



## RTX-47C-PU

Dakota Digital RTX Instrument Installation  
For 1947-'53 Chevy Pickups

Your new RTX-47C-PU kit includes:

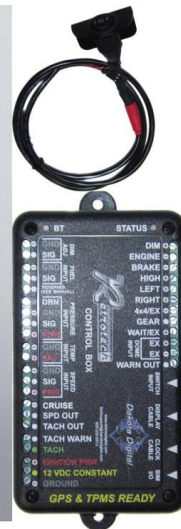
RTX Display



Universal Sender Pack

Buzzer

Switch Assembly



4x Thread Cutting Screws



4x Machine Screws



Foam Gaskets



Main Harness

Control Box



Interconnect Harness

4X Mounting Tabs

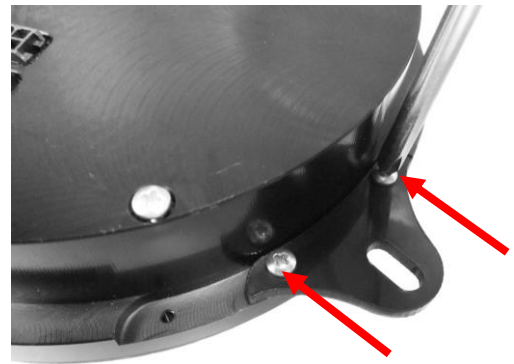


## Installation

1. Remove the stock gauges from the dash. Each gauge is held in place by four nuts on studs on the back of the dash. Save the nuts as they will be re-used to secure the new RTX kit.



2. Your RTX kit comes with two variations for lower mounting tab locations, choose the location you need by aligning the four mounting tabs to the studs in the dash. Once the correct mounting location is decided; secure the tab to the housing by lining up the thru-holes in the tab to the holes in the housing and using the four (4) supplied thread cutting screws for the Speedometer and the four (4) machine screws for the Auxiliary gauge.

