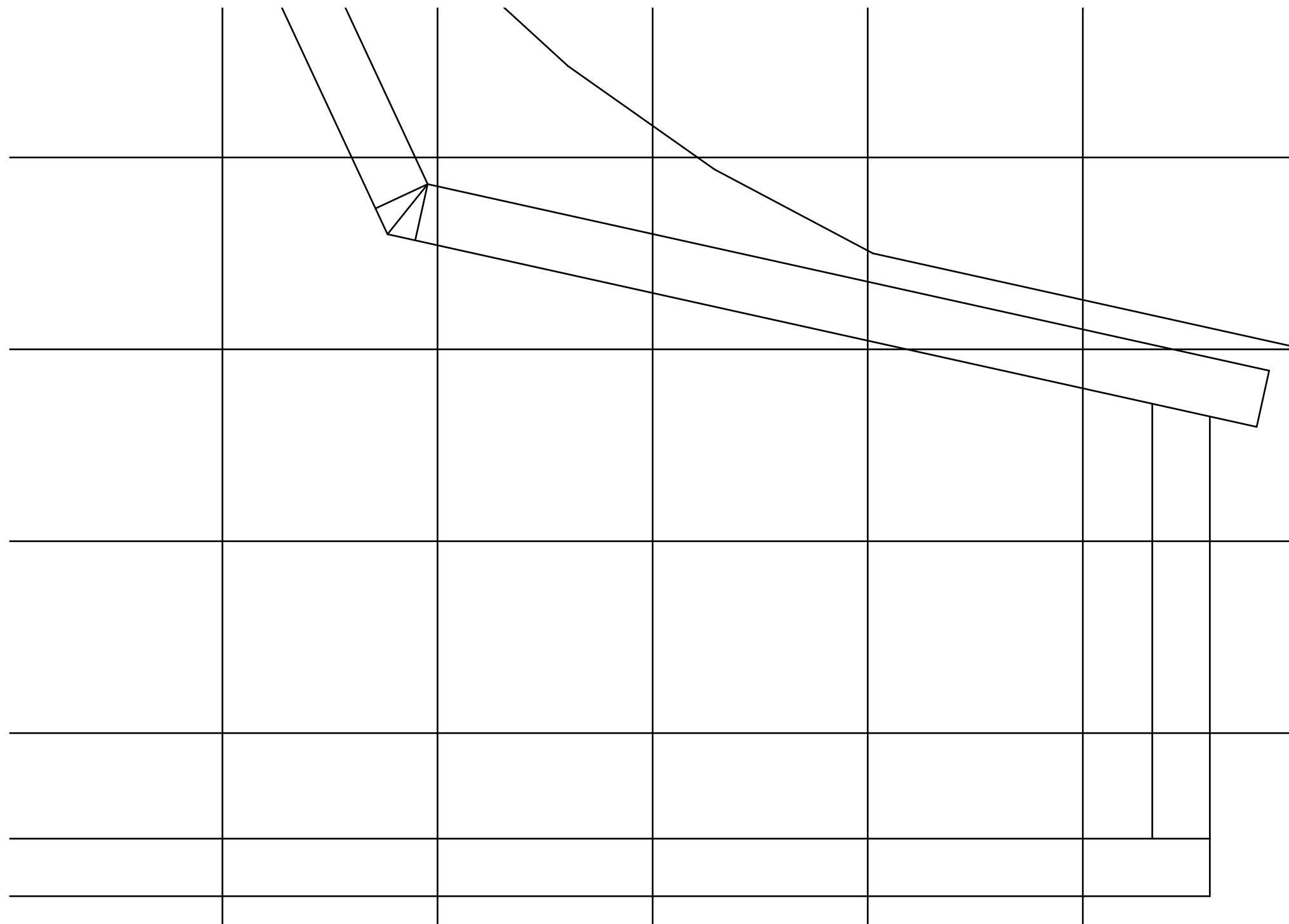




D

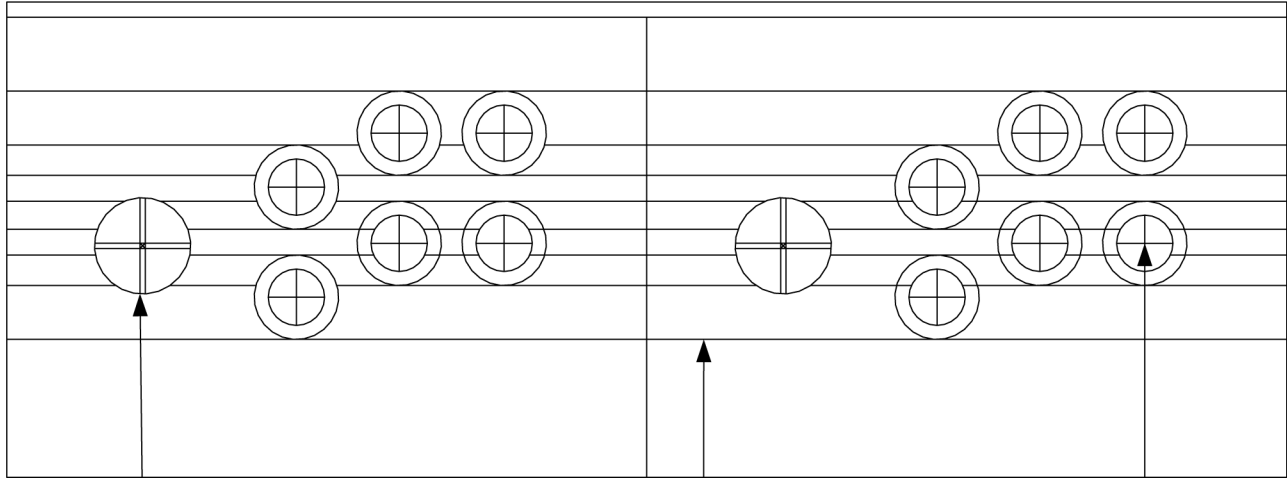
E

[illegible]



F

1:1 Control Panel Blueprints



joystick drawn this size for reference only, drill a hole big enough to enable free movement in all 8 directions when the stick is mounted. I use a 1 1/8" forstner.

these horizontal lines are layout guidelines only, not to be cut in any way

drill at centre mark, most arcade buttons will fit snugly into a 28mm (1 1/8") mounting hole

- 1. Print this PDF with scale set to 100%. I print on 11x17 paper
- 2. Tape the two sheets together
- 3. Use as full scale reference guide to mark and drill control panel

