

# CONVAIR XF-92A DART INSTRUCTIONS

No. 941  
1/72



## HISTORY

Designed by Consolidated Vultee Aircraft Corp. the XF-92A began in November of 1946, with the fundamental, definitive design being completed on 4 November 1947. Powered with an Allison J33-A-21 of 3,250 lbs. thrust, the aircraft first flew from Muroc Dry Lake (now Edwards AFB) in California on 18 September 1948. The aircraft was re-engined with an Allison J33-A-29 with afterburner which gave an increased thrust of 7500 lbs. The XF-92A was never viewed as a potential production fighter but rather as a flying test bed for the 60° leading edge sweep delta wing. It served well in that function. After being re-engined yet a third time, with an Allison J33-A-16 of 8400 lbs. thrust, the XF-92A was transferred to the NACA (High-Speed Flight Research Station) at Edwards, where many flights took place.

The airplane ended its career on 14 October 1953 when the nose gear collapsed, and the airplane suffered severe damage. The XF-92A completed 118 flights, made a significant contribution to the science of delta wing aerodynamics, which led to the F-102, F-106 and the B-58. It had been flown by Chuck Yeager, Scott Crossfield, and achieved a Mach 1.02 speed.

The original plane, or rather its remains are on display at the Air Force Museum in Dayton, Ohio.

## SPECIFICATIONS

Power	1 Allison J33-A-16 8400 lbs. thrust
Weight	Approx. 18,850 lbs.
Span	31' - 4"
Length	50' - 3 5/8" (with Pitot)
Height	17' - 5 13/16"
Speed	Capable of Mach 1
Altitude	35,000 Ft.
Armament	None on test plane, but plans called for 4 20mm cannons on the cancelled XP-92.

## BEFORE STARTING

1. Study the illustrations and sequence of assembly before beginning.
2. Decide how much detail you wish to add to your model and whether or not you intend to modify or "convert" the basic model in any way. Study carefully, all available reference material before beginning to ensure an authentic model.
3. Due to the amount of parts in this kit, do not detach the parts from the runner of the parts tree until you need them. This helps avoid confusion and lost parts.
4. When cementing the parts together, check the way one part fits with another. This assures a neat job with no surprises.
5. Always remember when working with plastic model cement and paint to keep your work area well ventilated. The fumes from plastic modeling products can be harmful if inhaled.

## PREPARATION OF PARTS

1. Never tear parts off the runner (parts tree). Use a **Testor Hobby Knife**, or a **Model Master Micro Shear Sprue Cutter No. 50628C**, or a small wire cutters to remove the parts from the tree.
2. It is possible some parts may require a little attention with a file or sandpaper to ensure a proper fit and neat appearance. Hobby files, or **Model Master Sanding Films No. 8812** appropriate for model building are available in most good hobby shops.
3. If you desire you may fill any seams (where parts go together) or imperfections with **Testor Contour Putty No. 3511** for Plastic Models which is also available at good hobby shops.

## PAINTING

You can obtain an excellent finish on your model using **Testor** finish preparation products and paints. Detailed descriptions of paint types and colors are included throughout the pages that follow.

Good brushes are essential for proper detailing. **Testor Model Master** brushes are recommended, and available at good hobby stores. Be sure you have the entire selection for all your modeling needs. Always clean them in **Testor Brush Cleaner No. 1156**, wash in soap and water, and store with bristles upward when not in use. Wash plastic parts before detaching them from the parts tree. Warm water and liquid dishwashing detergent will remove the oils left from the manufacturing process. Let the parts dry and avoid excessive handling. Immediately before painting, wipe the parts with a "tac rag" (available at automotive parts stores) to remove dust and lint. Most small parts are best painted while still attached to the parts tree. You can also detach them and hold with tweezers or "magic" tape while painting. Paint in one direction only. If your paint is the correct thickness, brush strokes will disappear as the color dries. If the paint seems too thick, thin with **Testor Airbrush Thinner No. 8824** or **No. 8825C**. Wheels may be detached from the parts tree and fit onto toothpicks for painting. Just hold the paintbrush against the edge of the wheel and rotate the toothpick and wheel to obtain a neat finish. Let the paint dry completely before handling. When the parts are dry, assemble the model, following the directions closely. Remember cement will not hold strongly to painted surfaces. Use your **Testor Hobby Knife** to carefully remove paint from all surfaces to be cemented. After you have assembled the model you can touchup areas where cement might have marred the finish.

