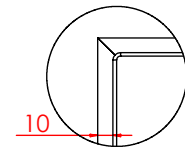
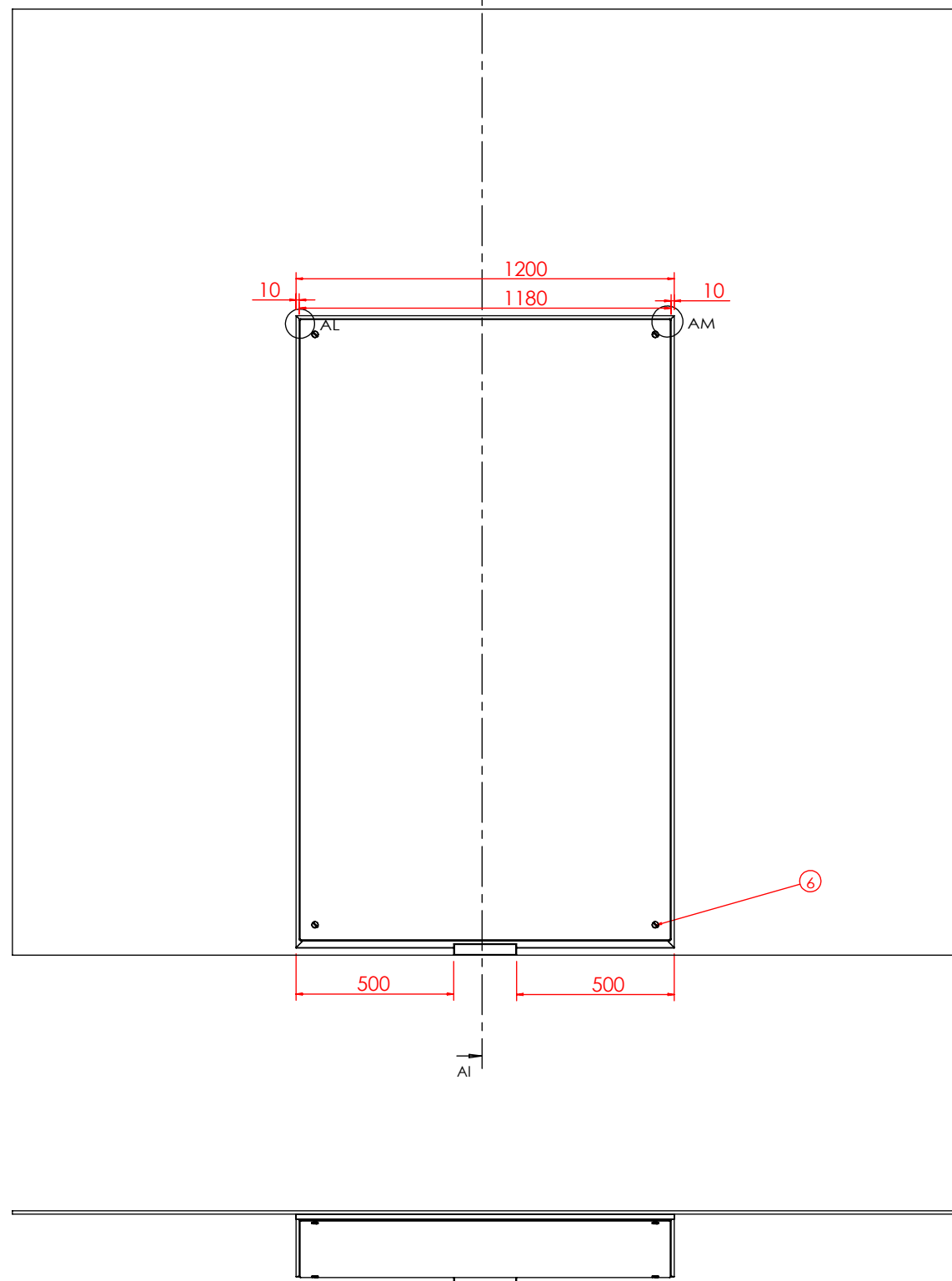
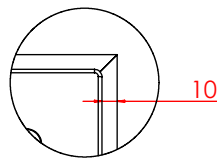


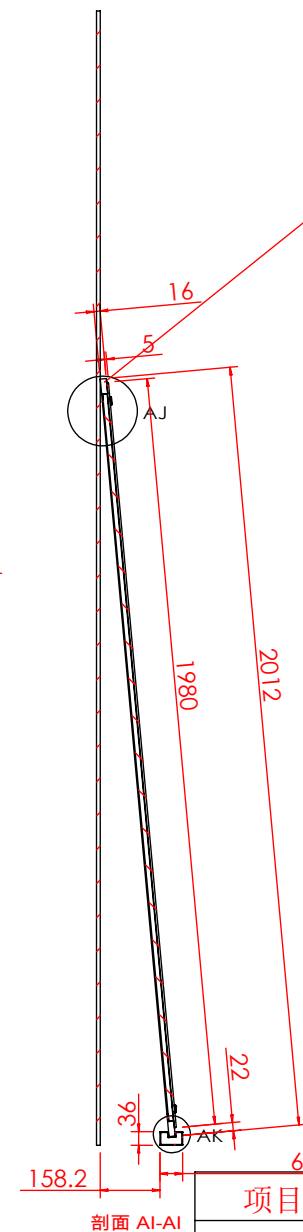
QTY数量	DESCRIBE描述	SUPPLIER供应部门	REFERENCE参考信息	MATERIAL材料	FINISH颜色	PROCESSES工艺	UNIT WEIGHT单件重量 (Kg)	TOTAL WEIGHT总重量 (Kg)
	8M90040500	SUPPLIER	REFERENCE	IRON铁/Stainless不锈钢/防火MDF/Glass玻璃/Mirror镜子	GRIS METALIZADO 1401/M-2531白色手刷纹	cut/weld/drill/polish/paint	132.23	



