

Welcome To My DiD/DML Hand Swop Page.

This page is one that I have meant to do for ages, but I have only just remembered about it after a talk with Terry about changing a pair of hands. I can't recall where I learned this from, but I must have been from a clever person somewhere.

The process is quite simple, as all you have to do is remove the pins from each wrist joint on the figures. **Note:** Making sure that you keep each pair of pins apart. As I have found that they are different sizes (diameters), and if they get mixed up it can cause problems putting them back together again.



These are the pairs of hands in the picture, the DiD hands on the left and the DML one's on the right. In the picture below, I am removing the pin from the wrist joint on the DiD hand.

This is just a case of using a pointed object like tweezers to push out the pin.

In the next picture below right, I have removed all of the pins and separated all of the parts. As I have said above make sure that you don't get the pins mixed up, as you can just see that the DML one's are slightly bigger.



The picture below left shows the DML hand being inserted into the DiD wrist joint **Note:** Sometimes I have found that I have to trim the middle part of the hand down on the side. As it may be too tight to fit into the DiD part. The next pair of pictures show the DiD pin being put back into place. You also may have to wriggle the hand to get the pin through.



To complete this page, this shows how the DiD hand is put into the DML wrist joint, again it is similar to the instructions above. The difference here is that you have to push and hold the hand into the wrist joint, to make sure that the holes line up. **Note:** Because as I have said that the DML pin is slightly bigger, you have to wriggle the hand about a bit to get the pin through the hole in the hand.



Below are the completed DiD/DML hands, and below right are the DML hands I used for my figure. The DML hands came in very handy with my Bayonet diorama, because the DML hands on my German figure can grip the DiD rifle better which in turn helped me to get the pose I wanted.

