

EUROCOMPONENTS

Mirrors mounting instructions

Assembly should be performed by an authorized motorcycle technician



- 1) remove stock mirror and bolt.
- 2) mount our mirror using our bolt and lock washer; if you need a longer bolt for your application, make sure you get the correct metric bolt that would fit in our mirror.
- 3) adjust the mirror to the desired position.
- 4) unscrew our bolt and reinstall it using low strength threadlocker (like purple Loctite®), so handlebars vibrations will not loosen mirror bolt while you are riding.

Notes:

- all of our mirrors are made specifically for Harley® models; if you have a metric cruiser and would like to install our mirrors you will need to use our adapter for metric cruisers which are sold separately.
- if you have handlebar-mounted stock turn signals and would like to keep them in the same location, you will need to purchase our mirror adapters for stock handlebar-mounted turn signals in order to install our mirrors.
- for v-rod models you will need to use only mirrors with round stems; square stem mirrors will not fit since stem will interfere with the stock hydraulic clutch master cylinder.
- one piece mirrors (on which head and stem are one piece, like the Rex mirror above) can be adjusted by pressing on the glass surface. They feature an internal system similar to the one used on car's mirrors. If the internal adjustment is not enough for you needs you can adjust the mirror up and down by rotating your hand controls up or down a little bit: in this case you will see that a small rotation will make a big change in the mirror position. Obviously in and out adjustment can be done positioning properly the mirror on the hand control before bolting it.
- the advantage of using one piece mirrors is that on bikes with high vibrations the mirrors will stay firm in the position you set them (on two piece mirrors with a pivot ball, mirror head tends to fall because of the vibrations). Obviously if your handlebars vibrate, the mirrors will vibrate with them.