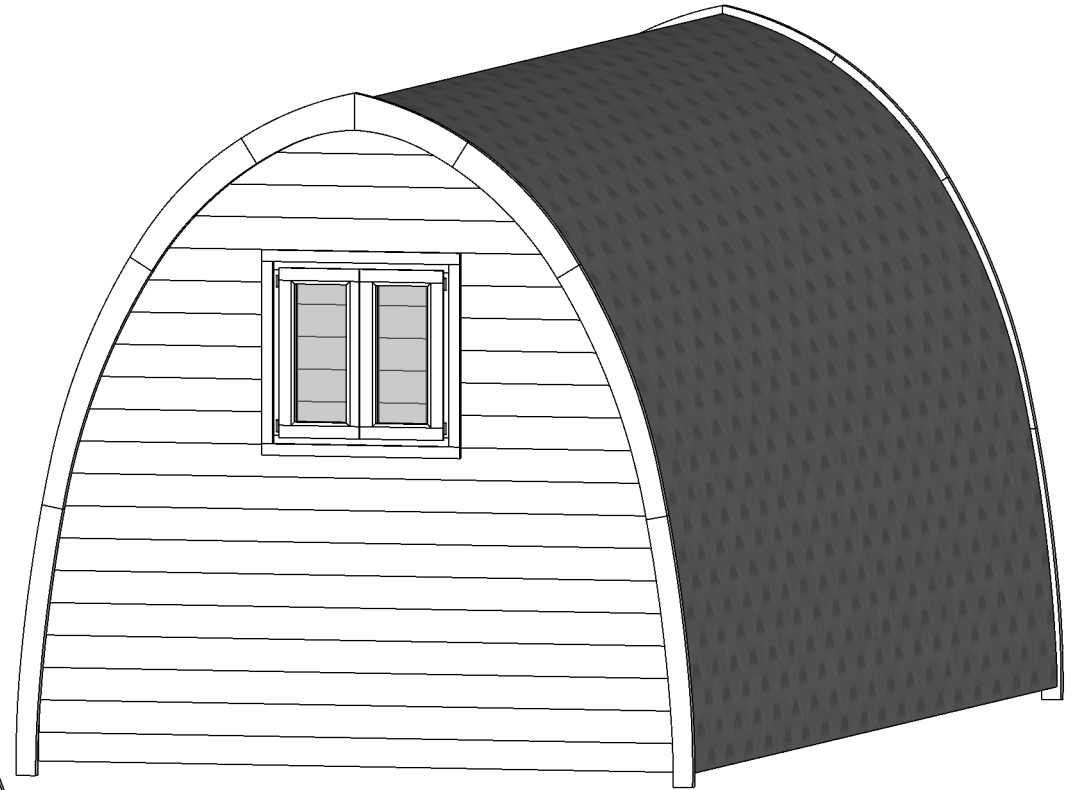
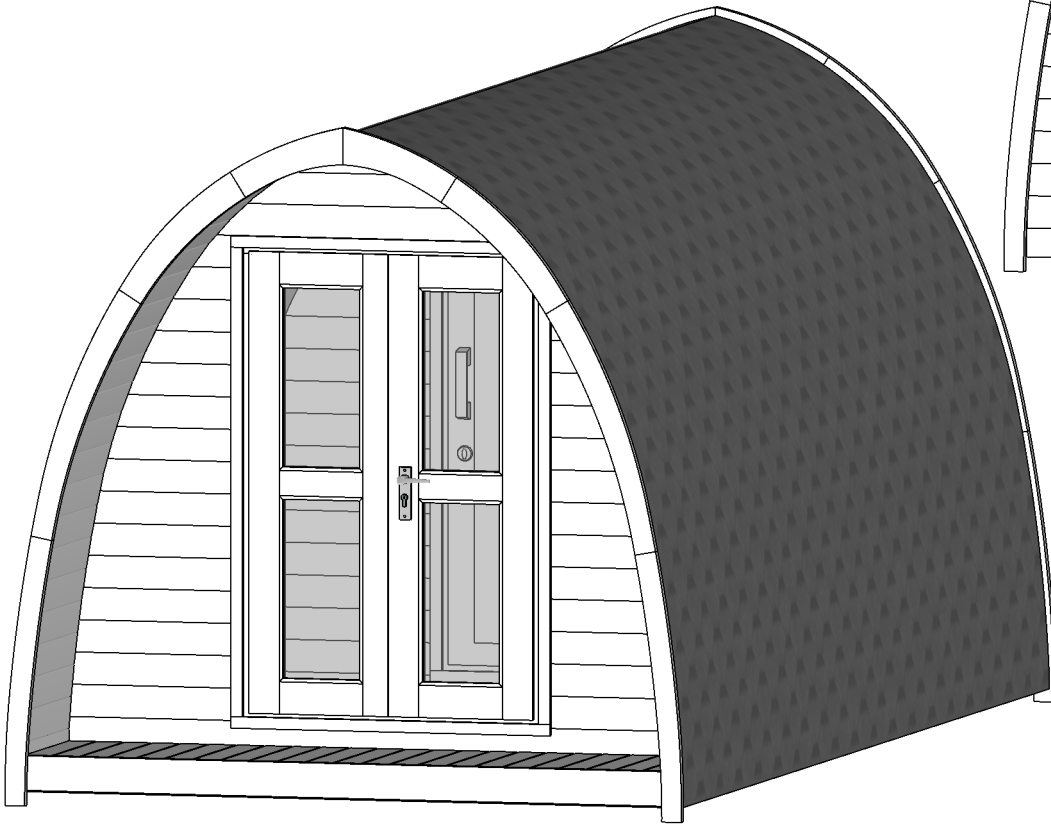


POD Camping 480 (POD-002)

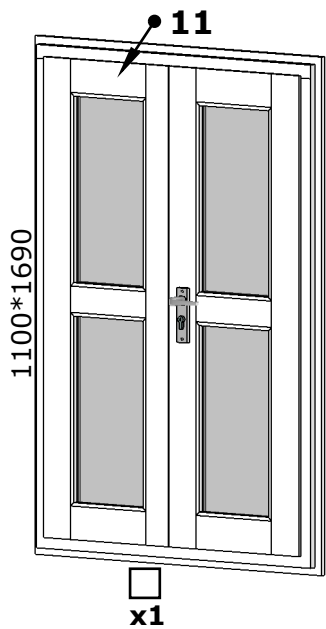
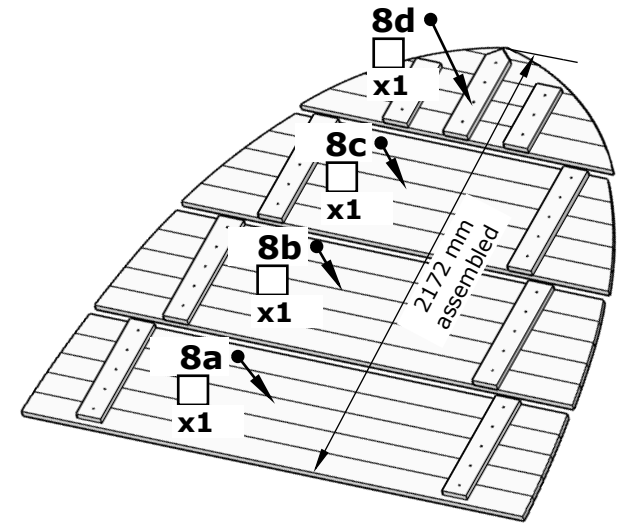
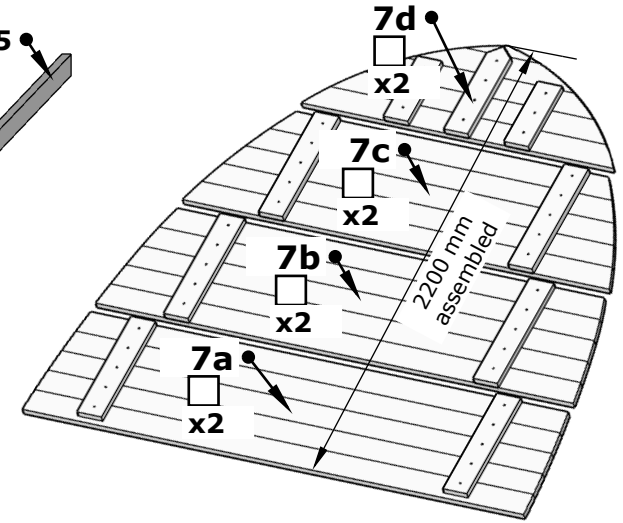
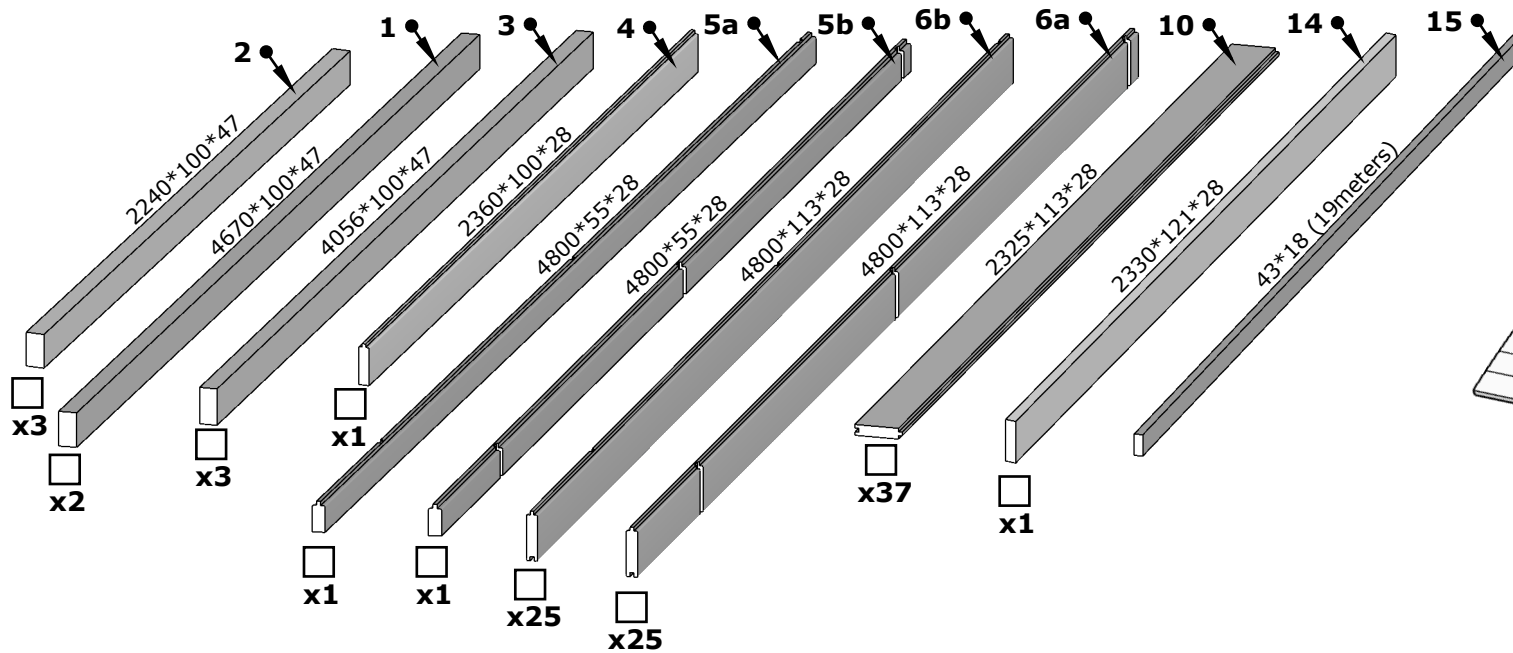
NB! Please read whole installation manual before start.

