

PĚRKONS HD-01 front panel replacement instructions

First off - you should get a couple of small boxes/containers ready for disassembly to sort the component types. This process is really quite straightforward.

You will need a set of tools:

- a small, flat-headed screwdriver for loosening the screws on the sides of the knobs
- a standard cross (philips) head screwdriver for removing the 6 screws connecting the outer top/bottom panels
- a set of socket wrenches in a number of sizes for removing the hex nuts on the potentiometers. The large 10mm one (blue one in image below) is for removing those fixing the knob potentiometer shafts in place, while the small 8mm one (black one) is for removing the the nuts on the switches. The colors are from heatshrink tubes shrunk around the socket wrench heads in order to avoid damage to the paint on the panel while loosening/tightening



- an additional 13mm socket wrench for removing the black plastic hex nuts fixing the I/O jack sockets in place
- a hex key - 2.5mm hexagonal for removing the 10 screws fixing the main board to the panel

Start by removing the knobs, then the nuts and washers for the potentiometers and switches. Remove the plastic hex nuts for the I/O section, then remove the 6 screws connecting the top/bottom panels and place the Pērkonas face-down (on a towel or a piece of bubble wrap), removing the back panel (the one connected to the wooden side panels). You will see the two connected PCB boards - the main board with processor board screw/mounted to it and the I/O board connected to it via the red/tipped ribbon cables.

The only element that isn't connected to the PCB's is the power switch - you can remove the leads going from the switch to the I/O PCB by carefully loosening the flat-headed screws in the connectors and pop the switch out from behind. Carefully separate the panel from the internals. Put the old panel aside and re-align the PCB with the new panel, gently pushing the two together.

Keep track of all the screws, nuts and washers - make sure you note where each one goes when re-assembling!