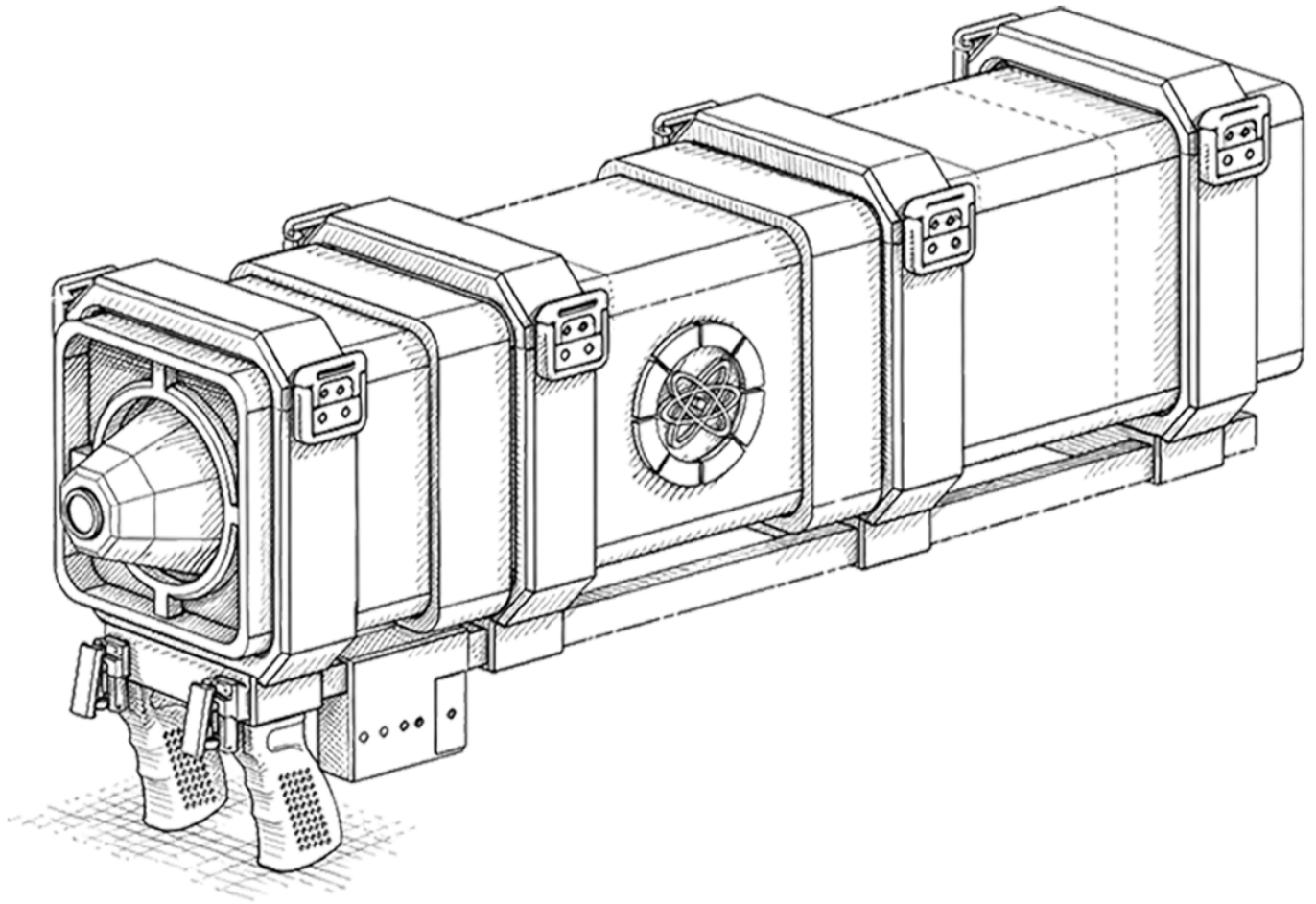
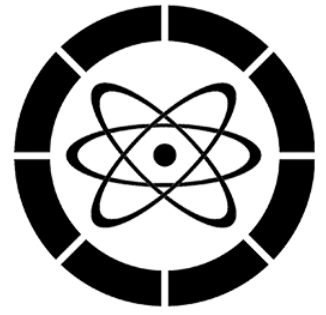


POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

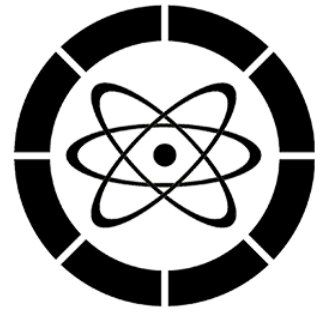
CONSTRUCTION MANUAL



BETA 1.0.0

POLYCHROME LABORATORIES

**OPEN SOURCE ROCKET LAUNCHER.
CONSTRUCTION MANUAL**



VORWORT

**THIS IS THE FIRST WORKING BETA VERSION OF THIS LAUNCHER.
THERE WILL COME MORE DETAILED DOCUMENTATION.
ALSO DEVELOPMENT ON THIS PLATFORM CONTINUES.
THERE WILL COME MORE BARREL OPTIONS AND GREATER
COMPATIBILITY WITH OTHER PLATFORMS.
CURRENTLY THE ROCKET NEEDS TO BE HARD WIRED INTO THE
AMMO BOX. I WILL WORK ON A BETTER WAY TO CONNECT THE
ROCKET TO THE CIRCUIT. ALSO OTHER DESIGNS WILL BE
FURTHER DEVELOPED.
DOCUMENTATION TO THE ROCKET, THE CIRCUIT
AND THE USED PROPULSION
AND HOW TO MAKE IT WILL FOLLOW SOON
CONSIDER SUPPORTING ON PATREON.**