All given measurements are in millimeters.

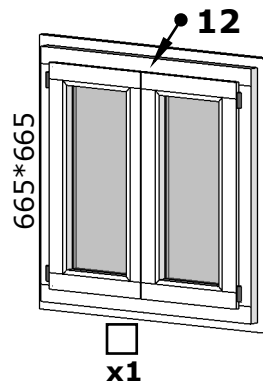
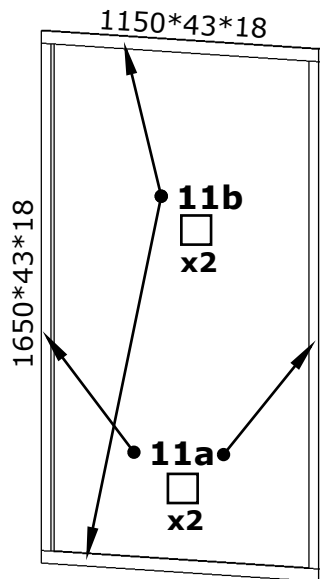


POD Camping 480

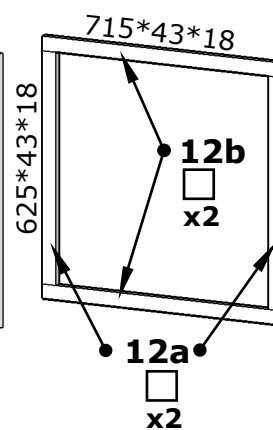
Details list.

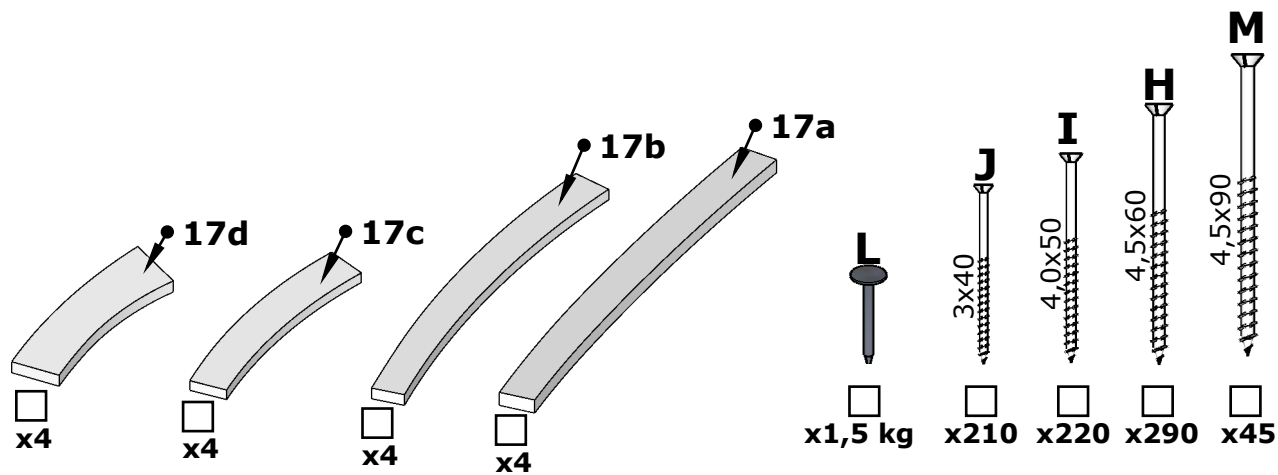
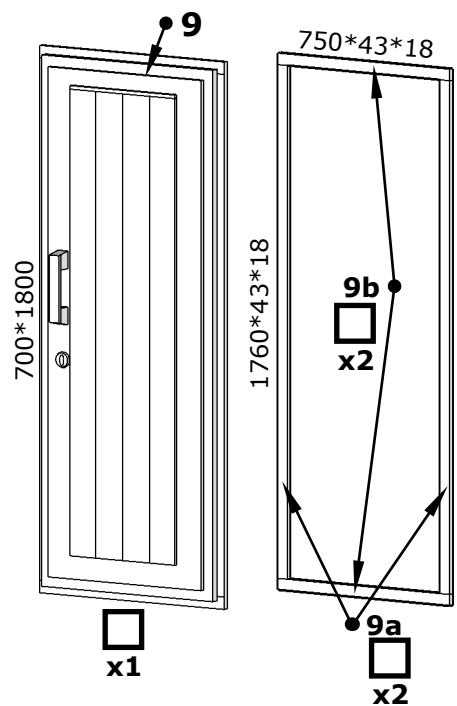
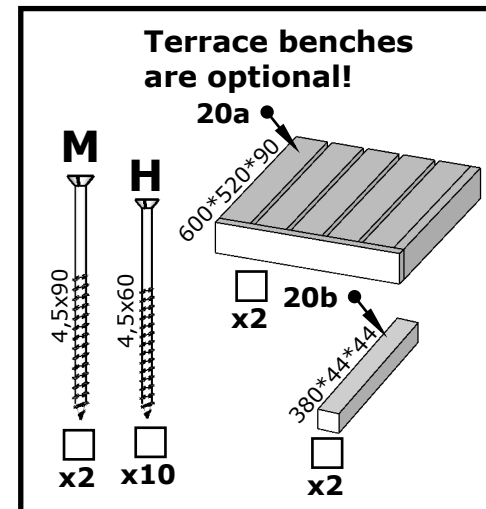
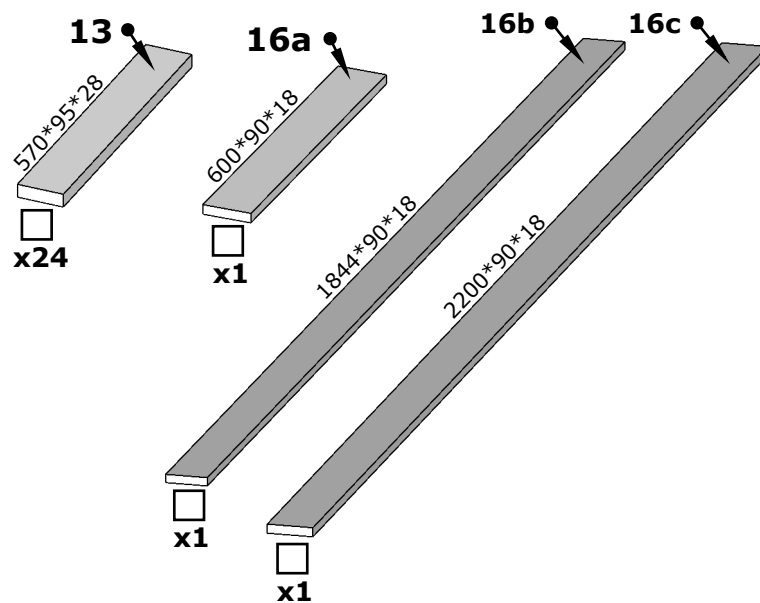
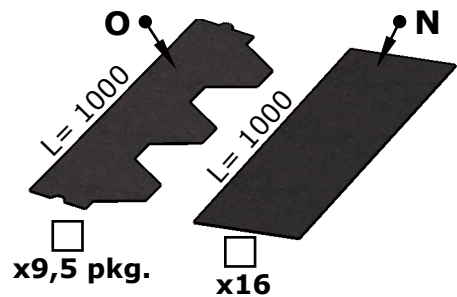


NB! Door design can be slightly different!

