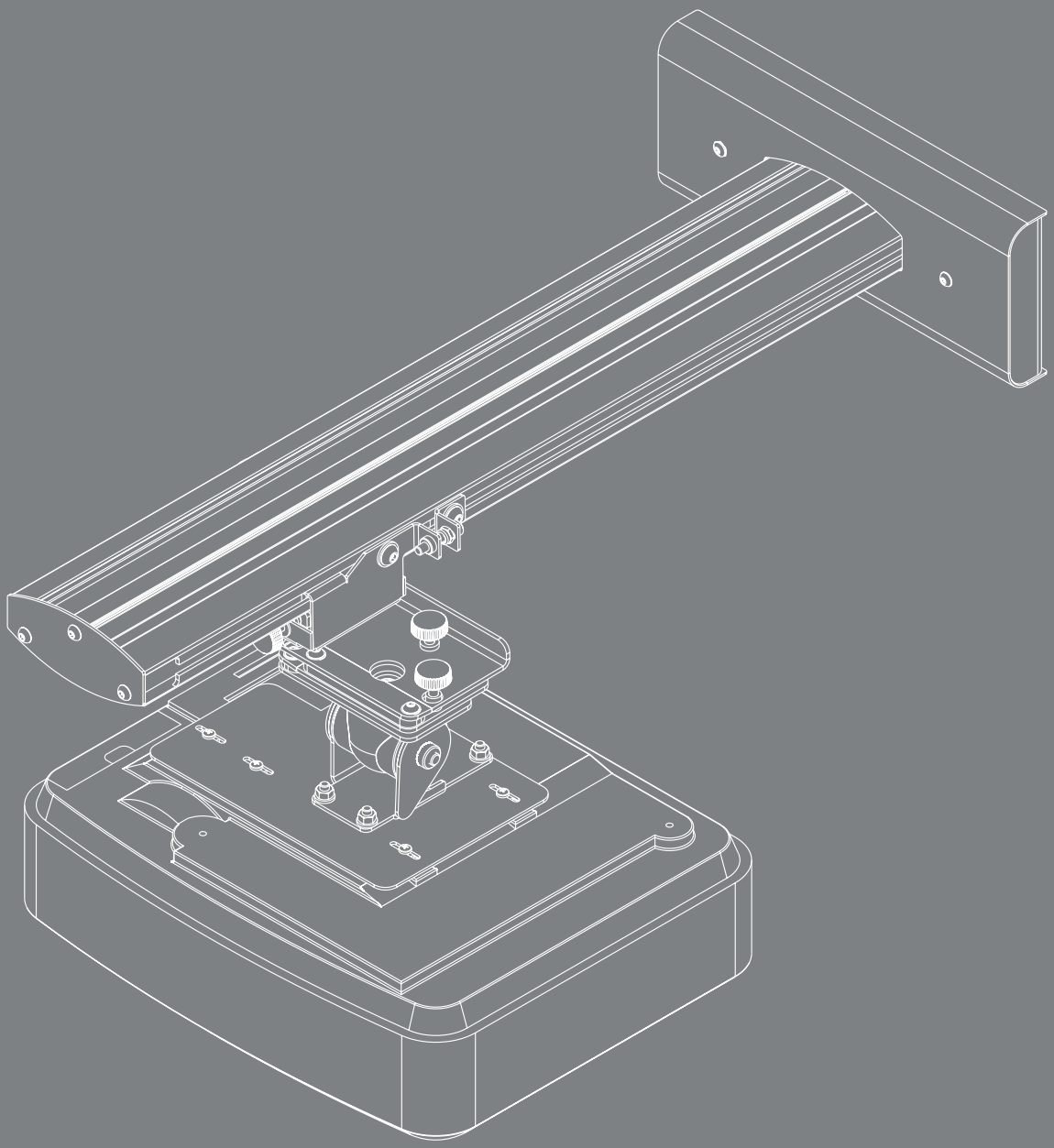
# Ultra short throw projector wall mount