AND THANKS TO MY PATREONS TOBI AND ETHAN

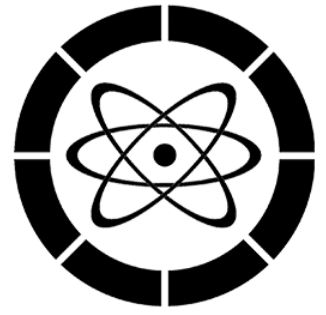


BETA 1.0.0

POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

GRIPP ASSEMBLY



FRAME TOP.STL

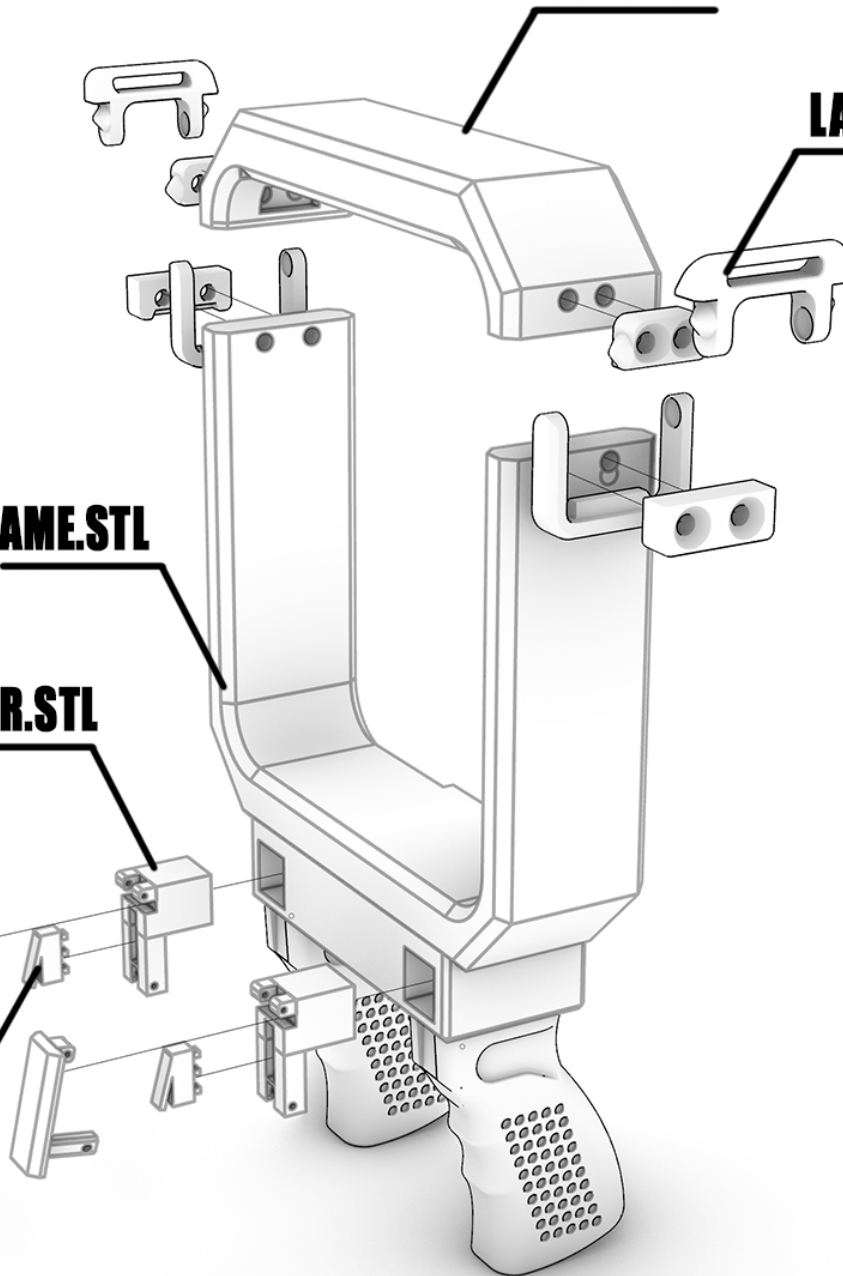
LATCH ASMBLY.STL

GRIPP FRAME.STL

BUTTON CONNECTOR.STL

BUTTON.STL

SWITCH

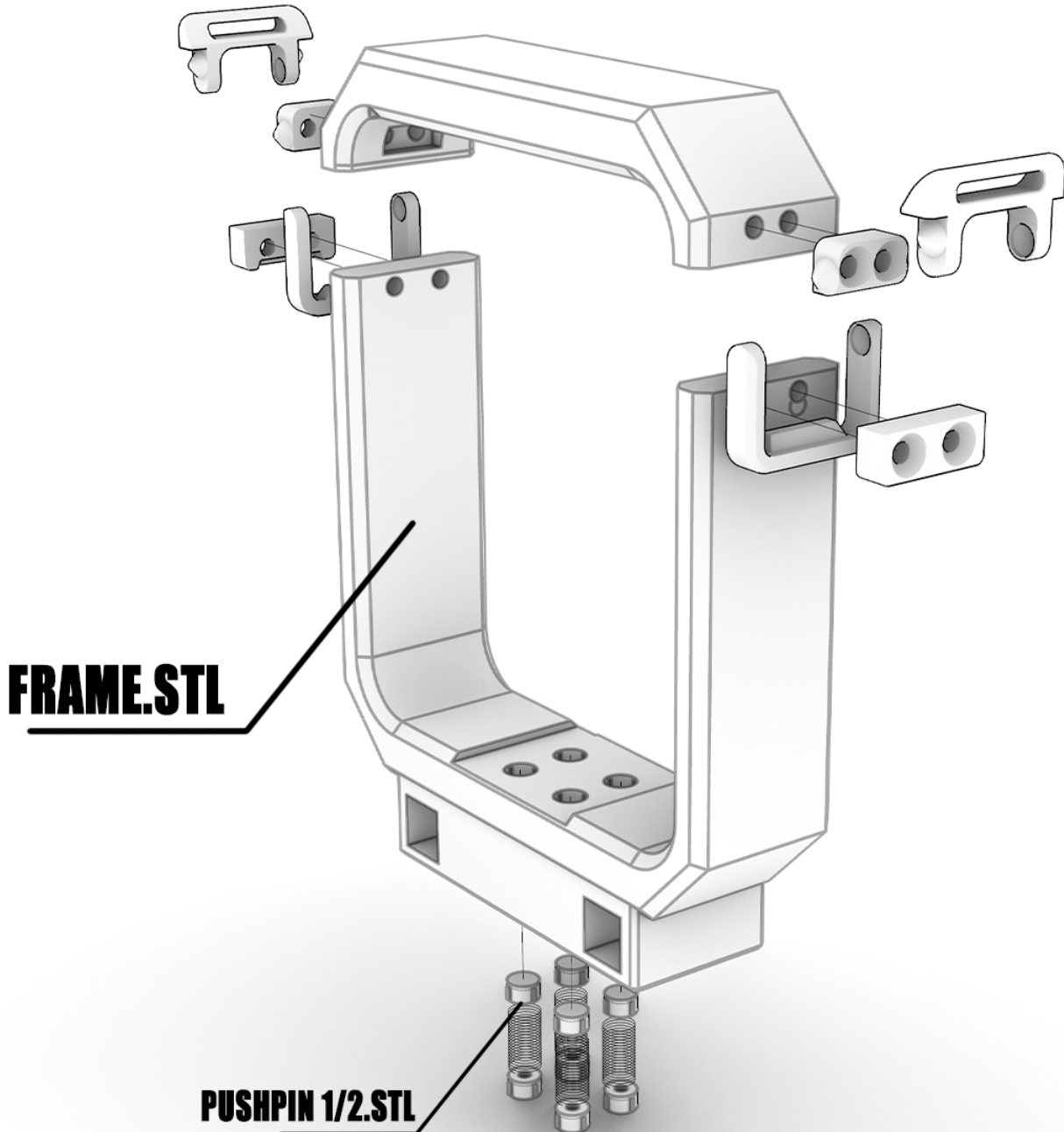
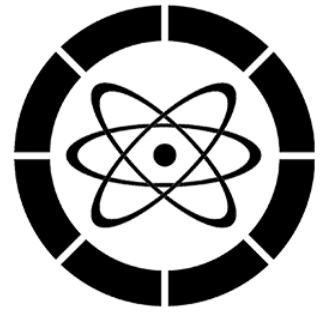