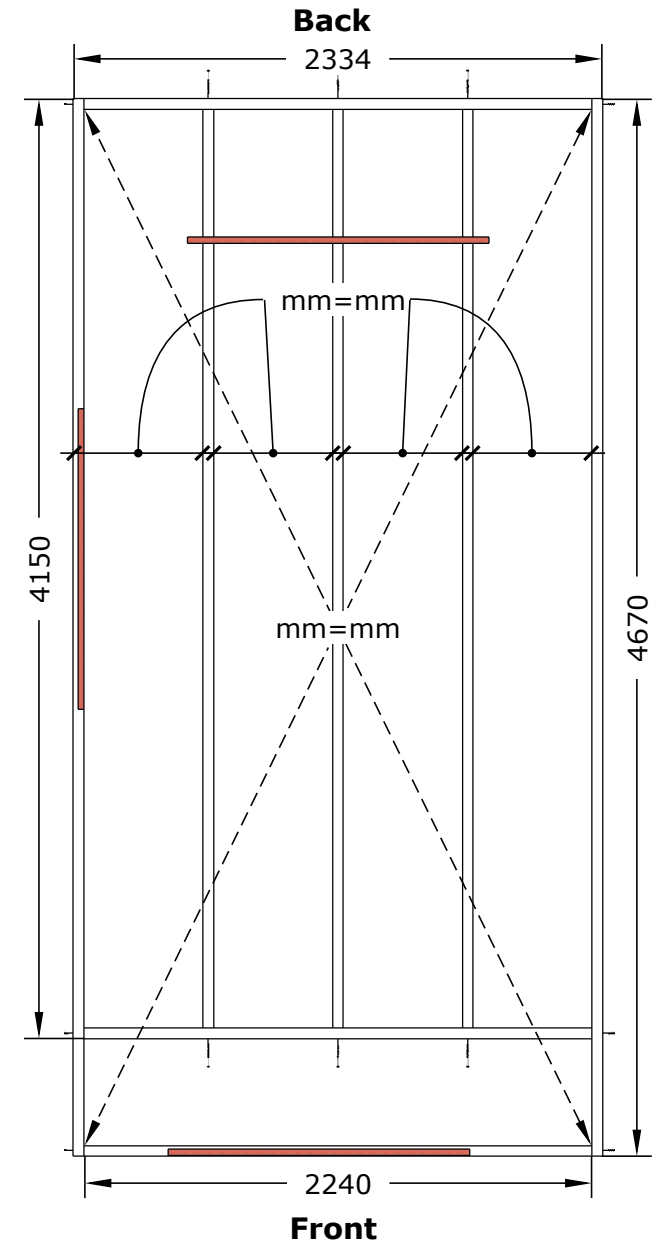
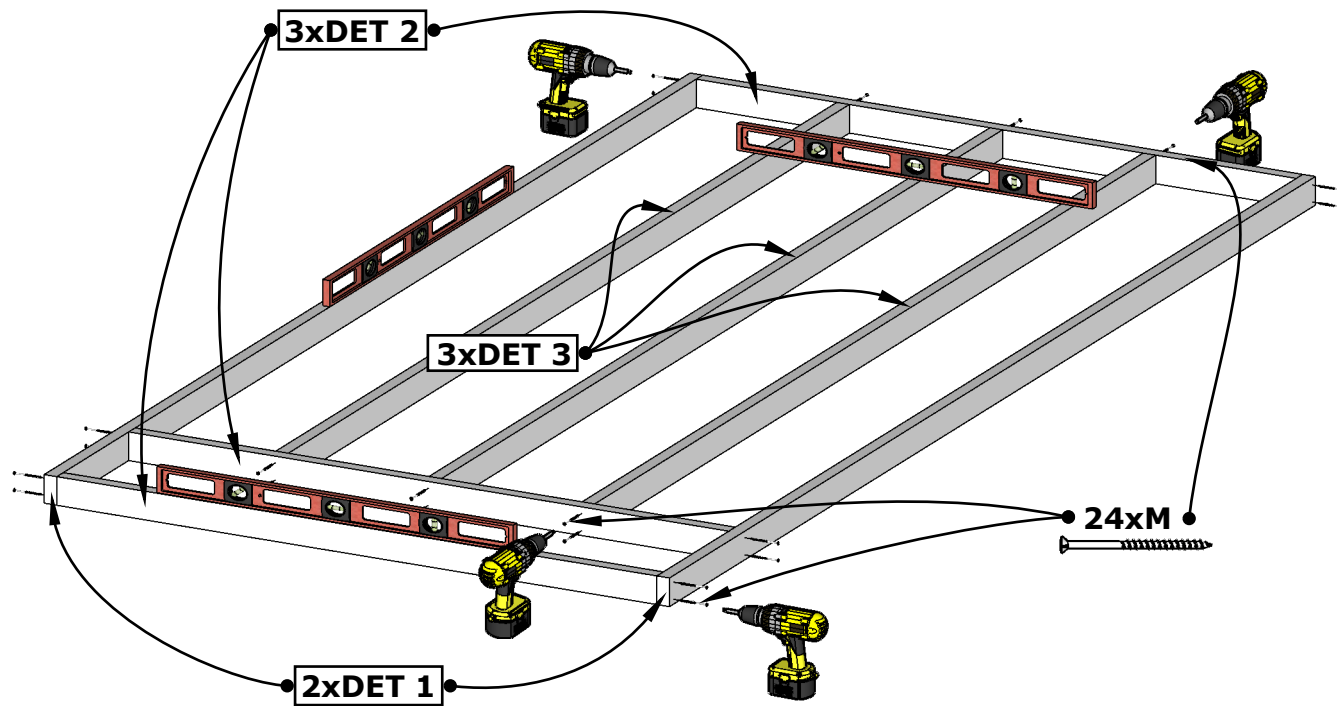


NB! Window design can be slightly different!





POD 480



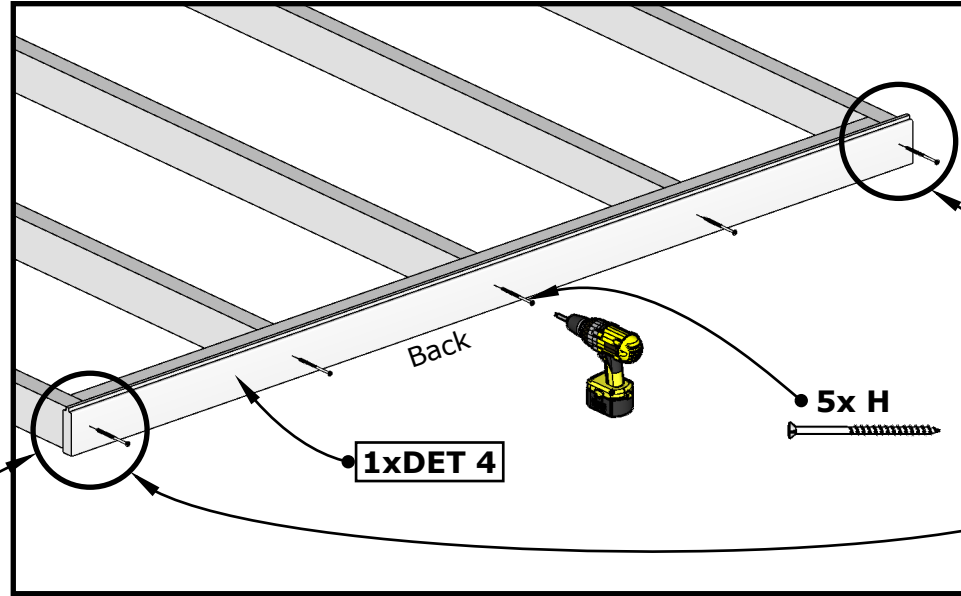
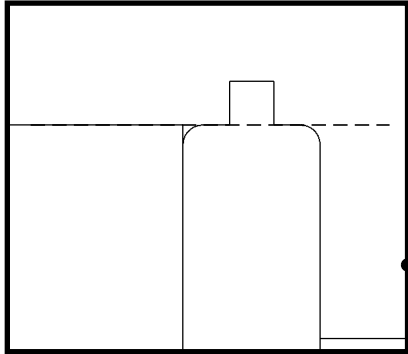
1. I

(POD-002)

