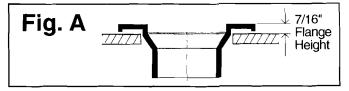
THETFERD RV Toilet Service Parts for Aria/Aria Deluxe.

Notes:

- Read all instructions before beginning work.
- Spacer(s) must be used if distance from top of Closet Flange to floor is less than 7/16". Add Spacer(s) to reach exactly 7/16" (not greater) (Fig. A).
- Spacer orientation does not matter.

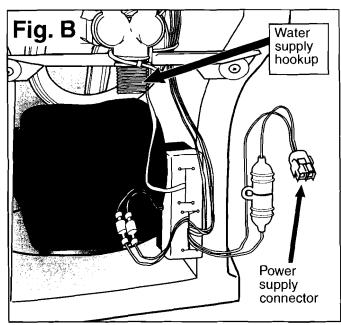


Tools needed

- Drill with 3/16-Inch Drill Bit
- Flat-blade screwdriver
 7/16-Inch Wrench
- Silicone Sealant
- 1/2-Inch Ceramic Drill Bit with Locking Ring (available at a local hardware store) if mounting on **Ceramic Tile** (see **Special Section**)

To Add New Spacer (replacing an existing toilet with a new Aria)

- 1. Turn off RV water supply per RV Owner's Manual.
- 2. Disconnect Water Supply Line from existing toilet per its Owner's Manual. Remove toilet from floor.
- 3. Remove old Closet Flange Seal if found in floor at Closet Flange. Discard.



Note: See Special Section now if installing Aria on Ceramic Tile.

4. Apply a generous bead of silicone sealant (not supplied) around underside(s) of Spacer(s). Affix Spacer(s) to floor Flange.

To Mount Aria To Floor (Refer to Fig. C)

- 1. Secure new Closet Flange Seal, lip side down, to Aria.
- 2 Position Aria over floor Flange/Spacer(s). Pilot drill holes with 3/16" bit.

Screw Closet Lag Screws into wood sub-flooring until Toilet is totally secure.

- 3. Connect Water Supply Line (Fig. B).
- 4. Connect 12-volt power supply.
- 5. Secure Bolt Caps.
- 6. Turn on RV's water supply. Press toilet flush button to close blade and to flush test.



Special Section: Spacer(s) Installation on Tile

- 1. Position new Aria over center of Closet Flange. Confirm that Aria is lined up/centered properly by looking through Blade opening.
- 2. Mark Lag Screws drill locations on floor. Remove Aria.
- 3. Measure Tile thickness. Set locking ring on Drill Bit to that dimension to assure that you drill only through Tile and **not wood sub-flooring**.
- 4. Drill holes on both sides.
- 5. Completely clean (and dry) flooring installation area.

