## How to replace the front door runner.

This was a D8 car, assuming its pretty much the same for a D9.

Remove the wing mirror, see the "Wing Mirror FAQ". Remove the door card, see the "Door Card FAQ".

Door card removed and inside waterproof membrane slashed to bits.

Speaker needs removing. Mmmm,... Diamond Hex!



Remove the 4 screw, catch the speaker and remove the plastic speaker mounting.



Underneath the door near the front there is a small rubber cap, pull this off and use a wrench thing to loosen the bolt holding the door runner to the door.

## Here is the problem.

The front door runner is cracked. This causes the window to jump out of the runner when going up and the window will raise up until it gets to the edge and then it decends again. \*\*\*\*! (Not too bad unless it rains.)



Here you can see the runner bolted to the bottom of the door. Excuse the fuzzy picture.







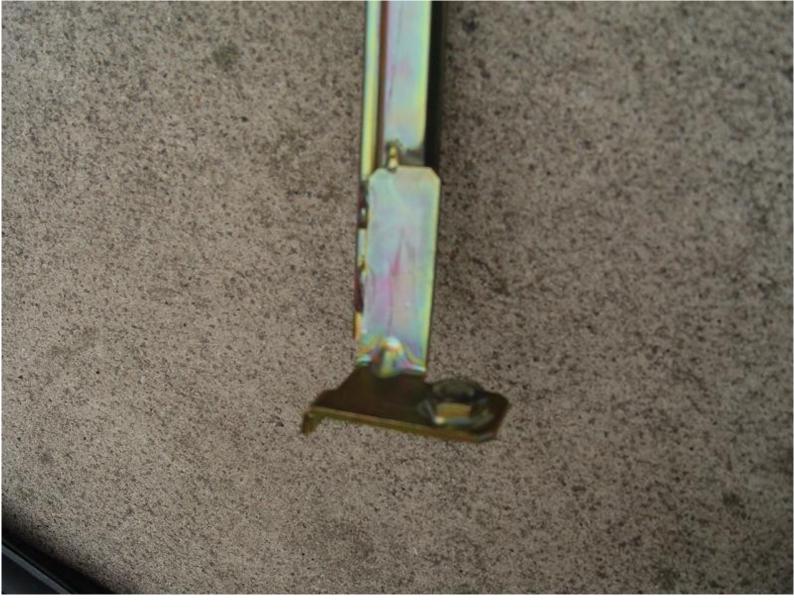






New door runner. Nice and straight and not cracked.





Place the existing bit of rubber in the new door runner if you think it is still good condition and line up the top..

Otherwise a new one is needed.









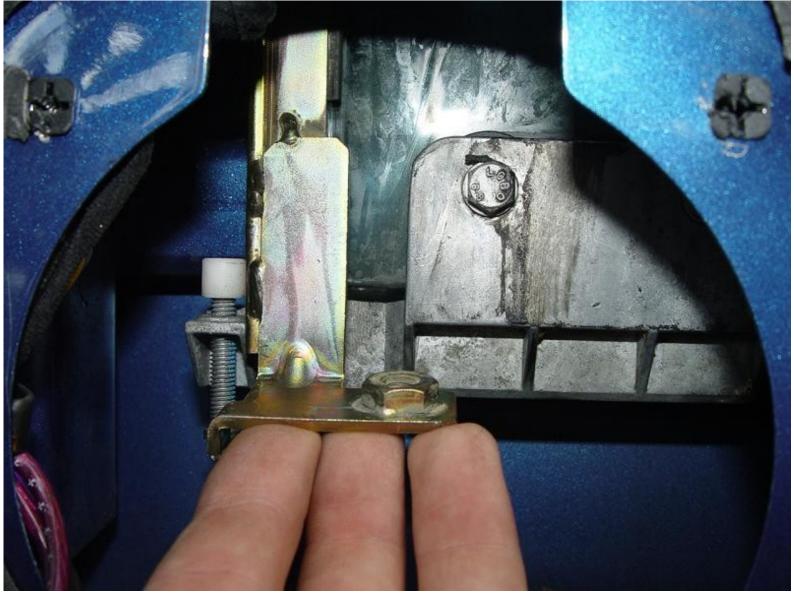
You have to put the runner in at an angle to get the foot past the top of the door then stand it vertically to lower it through the door.