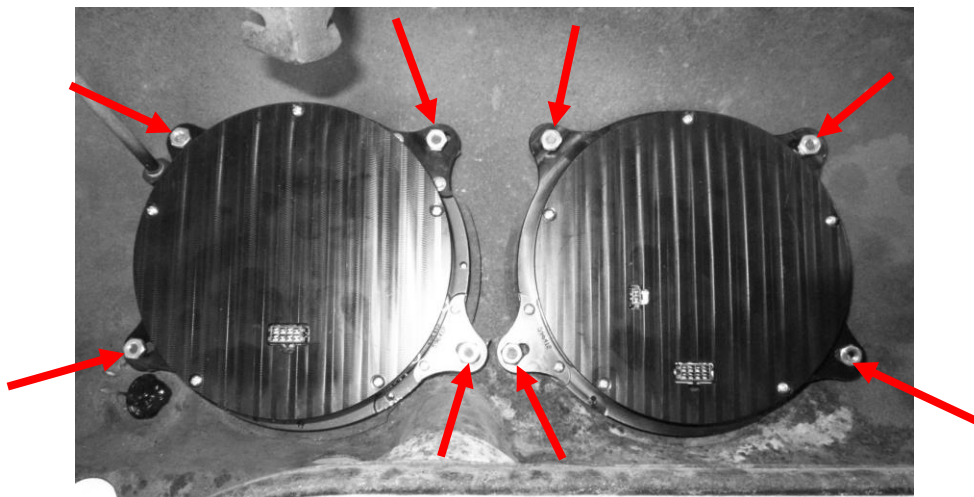


3. Place the supplied foam gaskets over the new chrome bezel.

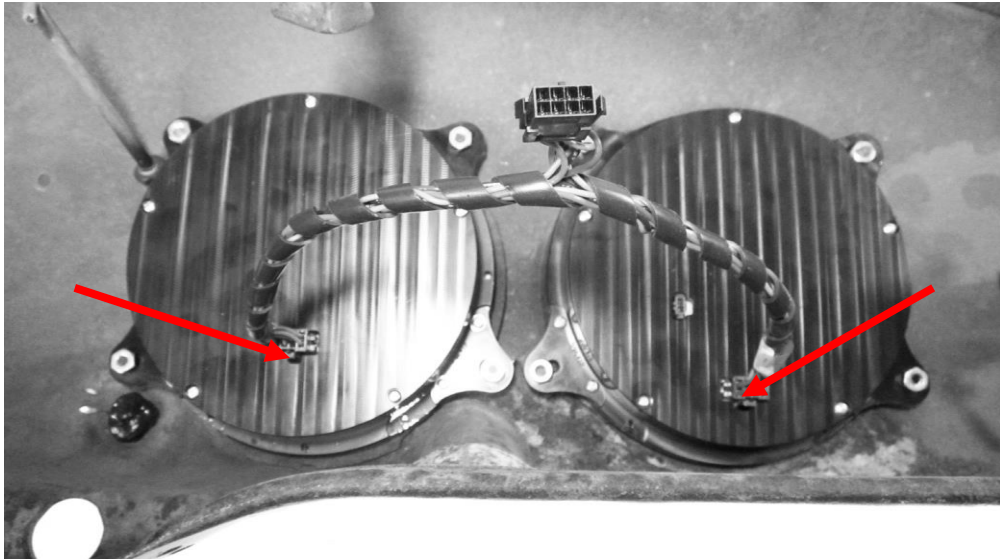
### Foam Gaskets



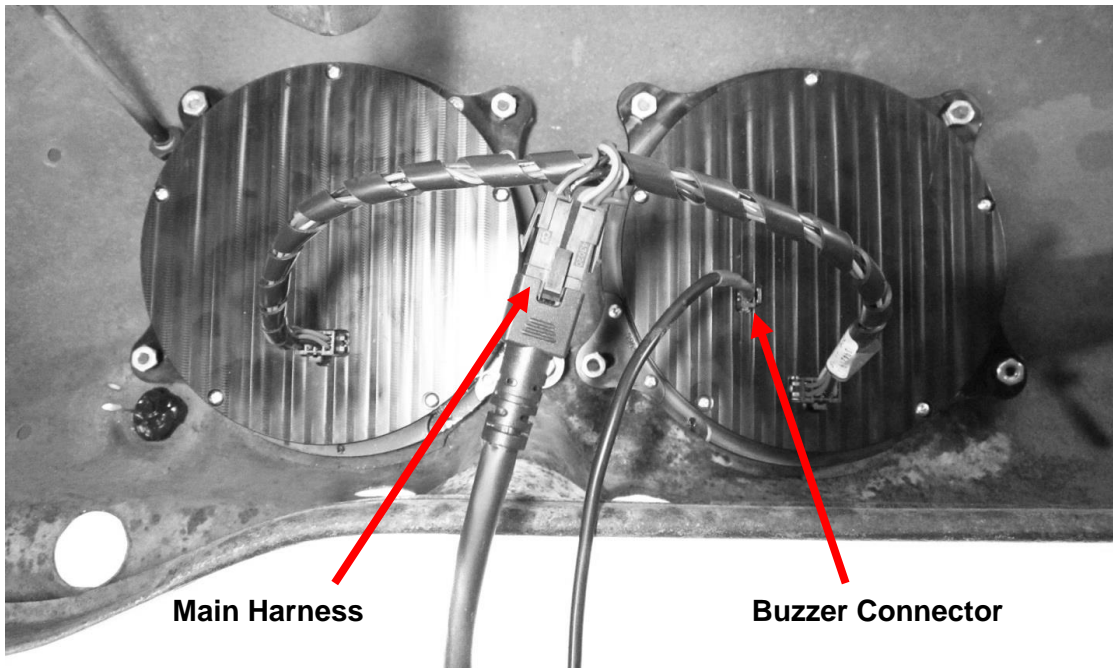
4. Secure the new RTX Instruments back into the dash re-using the original nuts, eight total.



5. Connect the provided interconnect harness to the back of the RTX system.



6. Connect the provided main harness and the buzzer (optional for audio feedback) to the back of the RTX system.



7. Refer to the main manual for wiring instructions to complete the RTX installation.



**⚠WARNING:** This product can expose you to chemicals including lead, which is known to the State of California to cause cancer and birth defects or other reproductive harm. For more information go to [www.P65Warnings.ca.gov](http://www.P65Warnings.ca.gov)



4510 W. 61st St. North  
Sioux Falls, SD 57107  
[www.dakotadigital.com](http://www.dakotadigital.com)  
[dakotasupport@dakotadigital.com](mailto:dakotasupport@dakotadigital.com)

Phone (605) 332-6513  
Fax (605) 339-4106

© Copyright 2018 - Dakota Digital