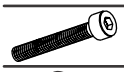
User manual

# Safety

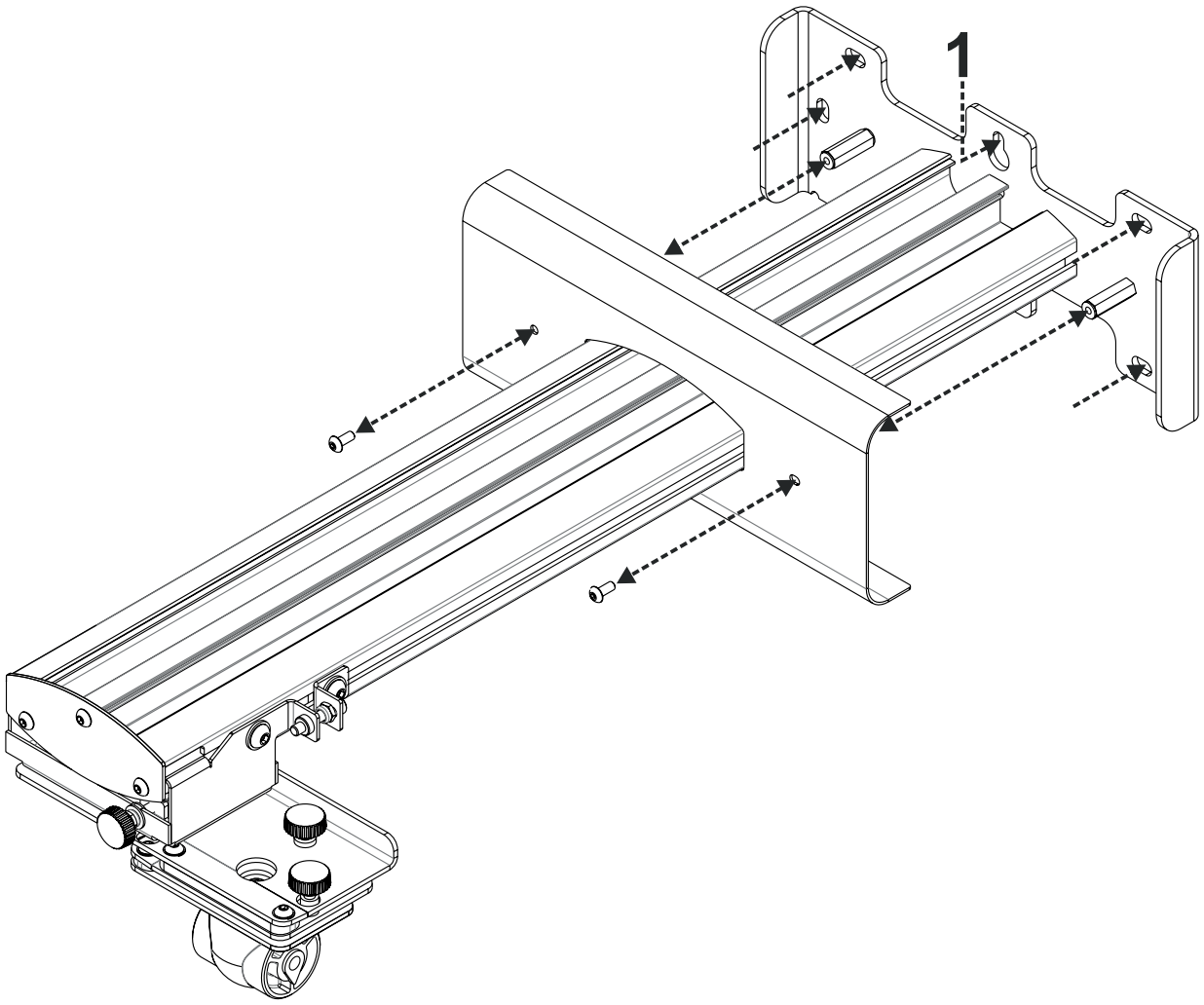
Read these instructions carefully before installing your equipment