**PATIENCE** is key to obtaining neat and professional results. If you have problems at any stage of assembly, give it a break, and resume the assembly at a later time.

**REMEMBER:** It is only plastic! Modeling is meant to be a pleasurable and relaxing experience, not a negative one. You also have to look at mistakes not as failures, but rather as learning experiences.

**ASSEMBLY TIPS**

Tweezers will be useful in assembling the many small parts in this kit. The type used by postage stamp collectors is recommended. Liquid cement, **Testor #3502** is recommended for construction since it can produce the neatest, quickest, and strongest glue joints. Apply small amounts of cement, using the tip of a **Model Master #2** brush, to the surfaces to be joined while holding the parts in place. **DO NOT** use large amounts of cement, it may run and ruin detail on parts.

**INTRODUCTION**

The Convair XF-92A Dart was an experimental aircraft committed to the advancement of technology. Therefore only 1 craft was ever built to fly. The XF-92A never actually carried Rockets but they are included to "dress up" the model if you desire.

**APPLYING DECALS**

1. After carefully masking clear areas, spray entire model with **Testor Glosscote #1261**. Decals adhere best to a smooth surface and the shinier the surface is the smoother it is. Allow the **Glosscote** to dry before going further.
2. Select the decals you plan to use and cut them from the decal sheet with scissors or a **Testor Hobby Knife**.
3. Working with only one decal at a time, dip the decal in clear water for no more than five seconds. Remove it from the water and place on a dry paper towel for about one minute.
4. When the decal slides easily on the backing paper, slide it to edge of, and onto, the surface of the model with a soft **Testor Model Master** paint brush or tweezers. **Remember:** the decals are very thin and can be easily ripped. Work slowly and carefully.
5. Once the decal is in the desired position apply a small amount of **Testor Decal Set #8804**. This will help the decal conform to any irregularities in the surface of the model. Allow the decal to dry undisturbed. Should you desire to purposely move it before it has dried, apply a little **Decal Set** to a soft brush and push the decal slowly into desired position.
6. When the decals are completely dry (usually overnight), apply a coat of **Testor Glosscote**, to the entire model. This will give it an authentic gloss finish and will protect the surface of the model. Now carefully remove masking from canopy and/or windows and other clear areas.

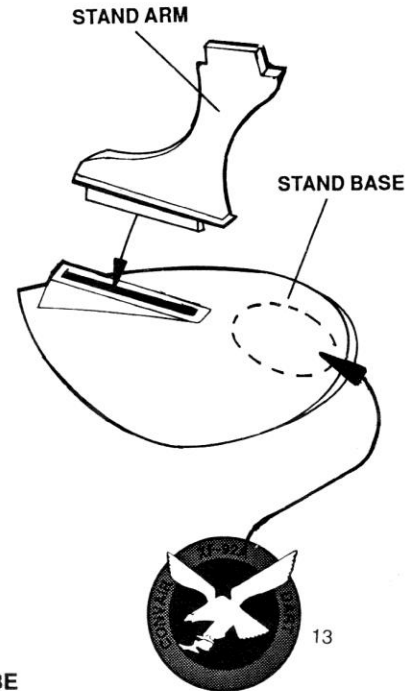
**1 BASE**

**Preliminary Painting**

Paint Stand Base and Stand Arm **Testor #1108 Blue**

**Assembly**

Cement the stand arm to the stand base as shown, with **Testor #3502** liquid cement for plastics.