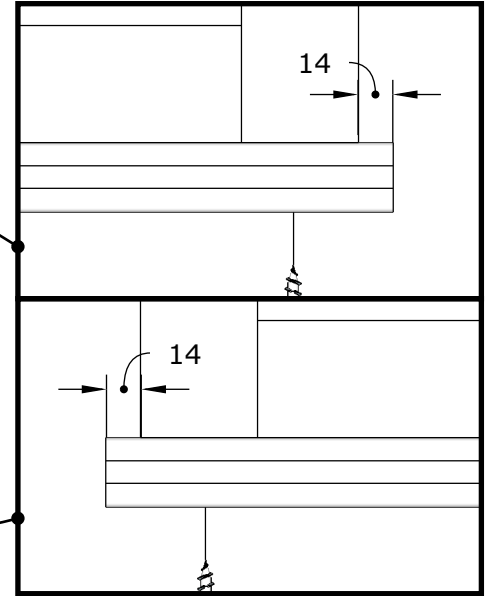
POD 480



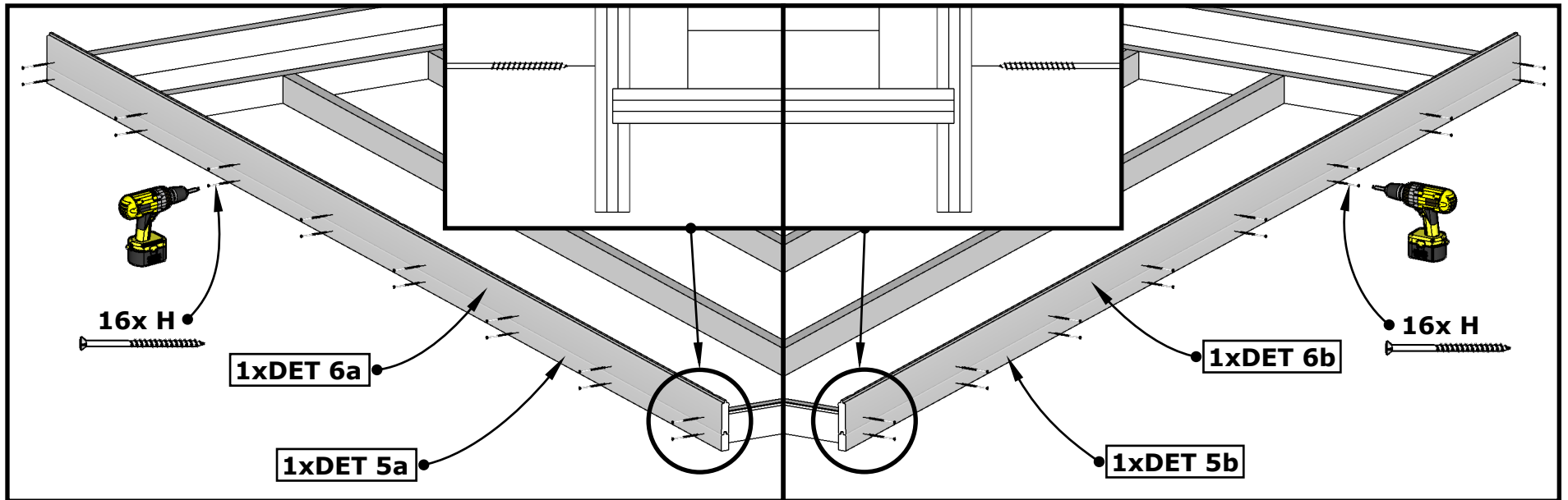
Side view



Top view



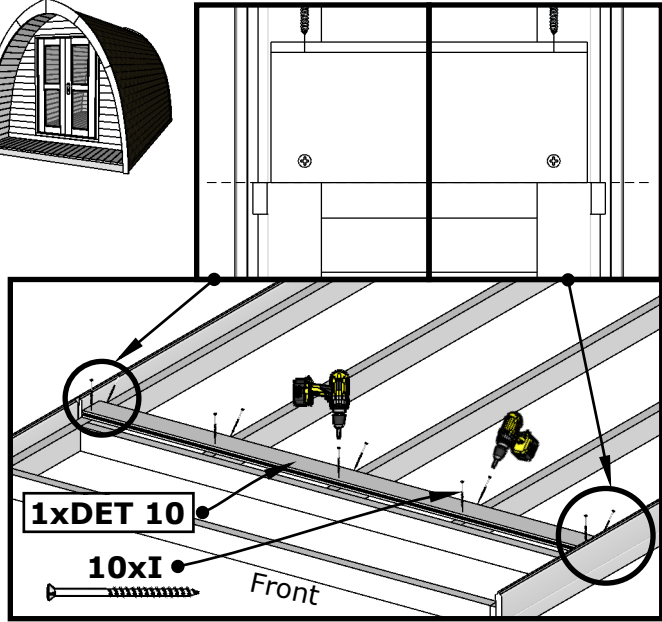
I



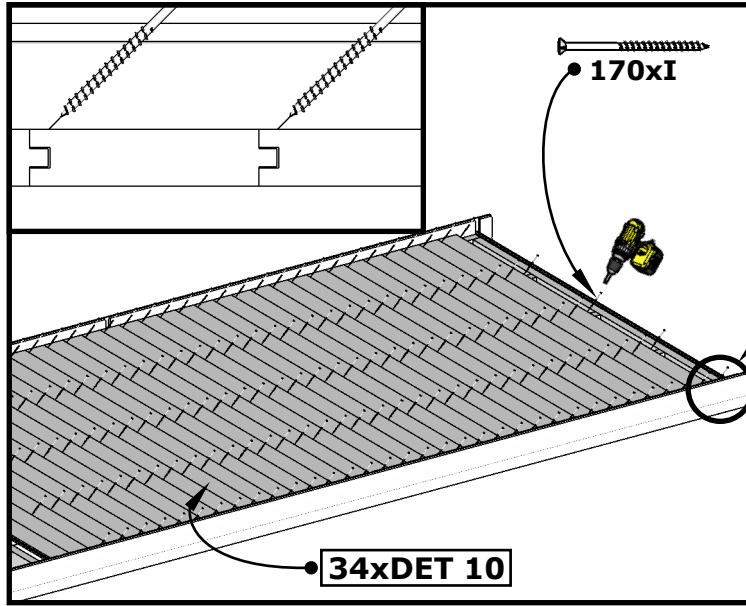
II

2.

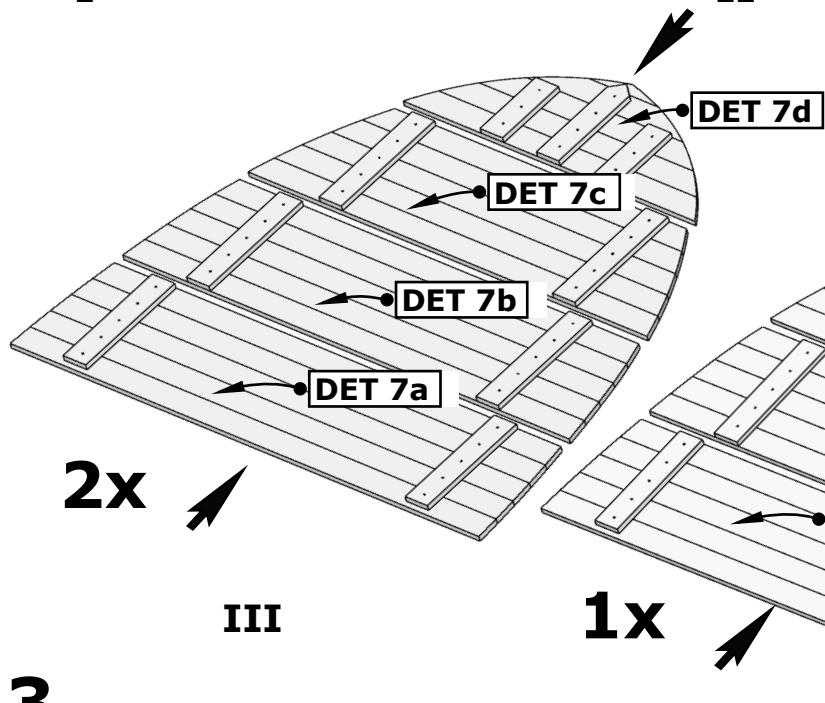
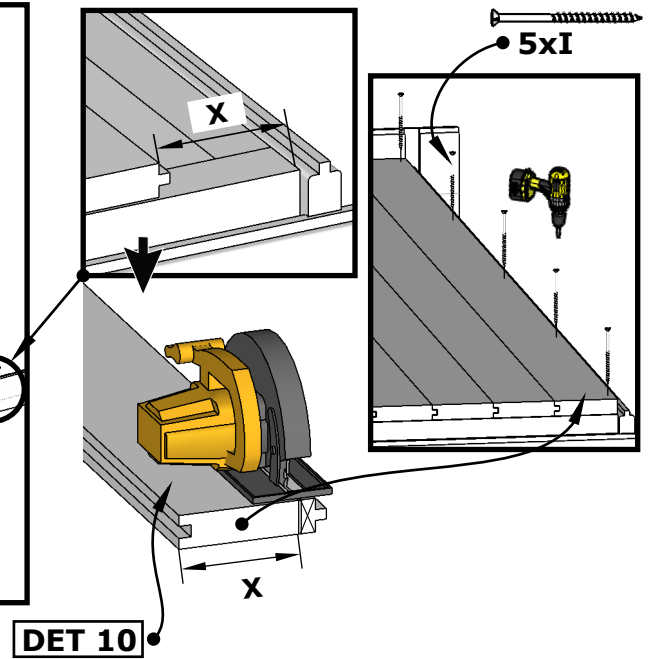
POD 480



I

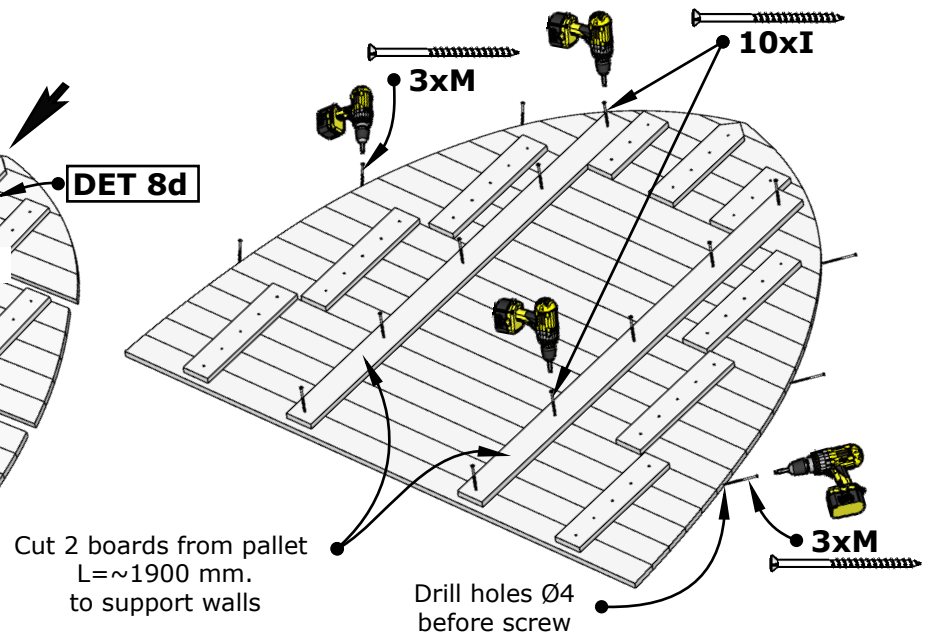


II



III

1x



Cut 2 boards from pallet
L=~1900 mm.
to support walls

Drill holes Ø4
before screw

3.

(POD-002)

POD 480



Fix temporarily
to support walls.