- Install the mount in a suitable location using fixings, which are appropriate for the wall material and structure
- Consult a qualified builder if you are in any doubt as to the structural integrity of the wall
- Use all available fixing points
- DO NOT attempt to alter or modify any part of the wall mount or its attachments
- DO NO use if any parts are broken or appear to be damaged
- Tighten all bolts and fixings securely
- Only use fixing provided with this bracket
- DO NOT mount your projector near to sources of heat or moisture
- Always have a minimum of two persons to install the projector and the mount

# Package Overview

| Fixing kit | | |
|---|---|---|
| | **A** - M4 x 10mm | **x5** |
|  | **B** - M8 x 75mm | **x1** |
| | **C** - M8 Tilt washer | **x1** |
| | **D** - M8 Locking washer | **x1** |
| | M5 Allen key | **x1** |

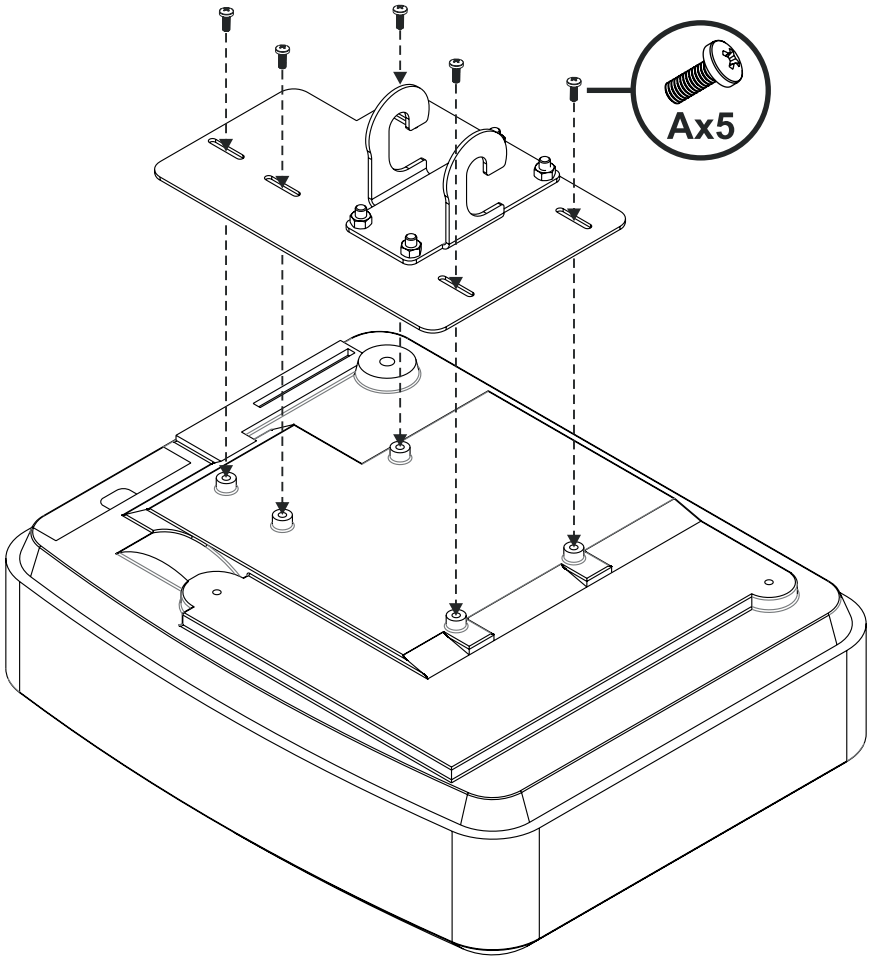
# Step 1: Attach the wall plate to the wall




- For ease of installation mount the bracket on the wall using position **1** and mark other positions using a spirit level.
- Remove bracket and drill other positions
- Use fixings suitable for your type of wall construction
- Use all available fixing points
- If in any doubt of the suitability of the wall, it's construction or what type of fixings to use, consult a qualified builder or installer