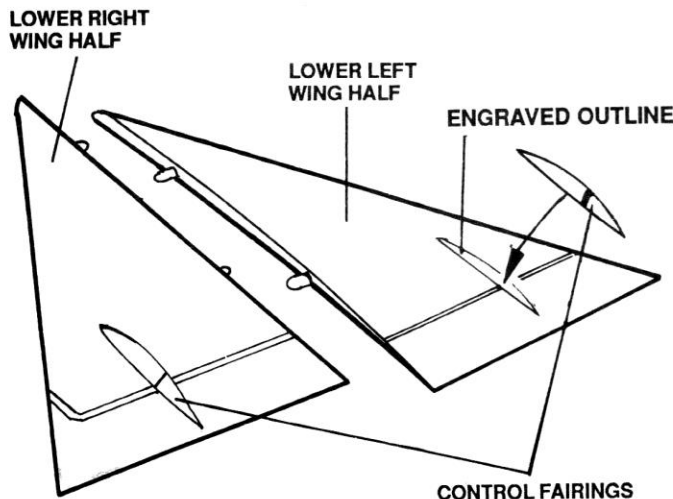
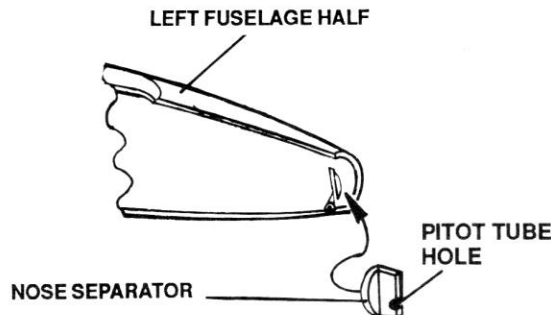


Apply Decal #13 on base after blue paint has dried. SEE: Applying decals above.

**2 NOSE**

**Assembly**

1. Cement the nose separator to the nose of the left fuselage half as shown. **NOTE!** That the pitot tube hole is at the bottom.



**3 WINGS**

**Assembly**

1. Cement the control fairings to the lower halves of the wings at the positions indicated by the engraved outlines.

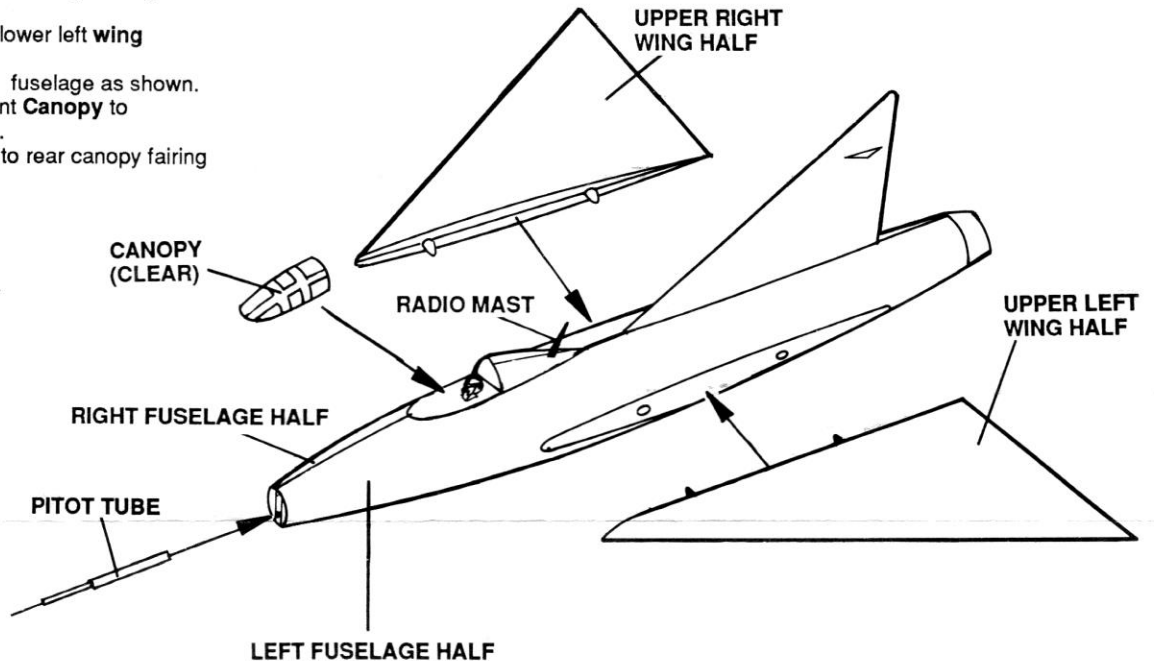
## 4 FINAL ASSEMBLY

### Preliminary Painting

Cement **fuselage halves** together first. Then paint the inside of the cockpit **Testor #1149 Flat Black**. The pilot has a flat black suit with a **White Testor #1145** helmet. Paint pilots face with **Testor #1116 Cream**.