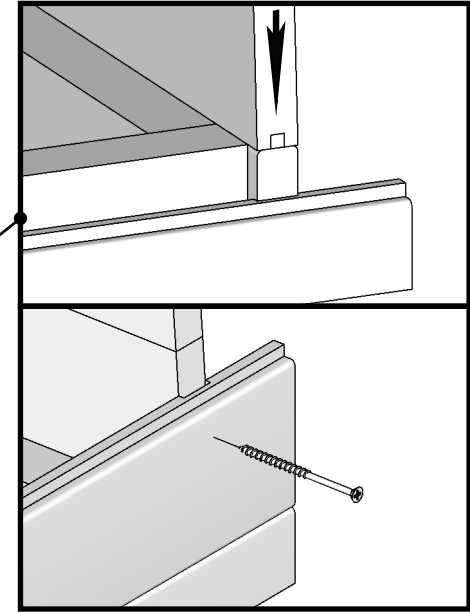
DET 6a
DET 6b

DET 7

DET 8

DET 7

12xH



I Remove

30xH

30xH

10xDET 6a
10xDET 6b

36xH

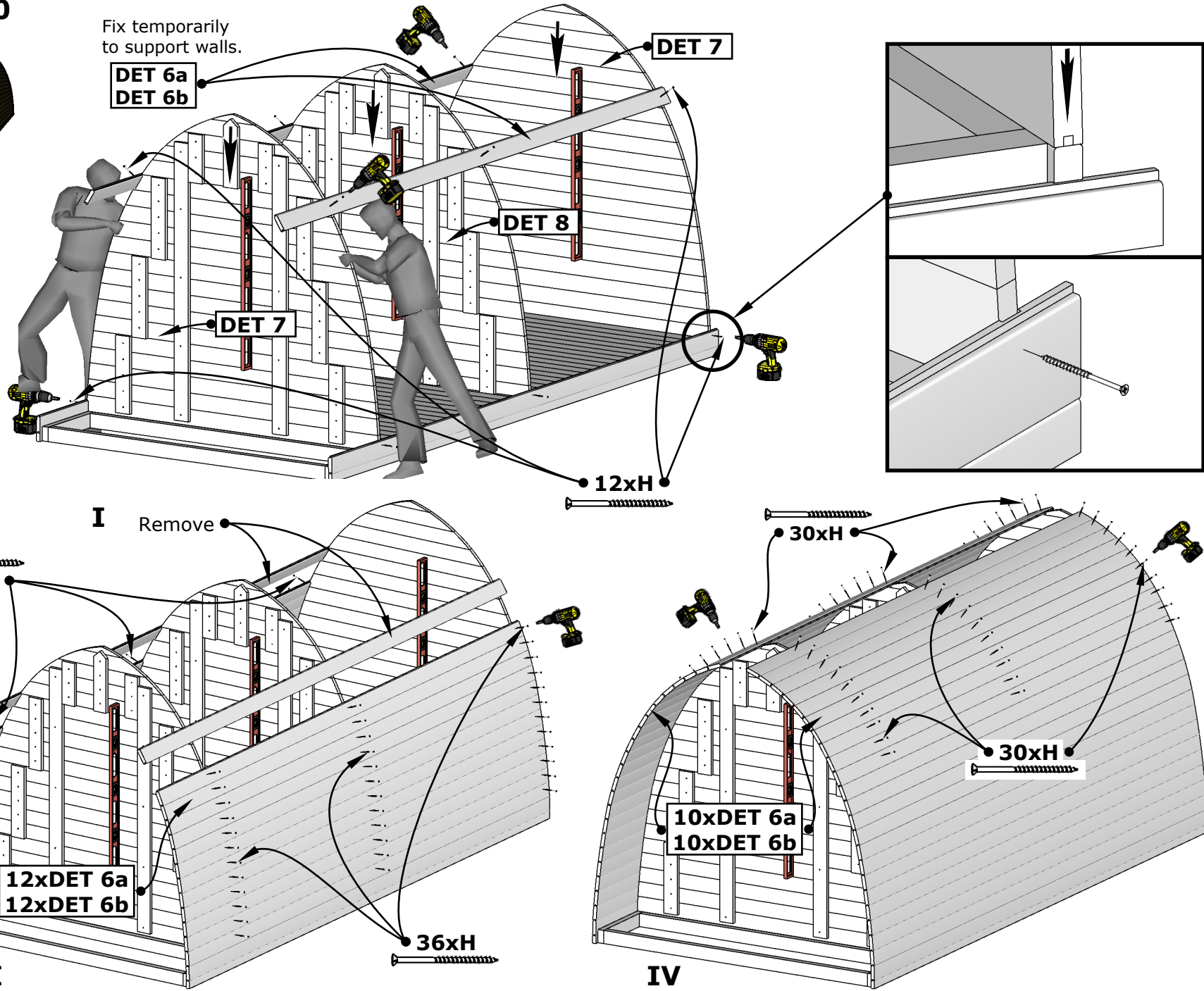
12xDET 6a
12xDET 6b

36xH

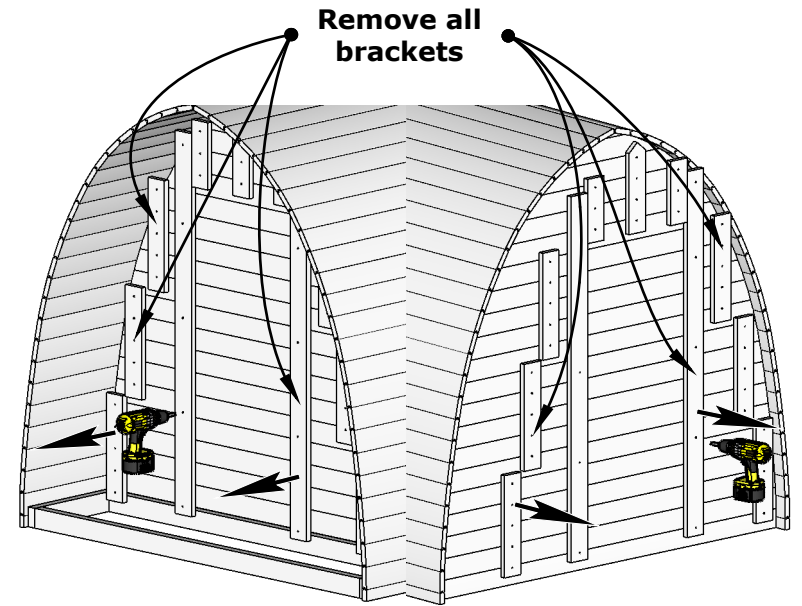
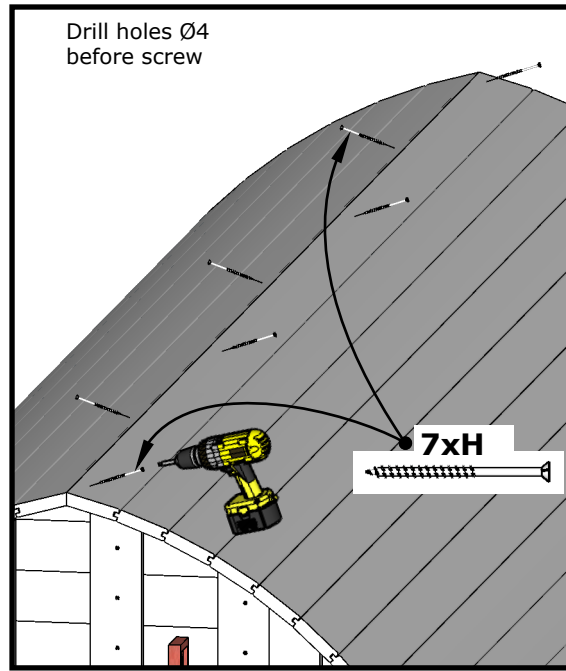
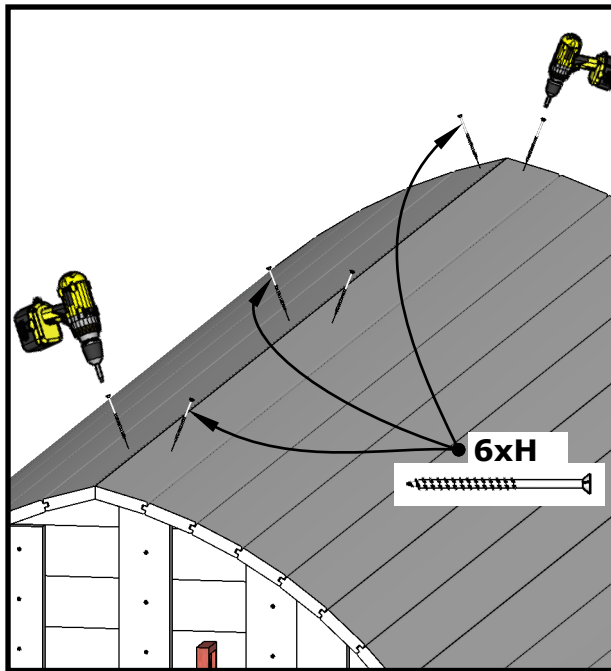
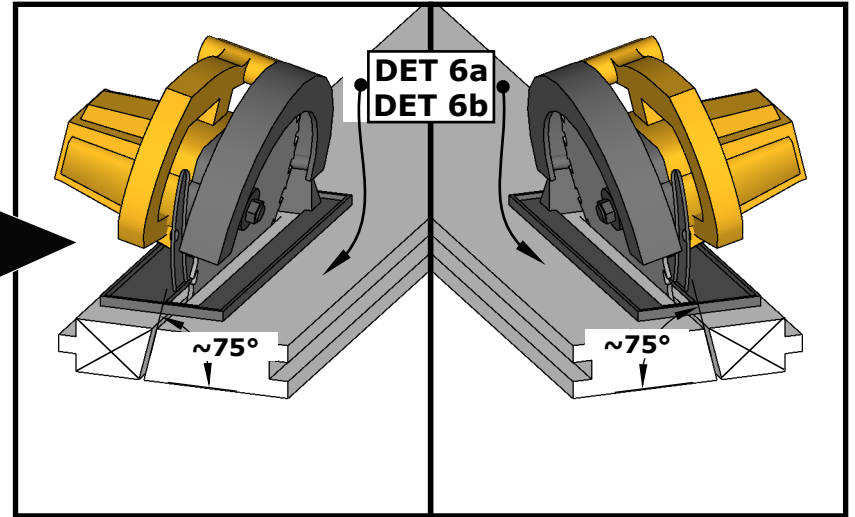
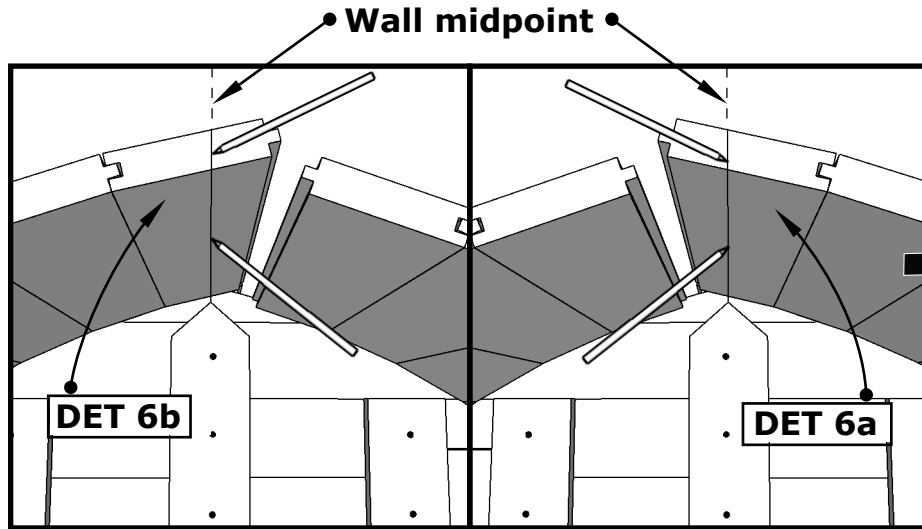
4. III

IV

(POD-002)