BETA 1.0.0

POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

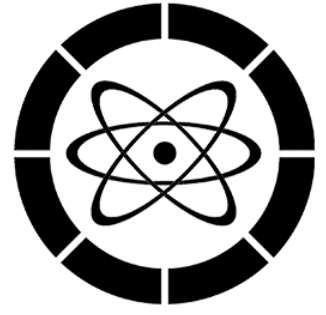
FRAME WITH ELECTRICAL CONNECTOR



POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

FRAME WITH ELECTRICAL CONNECTOR

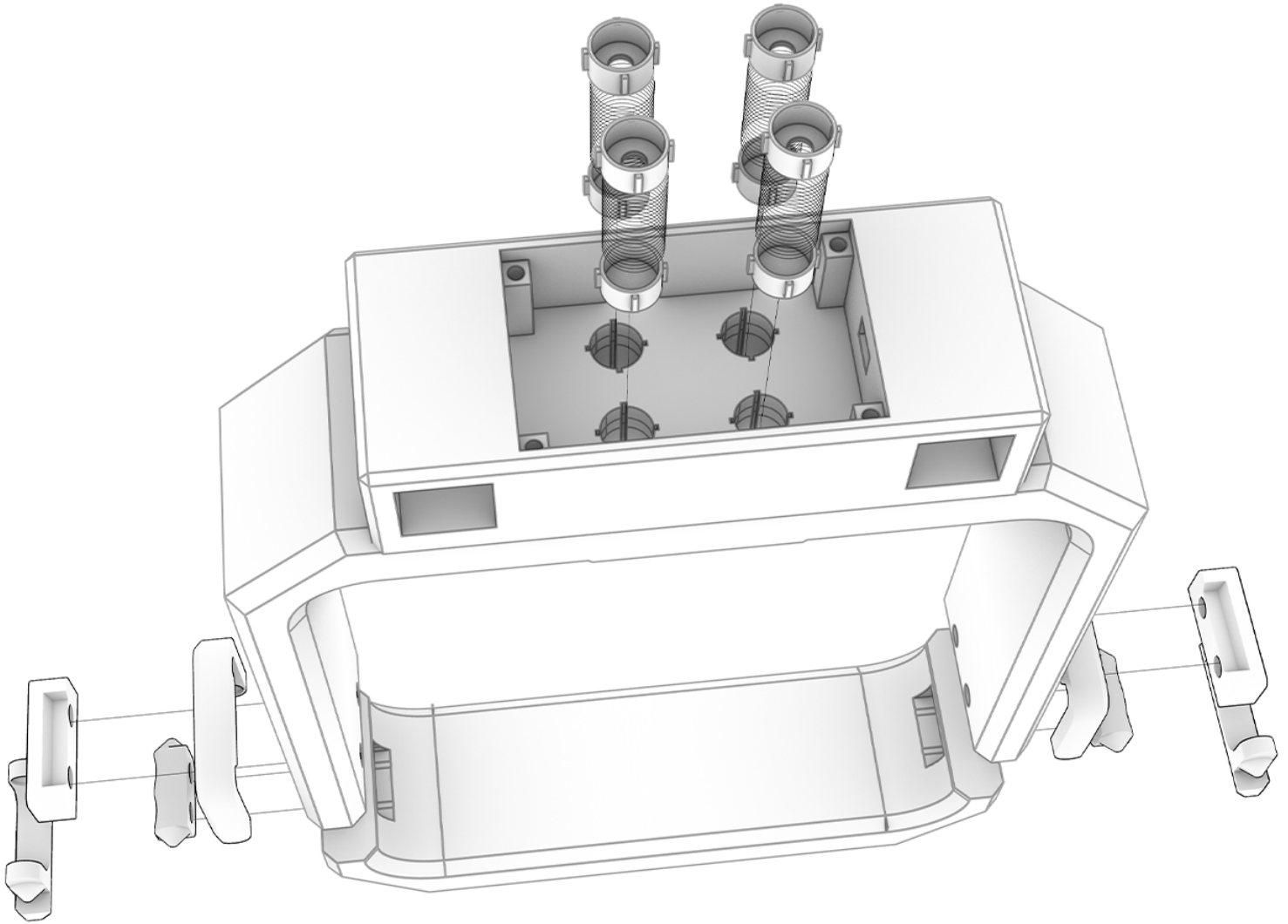


THE TOP PIN NEEDS TO BE MADE CONDUCTIVE. USE COPPER PAINT OR GLUE ON WASHERS.