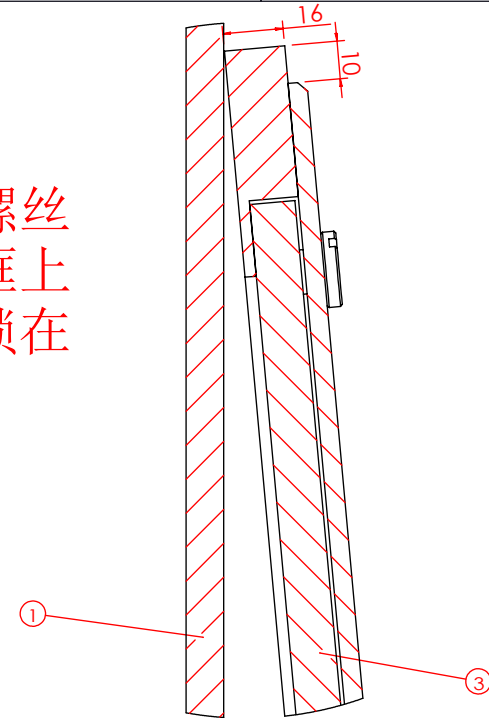
局部视图 AL
比例 1 : 5



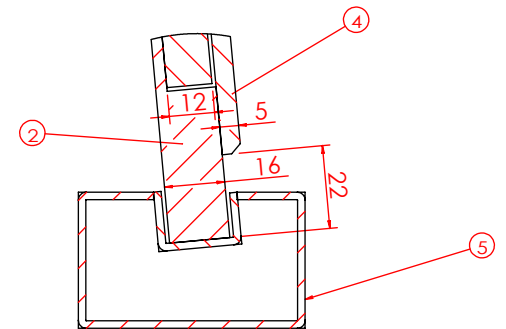
局部视图 AM
比例 1 : 5



用自攻螺丝
在木镜框上
端倾斜锁在
墙面上



局部视图 AJ
比例 1 : 2



局部视图 AK
比例 1 : 2

项目号	零件号	说明	数量
1	墙		1
2	5M92040502		1
3	5M92040505		1
4	5M93040504		1
5	5M91040501		1
6	5M91040407		4

技术要求(Technical Requirements):

- 1、供货方要相应配合同色的连接器, 螺柱类连接器要装在相应位置, 以防止孔位偏差;
(The supplier needs to provide the connector and match the color;
The threaded rod must be pre-install into the correct location to avoid the deviation)
- 2、金属件要求无坡锋, 焊接牢固, 无虚焊, 承重部位必须满焊;
(The metal parts must be smoothly, strong welding, full weld on the loading location)
- 3、金属件所有可见光部位不允许有影响外观效果的焊疤;
(Forbid the welding mark on the appearance surface of metal parts)
- 4、注意公差配合: 螺柱和玻璃尺寸, 需与指定配合的挂钩内卡口, 如未注明公差按负公差0.5mm加工。
(Take note the tolerance for mirror, glass, the hook which needs to assembled with bar and so on, the unspecified tolerance is -0.5mm.)
- 5、所有可见螺丝均为内六角螺丝
(All the appearance screws must be allen screws)
- 6、所有棱子、玻璃、大理石4边和4角都要磨边, 金属件所有边角无坡锋/无毛刺, 防止伤人。
(All mirrors, glass, marble 4 edges and 4 angles need to sanding, all corners of metal must be polish, no burr, prevent injuries)
- 7、凡是涉及到走线的产品, 供货方必须穿好电线。
(The supplier must wear all wire.)
- 8、供货方必须装配好由供货方生产的配套零件, 例如层板托、连接器。
(The supplier must Pre assembled accessory, such as lamination, connector.)
- 9、所有部件都要磨边45°左右的斜边, 辅助磨边, 超过轮廓线外的焊点都要磨平。

SHEET FORMAT 图纸大小		UNITS单位	8M90040500	-图纸2	PROJECT NO.内部单号		STORE CODE店铺号	
A3		mm			0000/00		0000	
DRAWN BY制图		SCALE比例			ORDER NO.订单号			
ShunyaoLi		1:20			000			
ORDER DATE下单日期		DELIVERY DATE入库日期			ZARA			
00/00/00		00/00/00						
CLIENT DRAWING图户图		VERSION版本						
Proy V.0		V.0	CAAMAÑOASIA公司					
ASSEMBLED IN:组装修所		DRAWING TYPE图纸类型						
INTERIOR		MANUFACTURING						