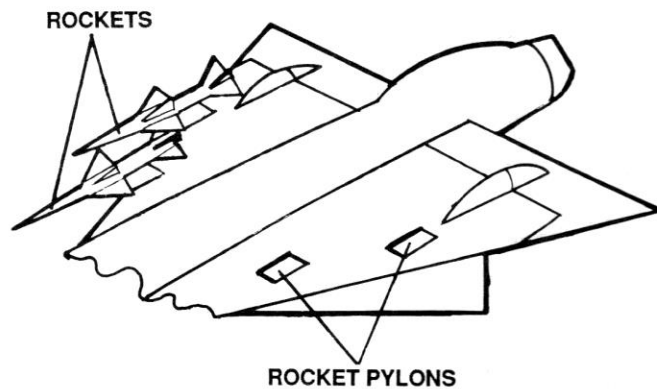
### Assembly

1. After assembling **fuselage halves** together, and painting the cockpit and pilot, proceed as follows:
2. Cement upper and lower right **wing halves** together.
3. Cement upper and lower left **wing halves** together.
4. Glue both wings to fuselage as shown.
5. **CAREFULLY** cement **Canopy** to fuselage as shown.
6. Attach **Radio Mast** to rear canopy fairing as shown.



7. Cement **rocket pylons** and **rockets** to underside of wings as shown in illustration.

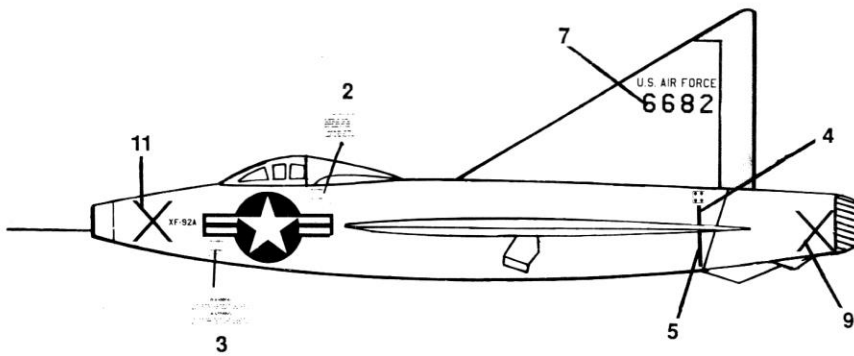
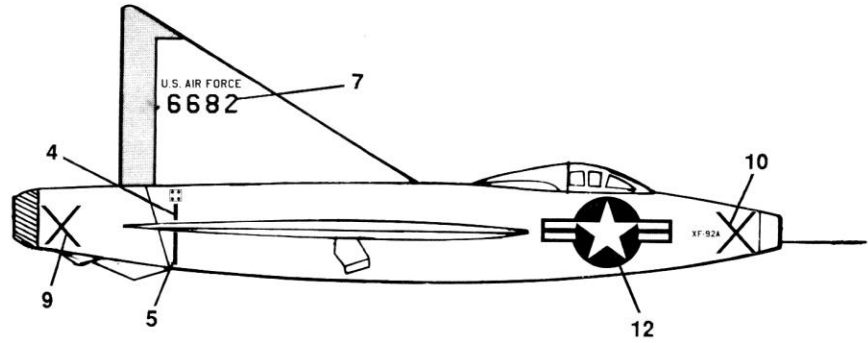
**Note:** It may be easier to paint and decal your model if underwing stores and/or armament are left off until model is completely finished.



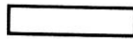
### PAINTING & DECAL PLACEMENT

Refer to color key below, for painting scheme.

NOTE: The number callouts in these Drawings Refer to item numbers on Decal Sheet.



### COLOR KEY

-  #1145 Gloss White
-  #1180 Steel
-  #1146 Silver