CONNECT THEM TO WIRES AND FEED THEM THROUGH THE HOLE IN THE SECOND PIN.

INSERT THE TOP PIN INTO THE HOLE IN THE FRAME USE SPRINGS TO AD TENSION AND GLUE

IN THE BOTTOM PIN WITH THE HOLE. THIS WILL BE USED TO TRANSFER POWER TO THE BOX

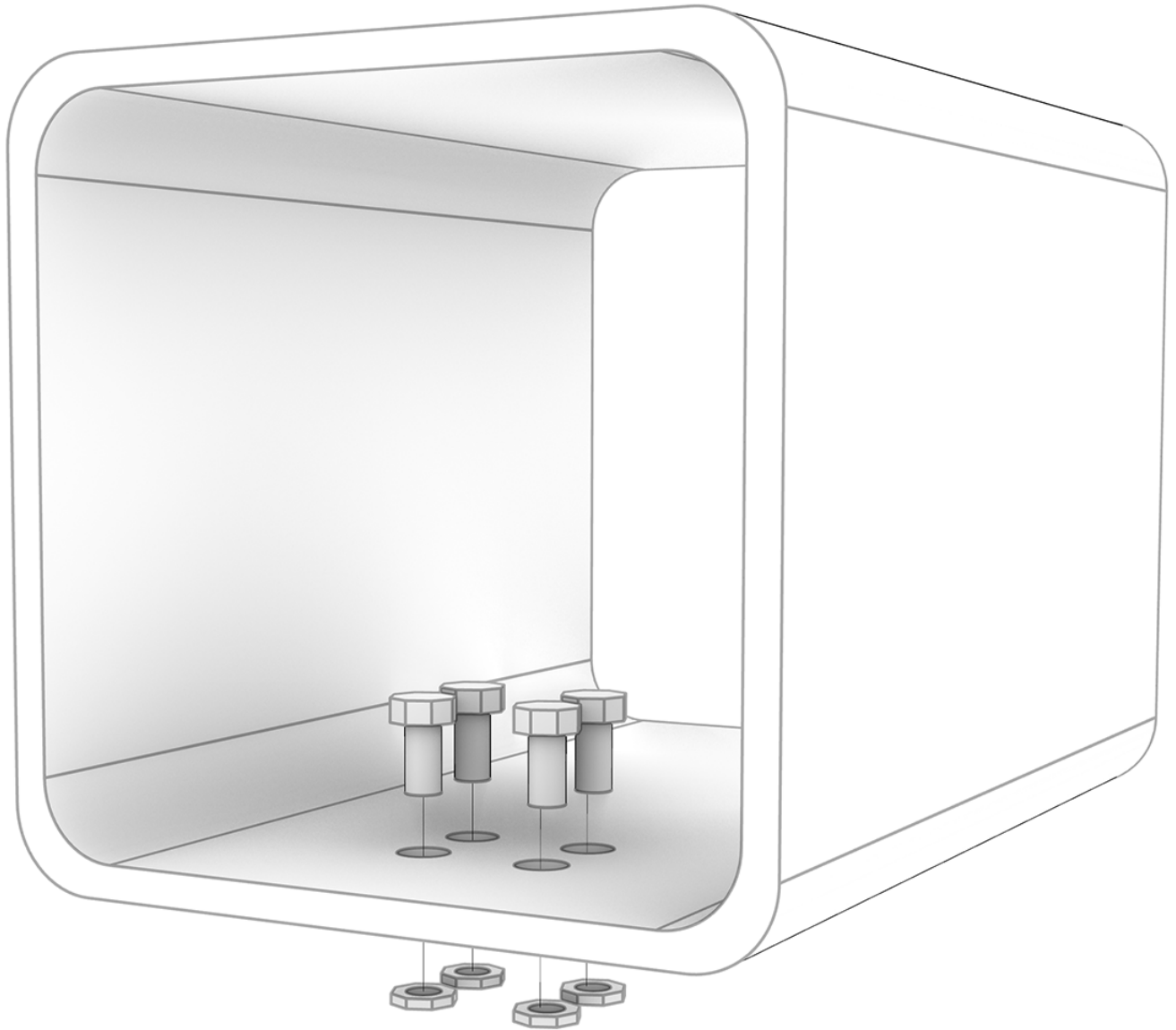
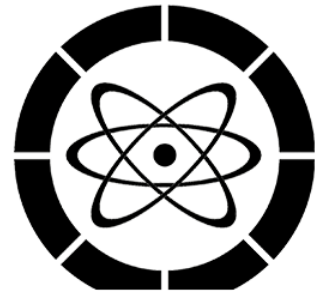