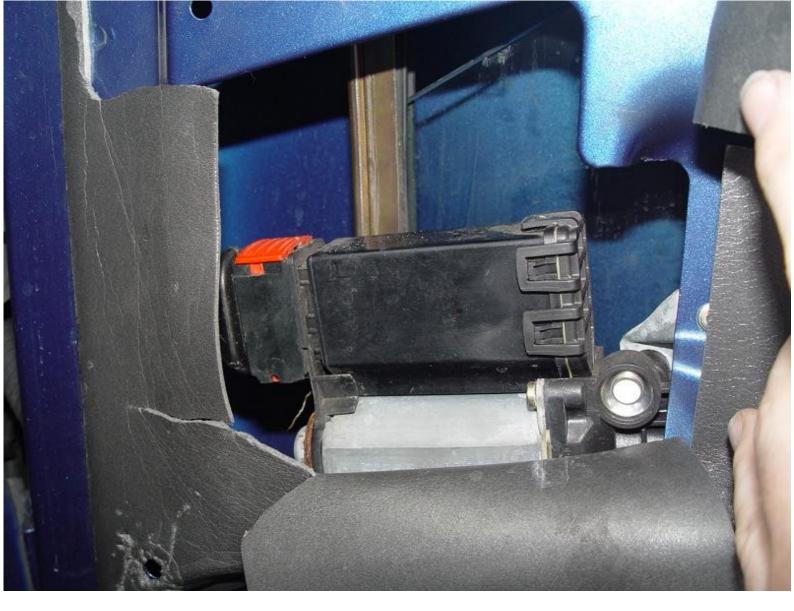


Through the speaker hole place the glass in the runner.

Anyone seen my little finger?!?



Check its in place at the top of the runner as well.

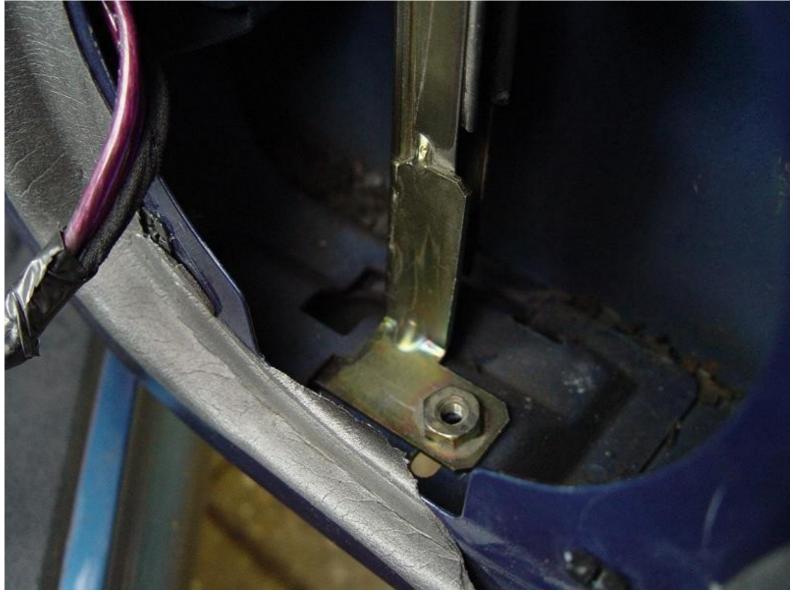


Poll: Has this car had a window smashed previously? A: Yes?

B: Yes?

Stick the runner in the hole and line up the bolt hole. Screw the hole in loosely and line up before tightening.





Test the ascent and descent of the window before putting it all back together.

Adjust the movement of the window runner if you need to.

Tape up or fit a new waterproof membrane.

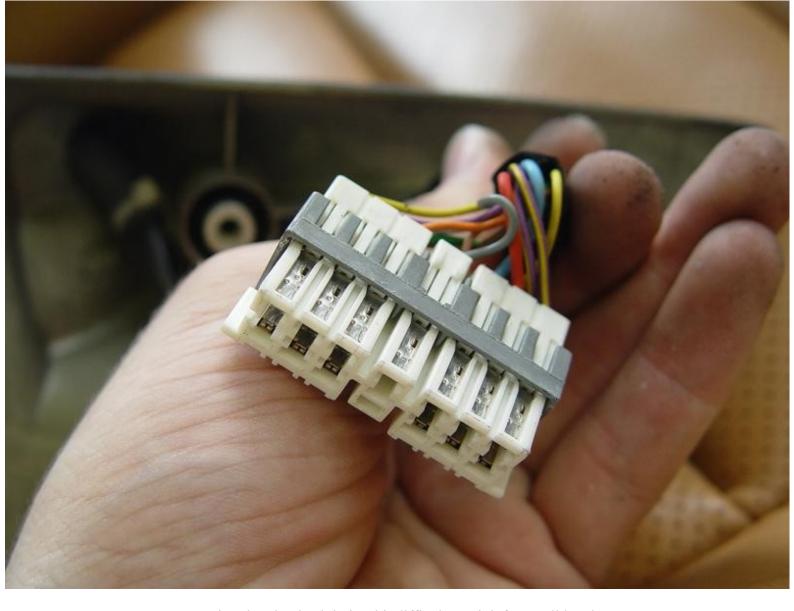
Refit the speaker & Mount.

Refit the door card & Light.

Refit the wing mirror.



And a plug.



Getting the plug back in is a bit difficult. It's job for small hands.