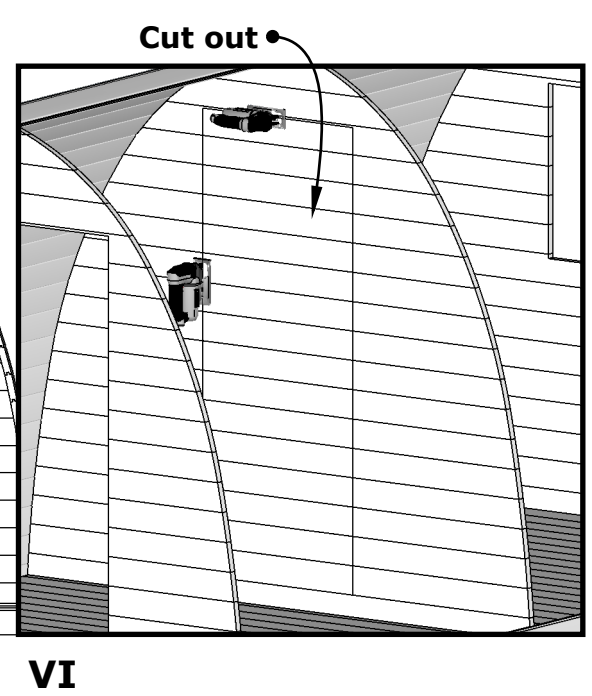
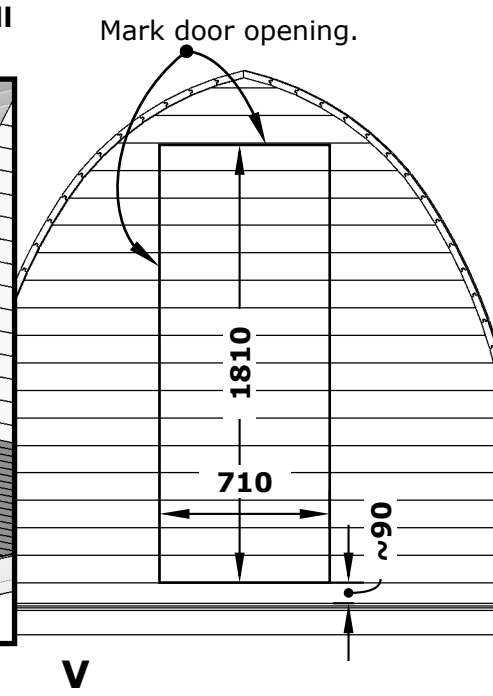
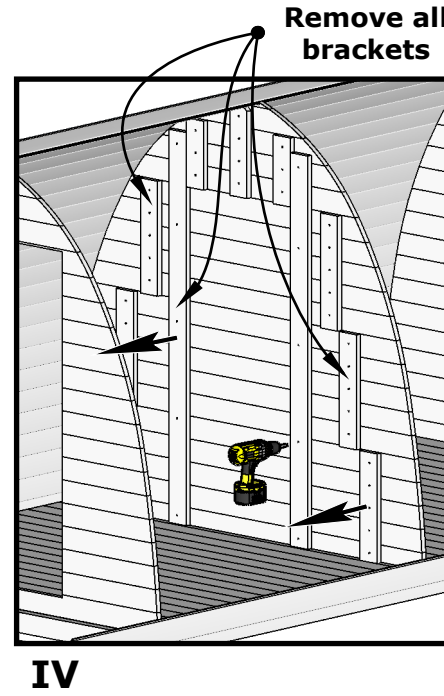
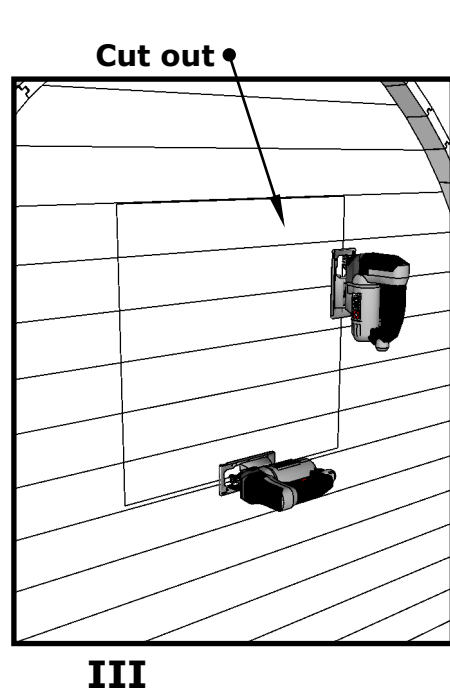
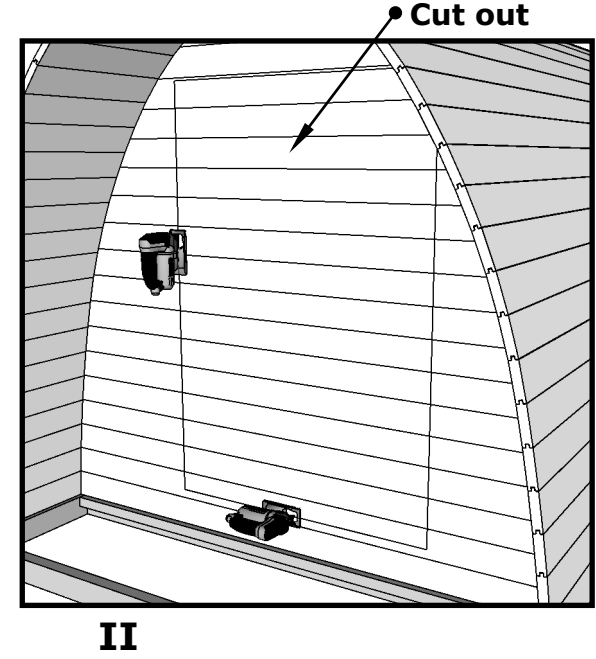
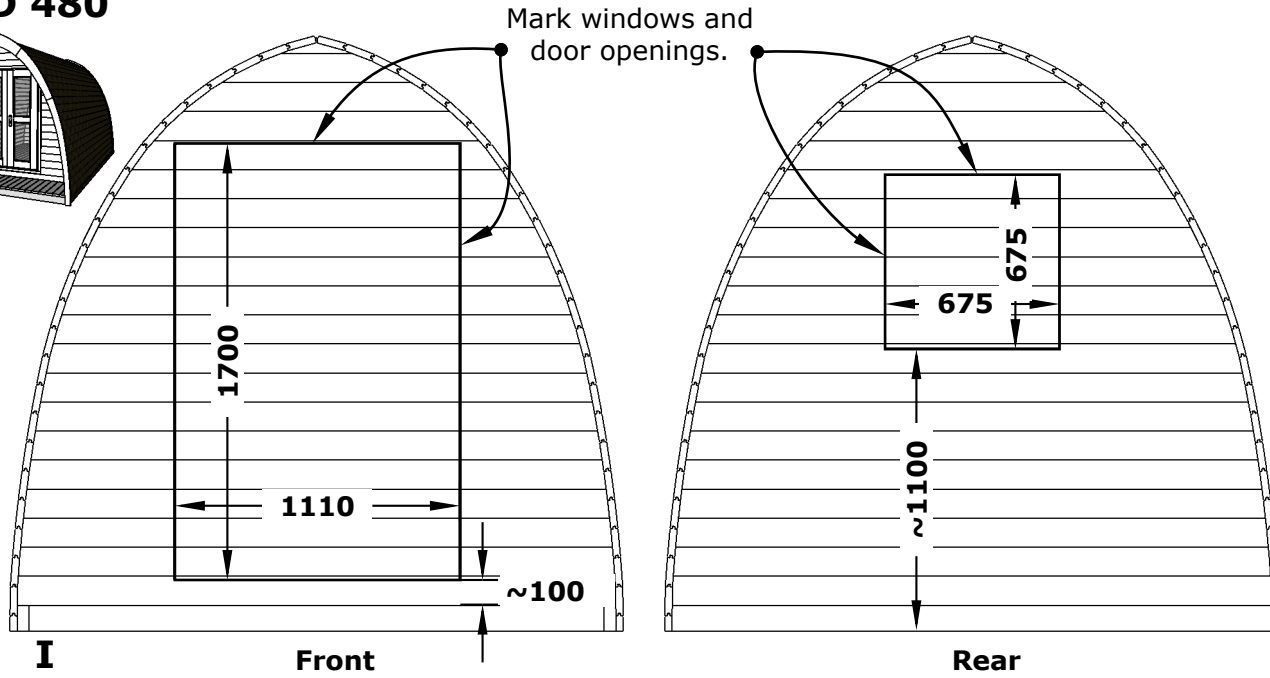


POD 480



5.

POD 480



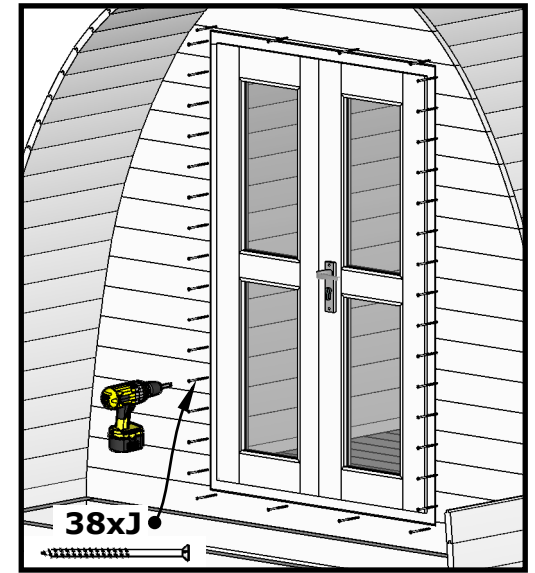
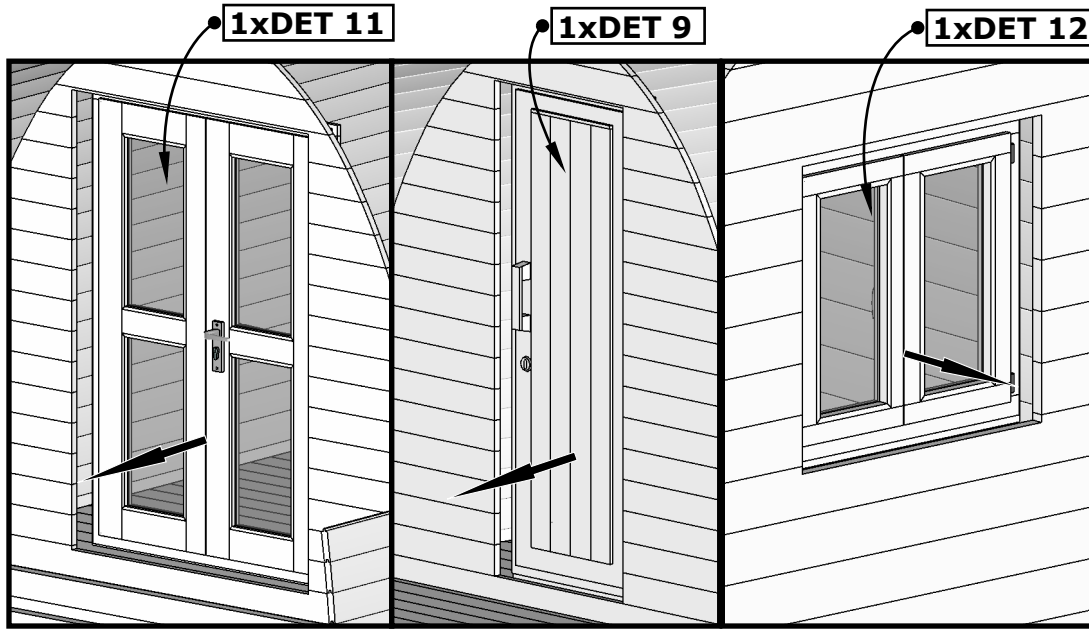
6.

POD 480



Use waterlevel for door and windows installation.

NB! Install door and windows from inside.



Vertically fix screw in every board.