BETA 1.0.0

POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

CASE WITH ELECTRICAL CONNECTOR



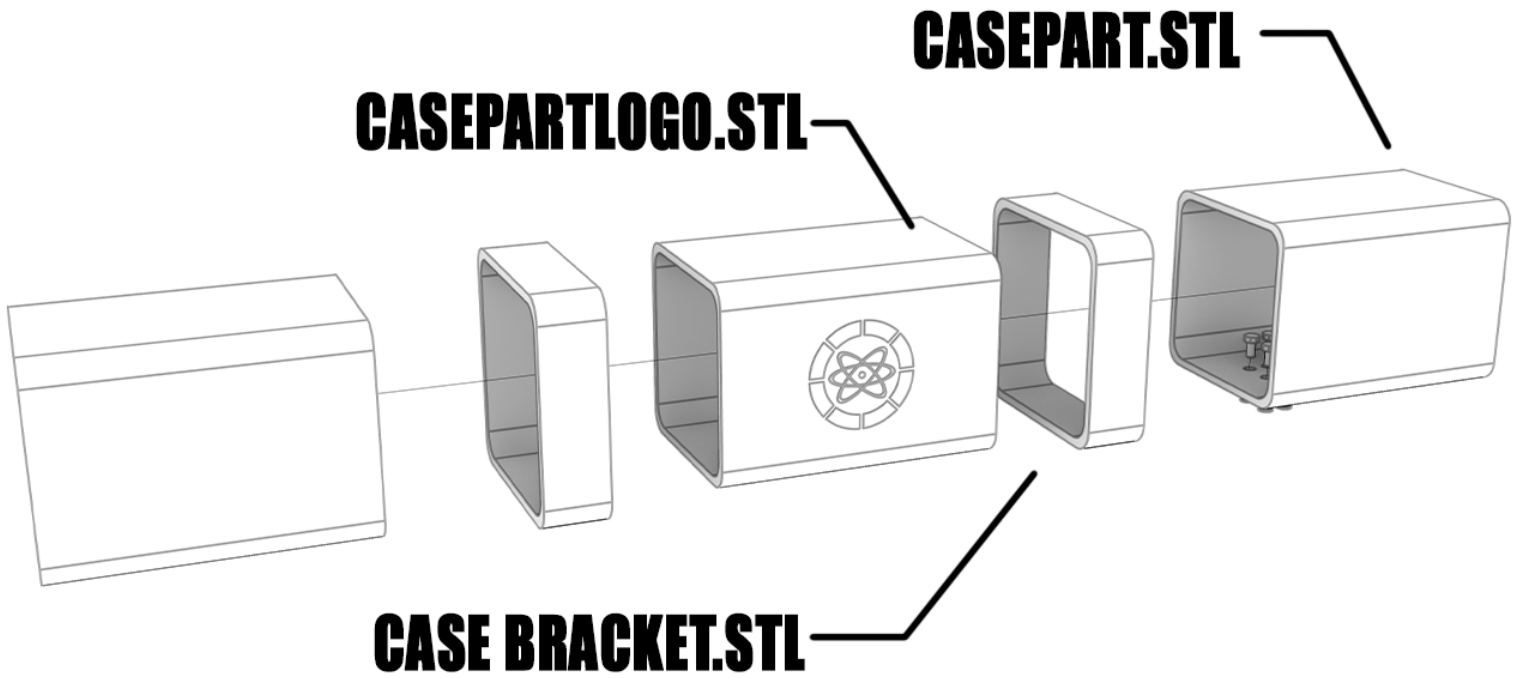
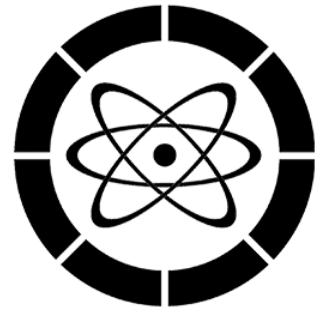
USE NUTS AND BOLTS AS CONDUCTIVE CONNECTOR TO TRANSFER POWER TO THE BOX.

