



## Instructions for the maintenance of your windows

### 1. Care

#### Cleaning the wooden parts of the window



Using a soft and clean rag, clean the window frames with water and let it dry. Then apply EASY COAT directly onto the window surface and rub gently with the rag in parallel to the wood grains. If residues from the product are left on the glass you can easily remove them using the same fabric. We highly recommend using EASY COAT at least three or four times a year, in order to ensure the best aesthetic condition of your windows.

#### Sealing control



Check the integrity and elasticity of the gaskets, responsible for the tightness of your windows, and avoid using detergents or solvents while cleaning.

#### Lubrication of metal parts



Apply onto the entire surface of the metal parts of the wooden frame the lubricant spray WD40. The lubrication keeps moisture and sea salt away from metal surfaces increasing their resistance over time. Pay special attention to the metal parts of shutters, since they are highly exposed to weather conditions.



## 2. Maintenance and paint restoration

The process described below is recommended when the wooden surface of your windows becomes rough to touch and the colour fades. Indicatively, the maintenance for the improvement of the appearance of colours is suggested every 3-4 years for varnishes and 7-8 years for lacquers.

For the operations you will need:

- Sandpaper 320 - 1 for every 4-5 shutter sashes
- A clean brush for cleaning the dust
- Paint brush 3 or 4 cm



### Process

Using an abrasive sandpaper 320 you rub gently the wooden part of your windows in parallel to the wood grains, so that you remove a small part of the painting as well as other materials (dust, pollutants) that have settled on the wood. Remove dust with a clean brush, and if needed repeat the sanding until the surface becomes smooth. Using a brush of 3cm, apply finish (varnish or lacquer) across the sanded surface of the window distributing evenly. Let it dry for about 4 hours.