I

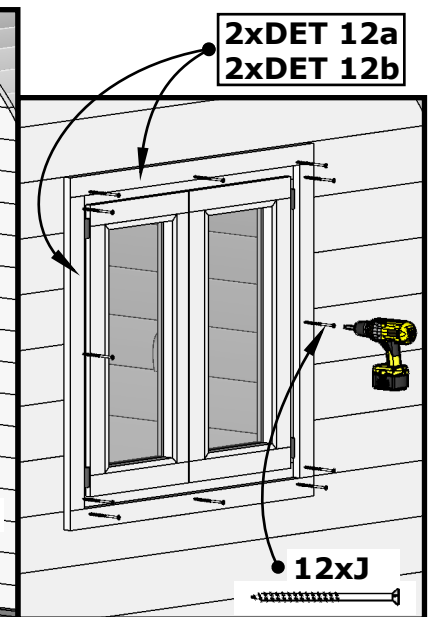
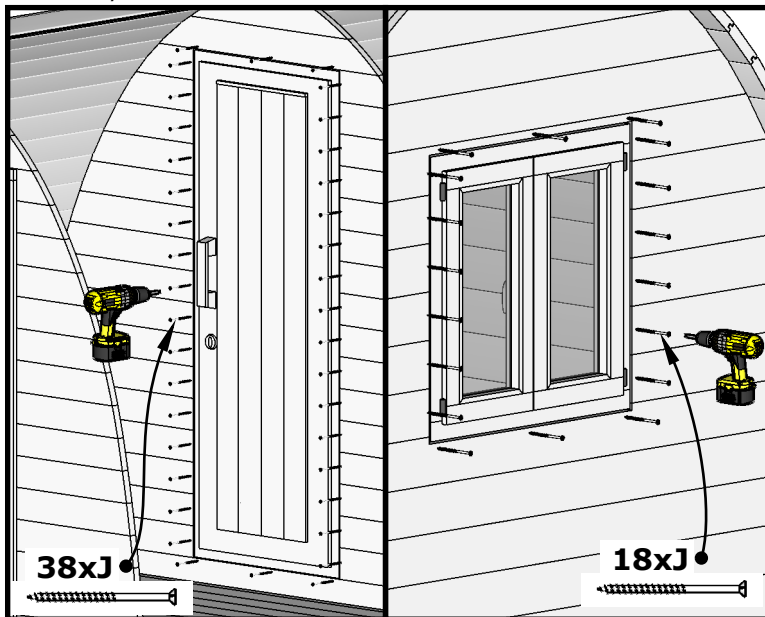
Vertically fix screw in every board.

2xDET 11a
2xDET 11b

2xDET 9a
2xDET 9b

II

Vertically fix screw in every board.

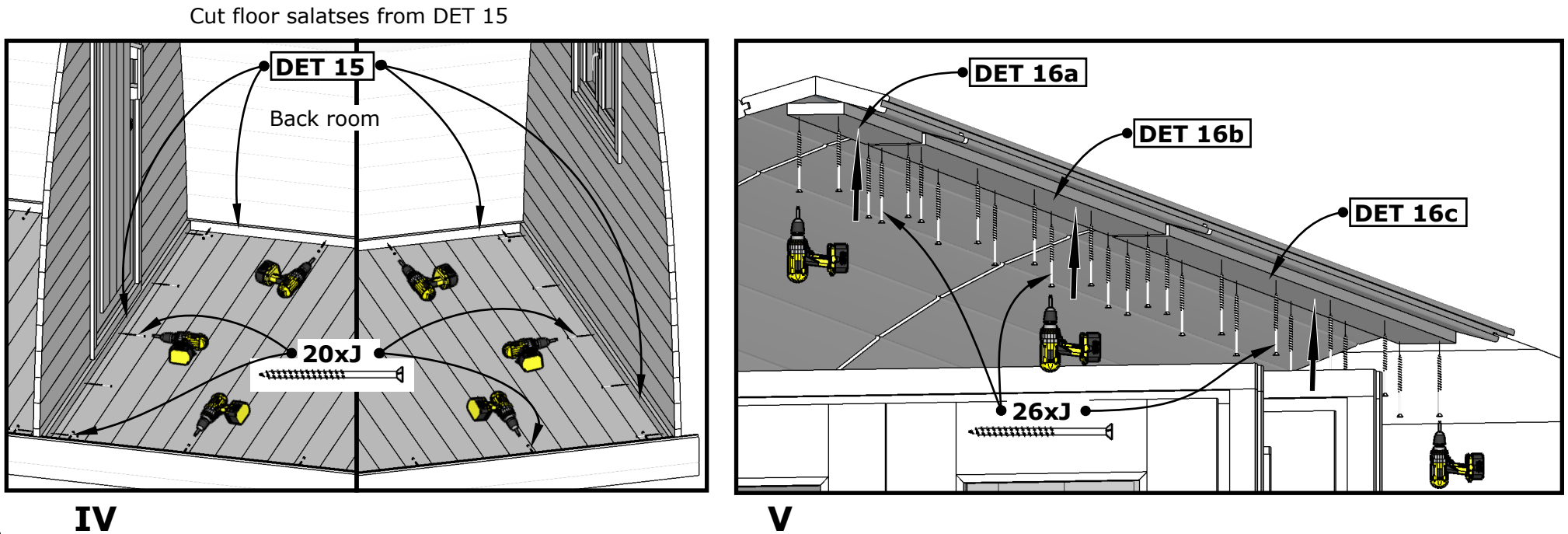
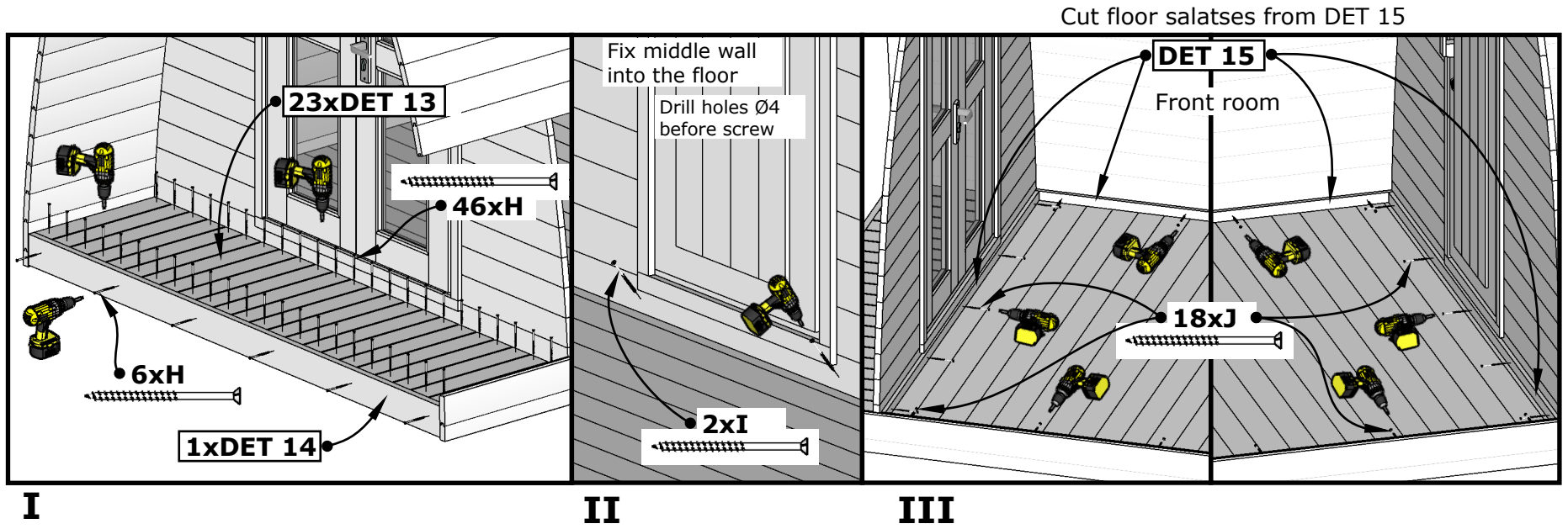