BETA 1.0.0

POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

CASE



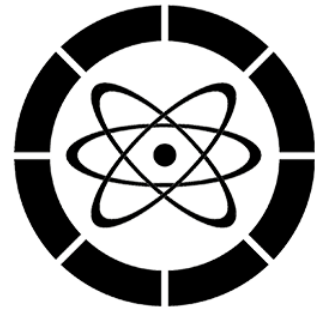
CONNECT THE CASE PARTS

BETA 1.0.0

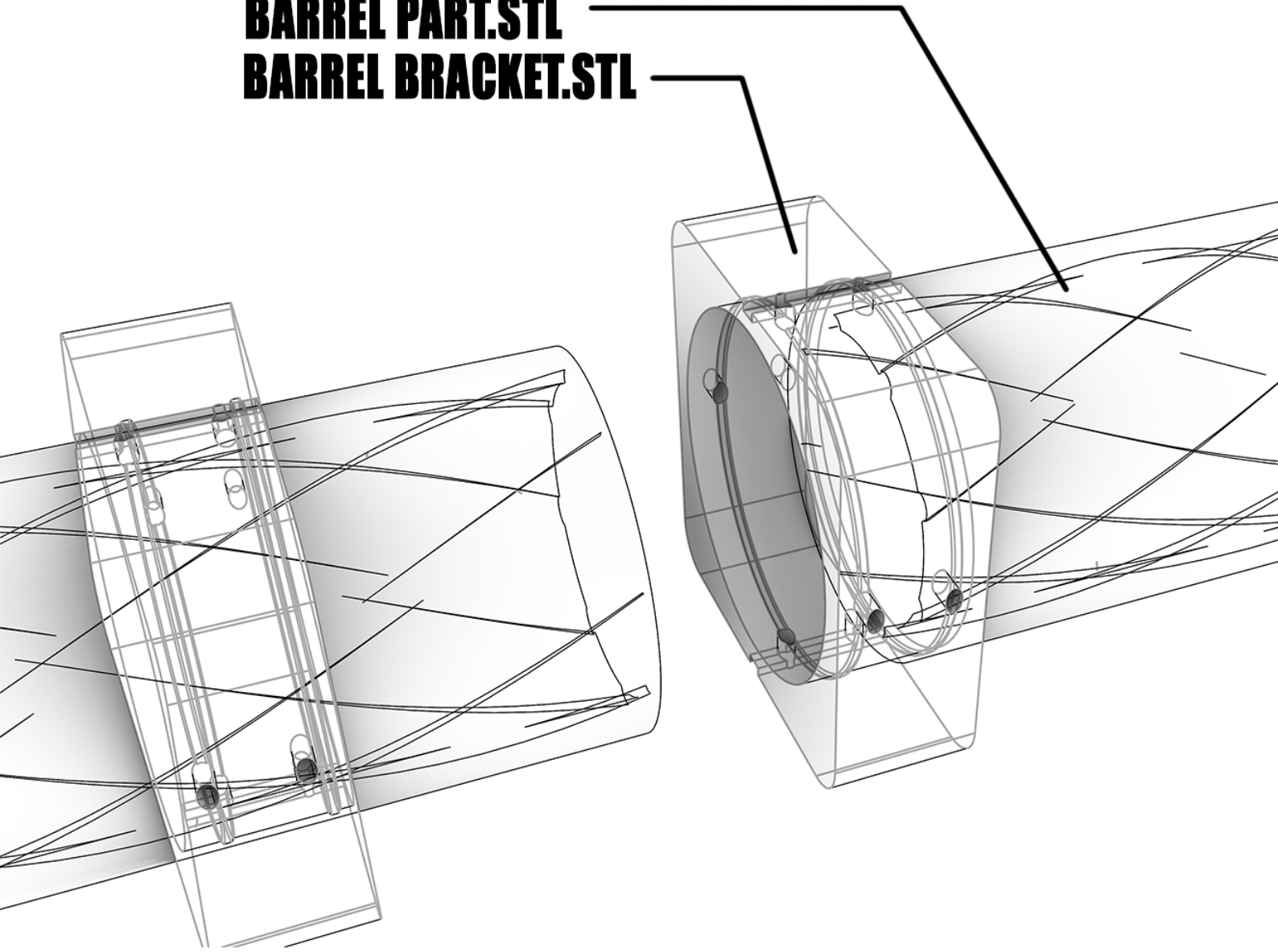
POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

BARREL



BARREL PART.STL
BARREL BRACKET.STL



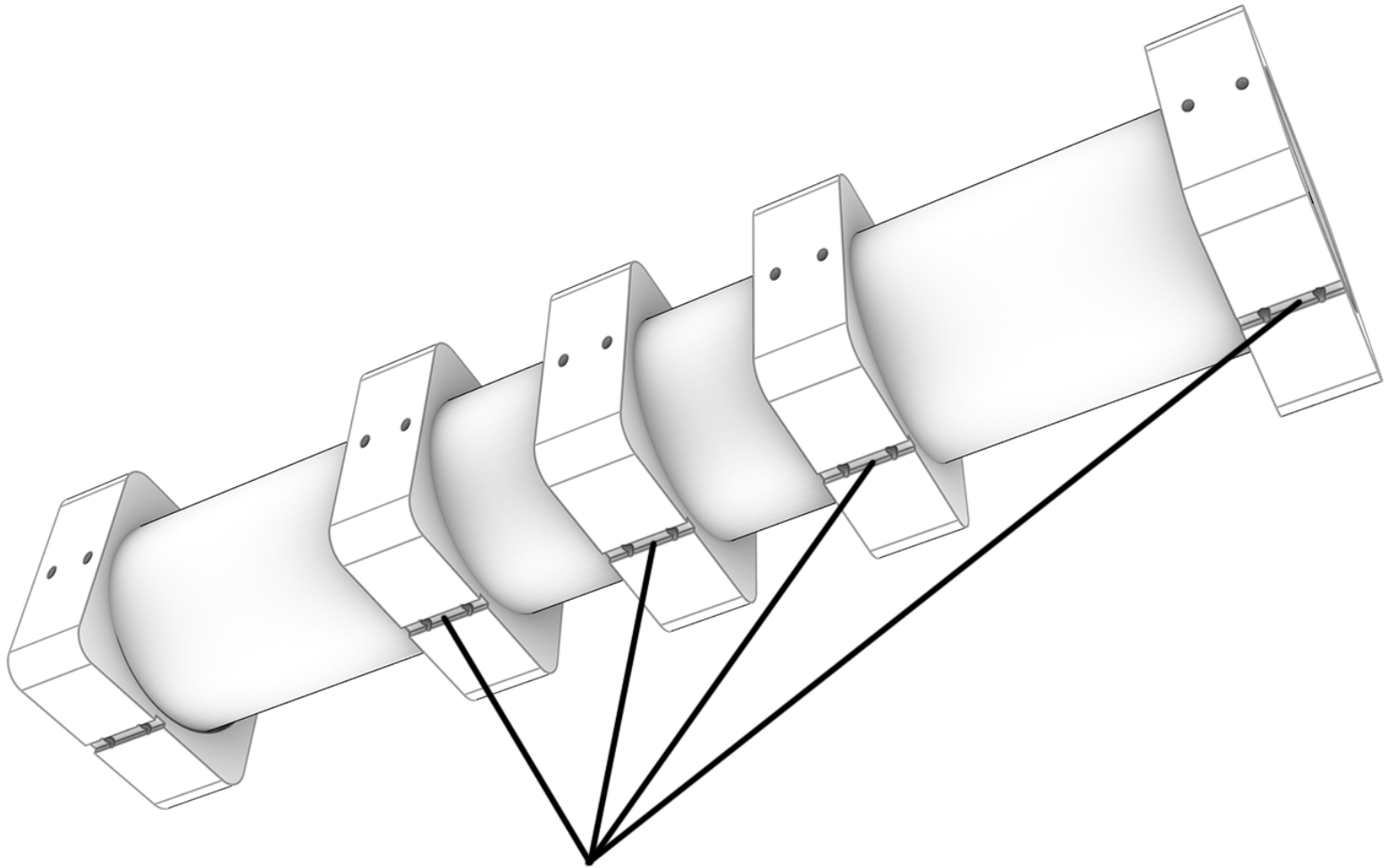
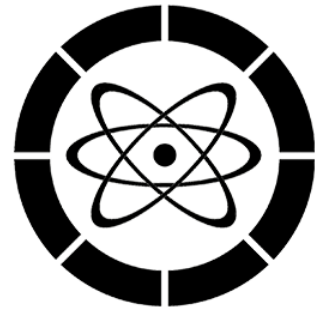
CONNECT THE BARREL PARTS WITH THE BRACKET AND ALLIGN THE RIFFLING. USE THE INSERTION HOLES TO GLUE THEM IN PLACE

