

QUARTER WINDOW GLASS INSTALLATION

B3E091262580W02

Warning

- Using a razor with bare hands can cause injury. Always wear gloves when using a razor.

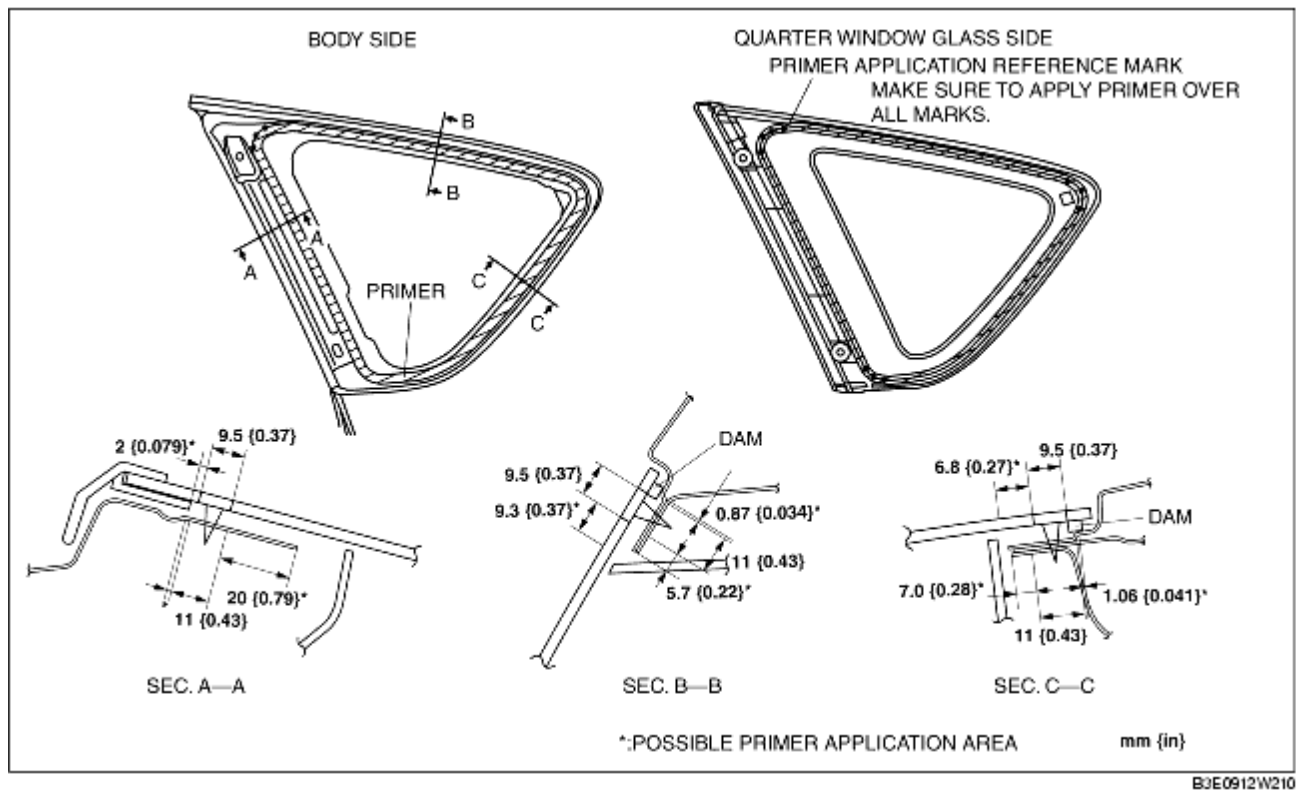
Caution

- Proper installation of the glass may be difficult if sealant is cracked or the glass is pushed out by air pressure when a door is opened/closed with all the window glass closed. Leave all the windows open until the quarter window glass is installed completely.

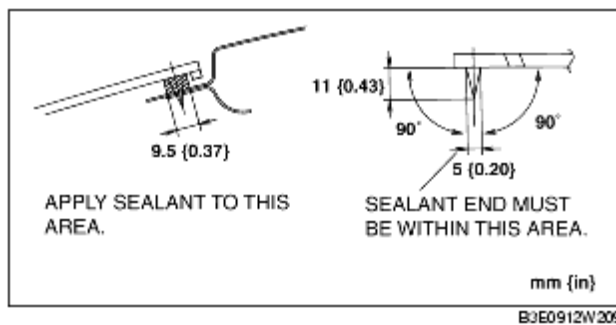
1. Cut away the old sealant using a razor so that **1-2 mm {0.04-0.07 in}** thickness of sealant remains along the perimeter of the frame.
2. If the sealant has come off completely in any one place, apply some primer after degreasing, and allow it **approx. 30 min** to dry. Then apply **2 mm {0.08 in}** thickness of new sealant.
3. Clean and degrease an **approx. 50 mm {2.0 in}** wide strip along the perimeter of the glass and the bonding area on the body.
4. Install the dam along the perimeter of the glass.
5. Use only glass primer on the quarter window glass, and body primer on the body, then allow it to dry for **approx. 30 min**.

Caution

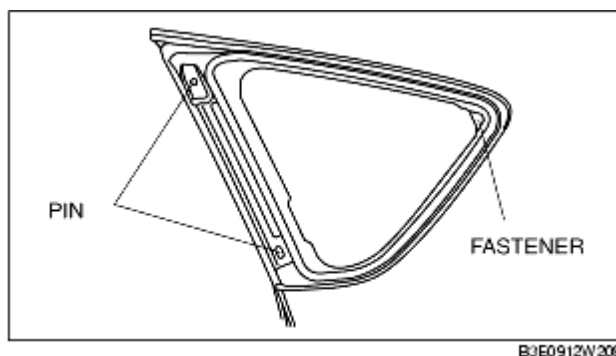
- To prevent weakening of the primer adhesion, keep the bonding surface free of dirt, moisture, and grease. Do not touch the surface with your hand.



6. Apply sealant to the area of the glass surface as shown in the figure.



7. Insert the positioning pins and fastener to the body and install the quarter window glass.



8. Press the areas where the pins are located on the quarter window glass to allow the pin tabs to be engaged with the body.

9. Install the following parts:

(1) C-pillar trim (See [C-PILLAR TRIM REMOVAL/INSTALLATION.](#))

- (2) Trunk side upper trim (See [TRUNK SIDE UPPER TRIM REMOVAL/INSTALLATION.](#))
- (3) Tire house trim (See [TIRE HOUSE TRIM REMOVAL/INSTALLATION.](#))
- (4) Rear scuff plate (See [REAR SCUFF PLATE REMOVAL/INSTALLATION.](#))
- (5) Rear seat (See [REAR SEAT REMOVAL/INSTALLATION.](#))

10. Allow the sealant to harden completely.

Sealant hardening time: 24 h