2xDET 12a
2xDET 12b

7. III

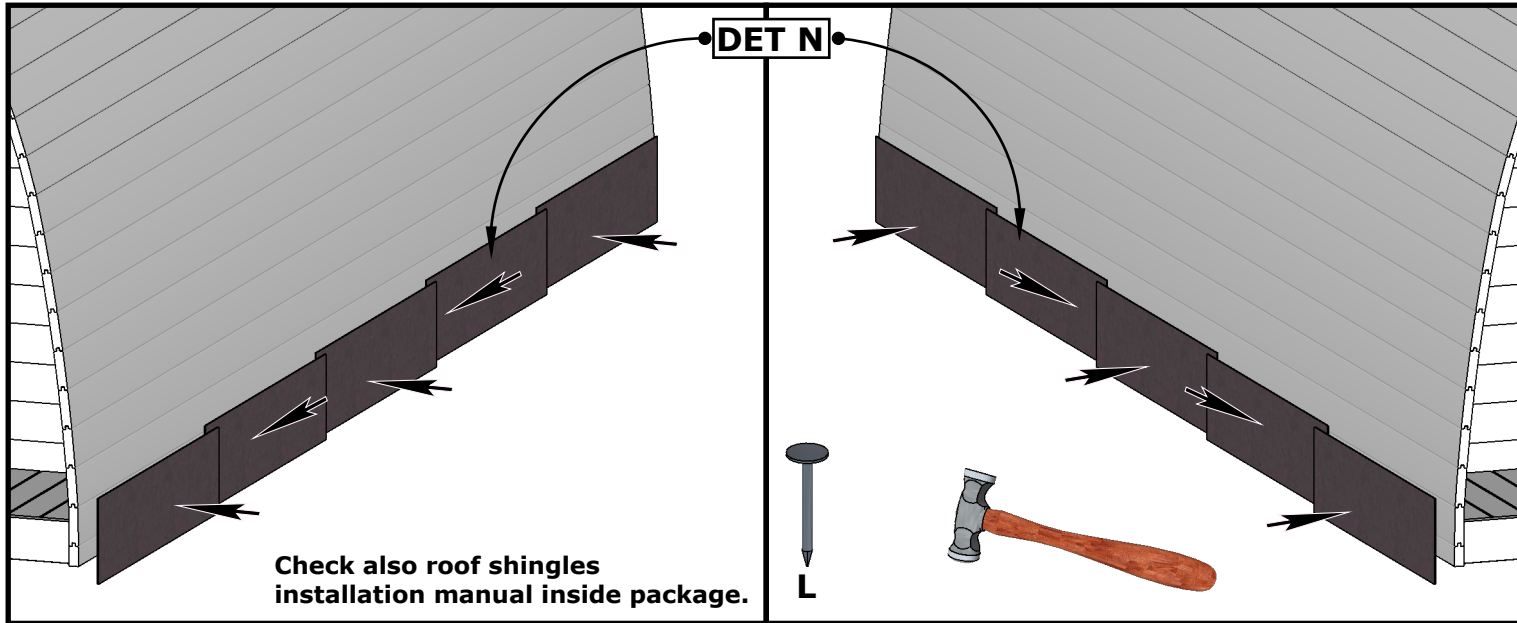
V

POD 480

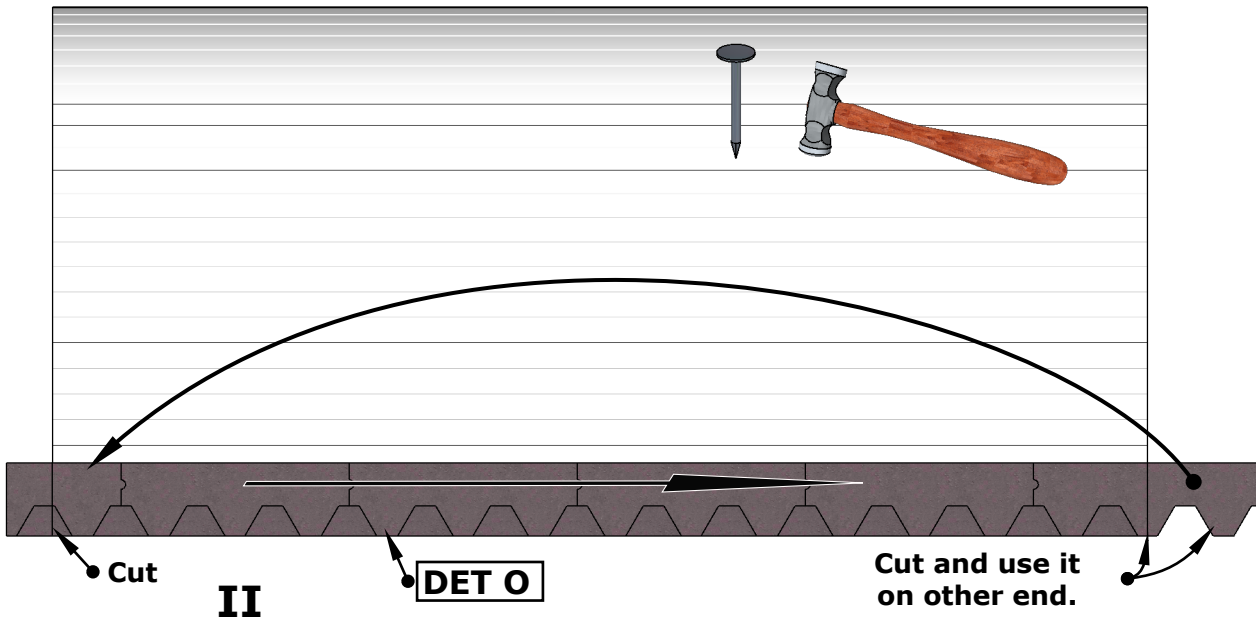


8.

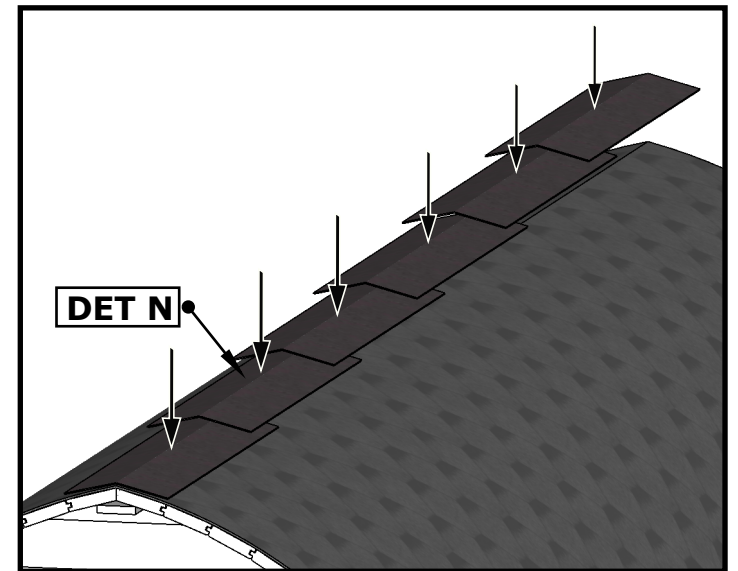
POD 480



I



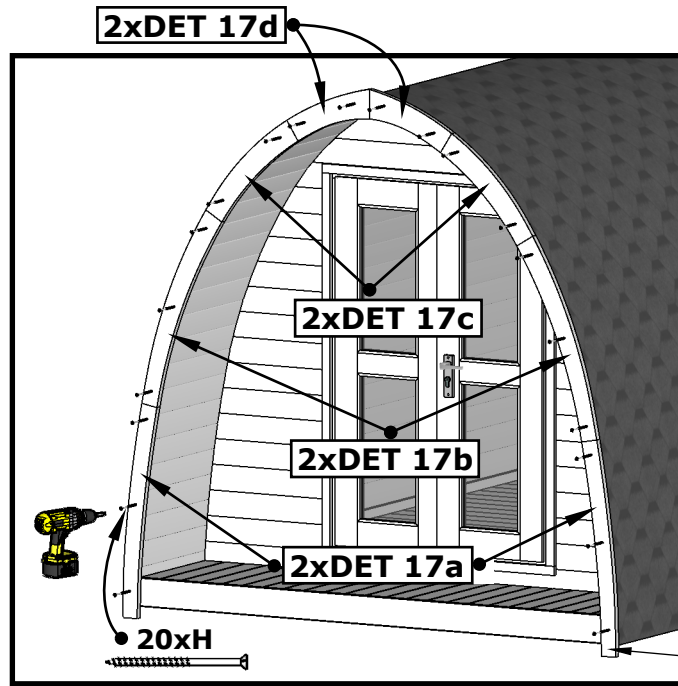
II



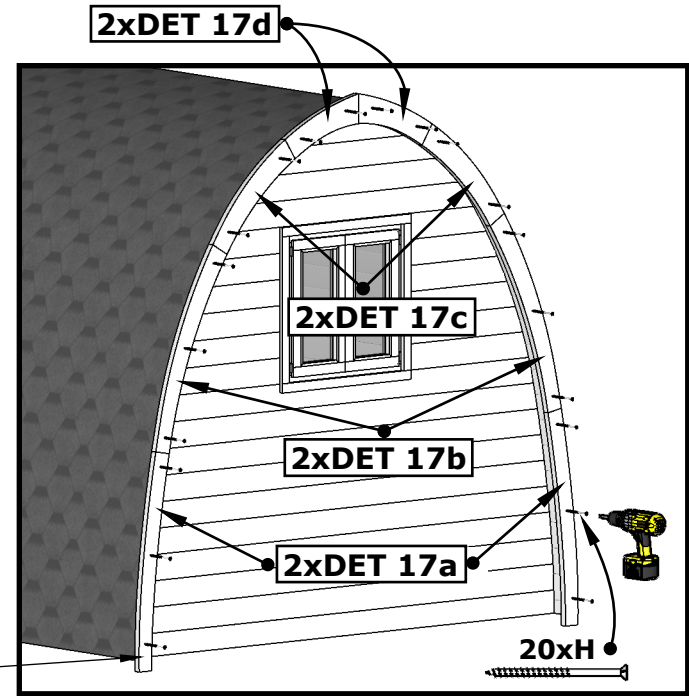
III

9.

POD 400



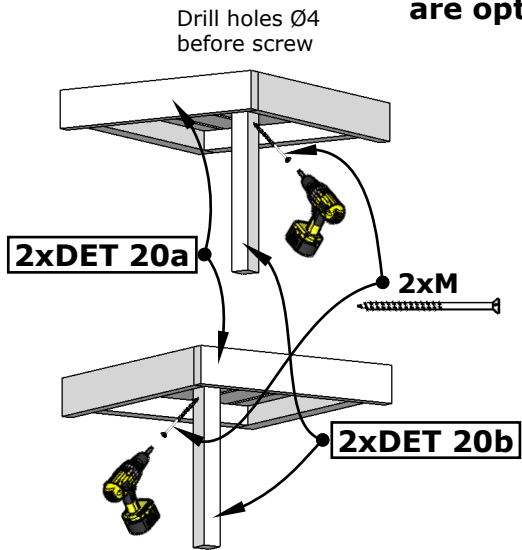
I



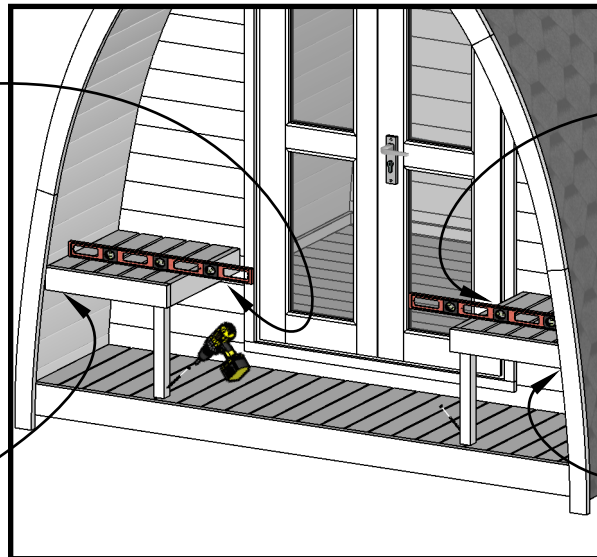
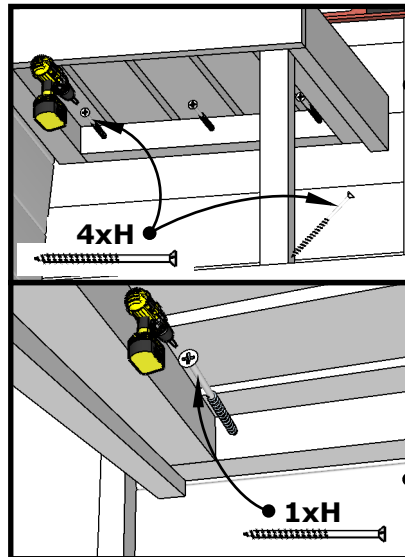
II

Cut the ends,
if needed.

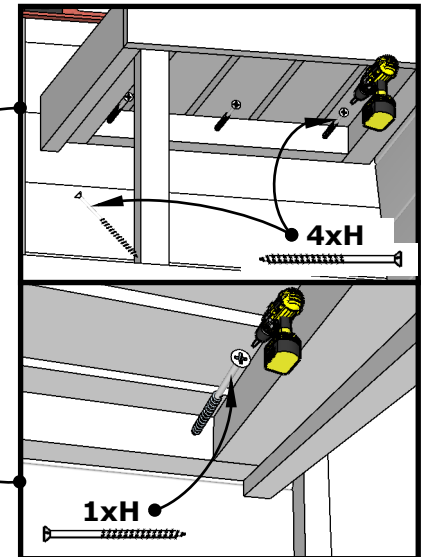
**Terrace benches
are optional!**



III



IV



10.