BETA 1.0.0

POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

BARREL



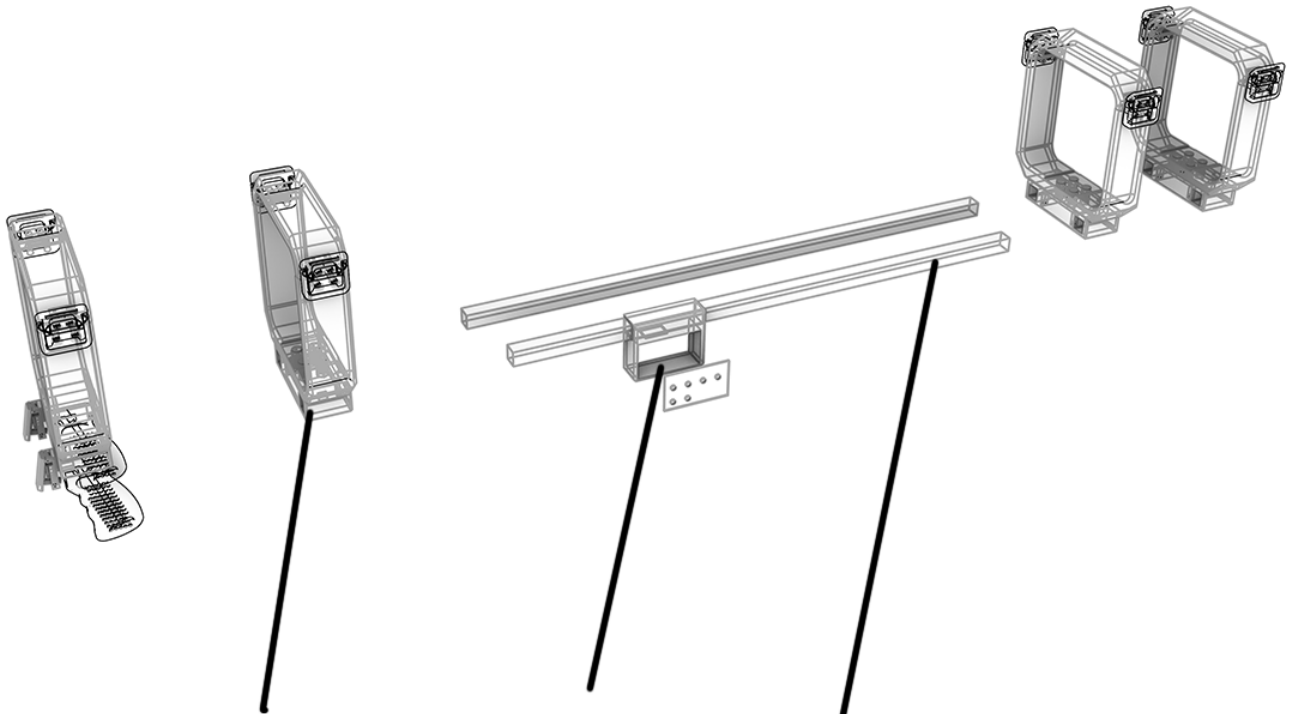
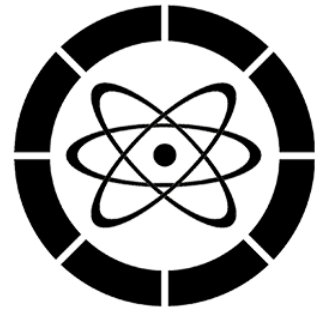
USE THE WIRING CANAL TO CONNECT THE WIRES

BETA 1.0.0

POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

FRAME



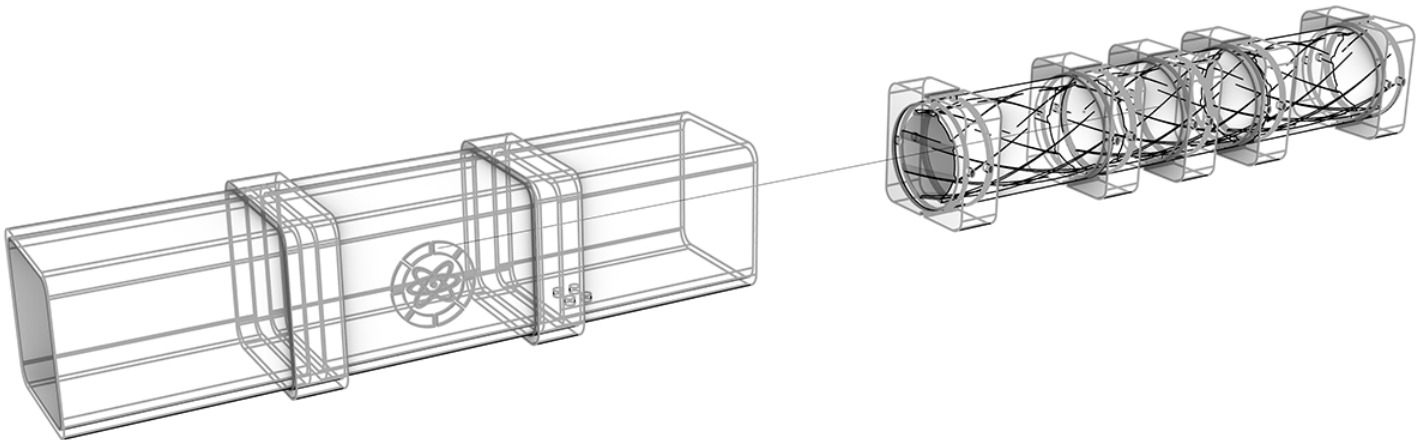
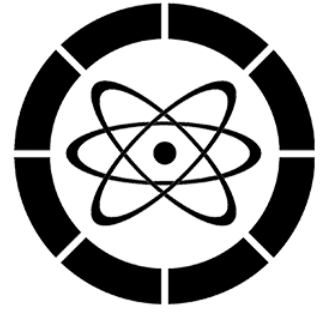
**CONNECT THE FRAMES AND WIRE BOX
WITH 2X2 ALUMINIUM PROFILES**

BETA 1.0.0

POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

BARREL AND CASE



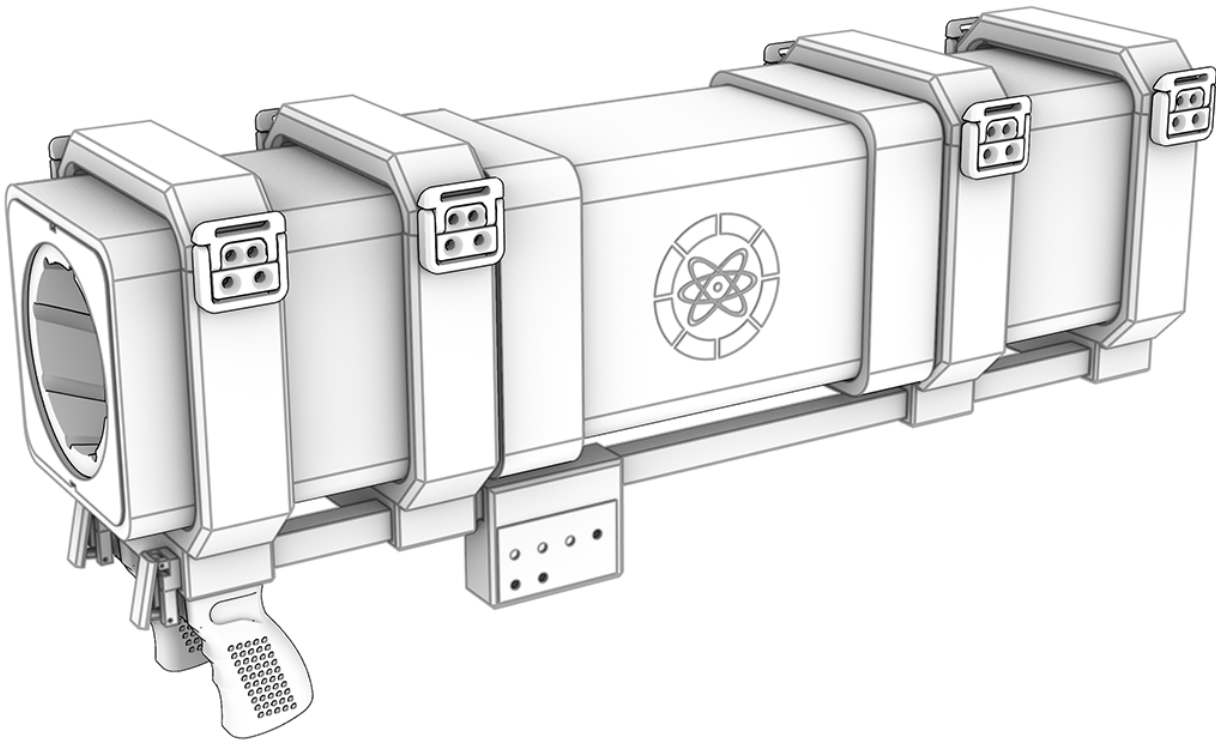
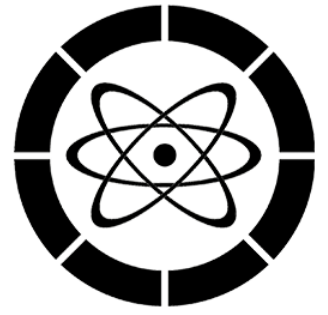
CONNECT BARREL AND CASE AND GLUE THEM IN PLACE IF FRICTION ISNT ENOUGH

BETA 1.0.0

POLYCHROME LABORATORIES

OPEN SOURCE ROCKET LAUNCHER.

BARREL AND CASE



PUT EVERYTHING TOGETHER

BETA 1.0.0