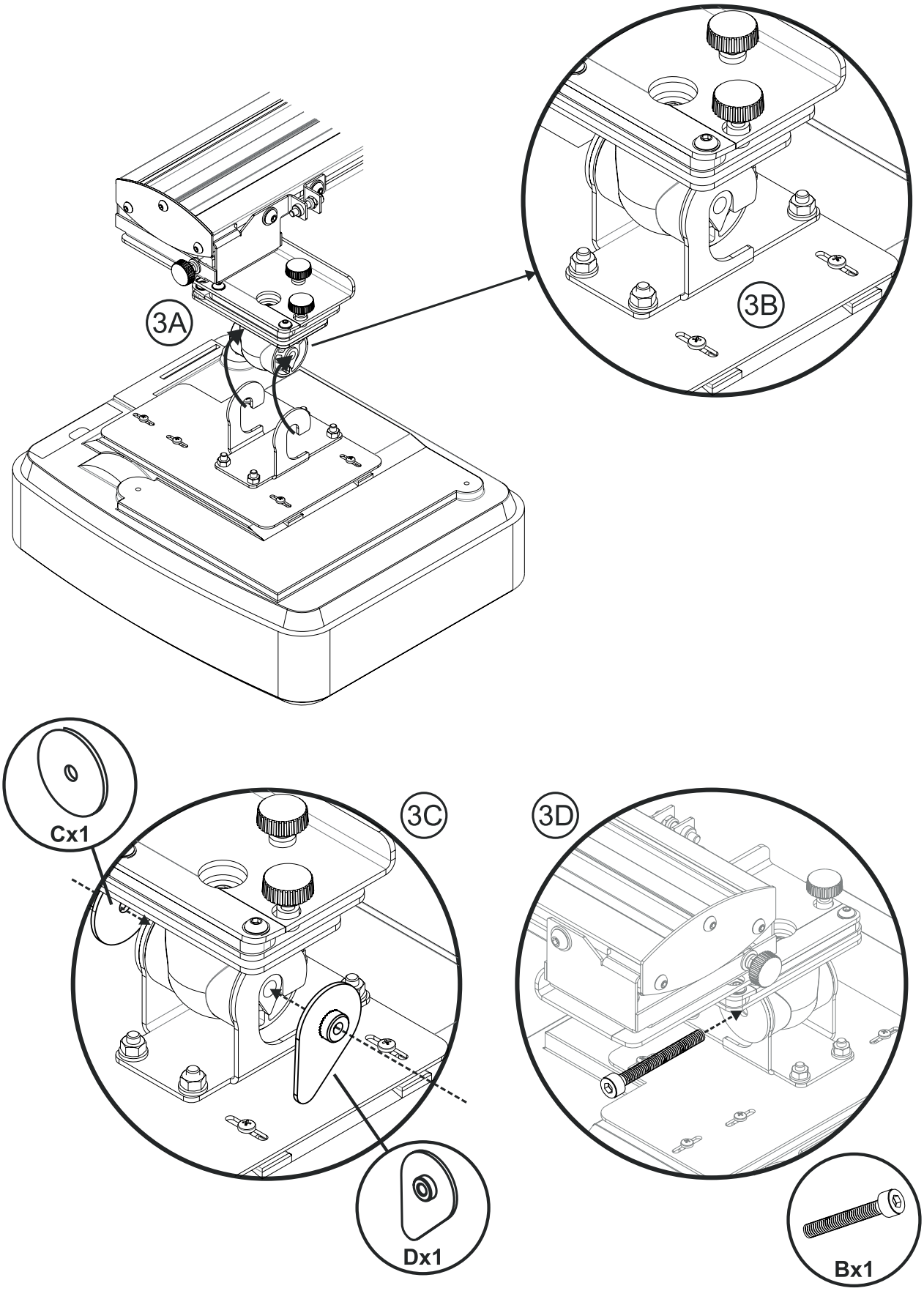
**Note:** Remove wall plate cover before attaching to wall. Retain fixings for re-attaching cover later.

# Step 2: Attach the projector to the mount plate



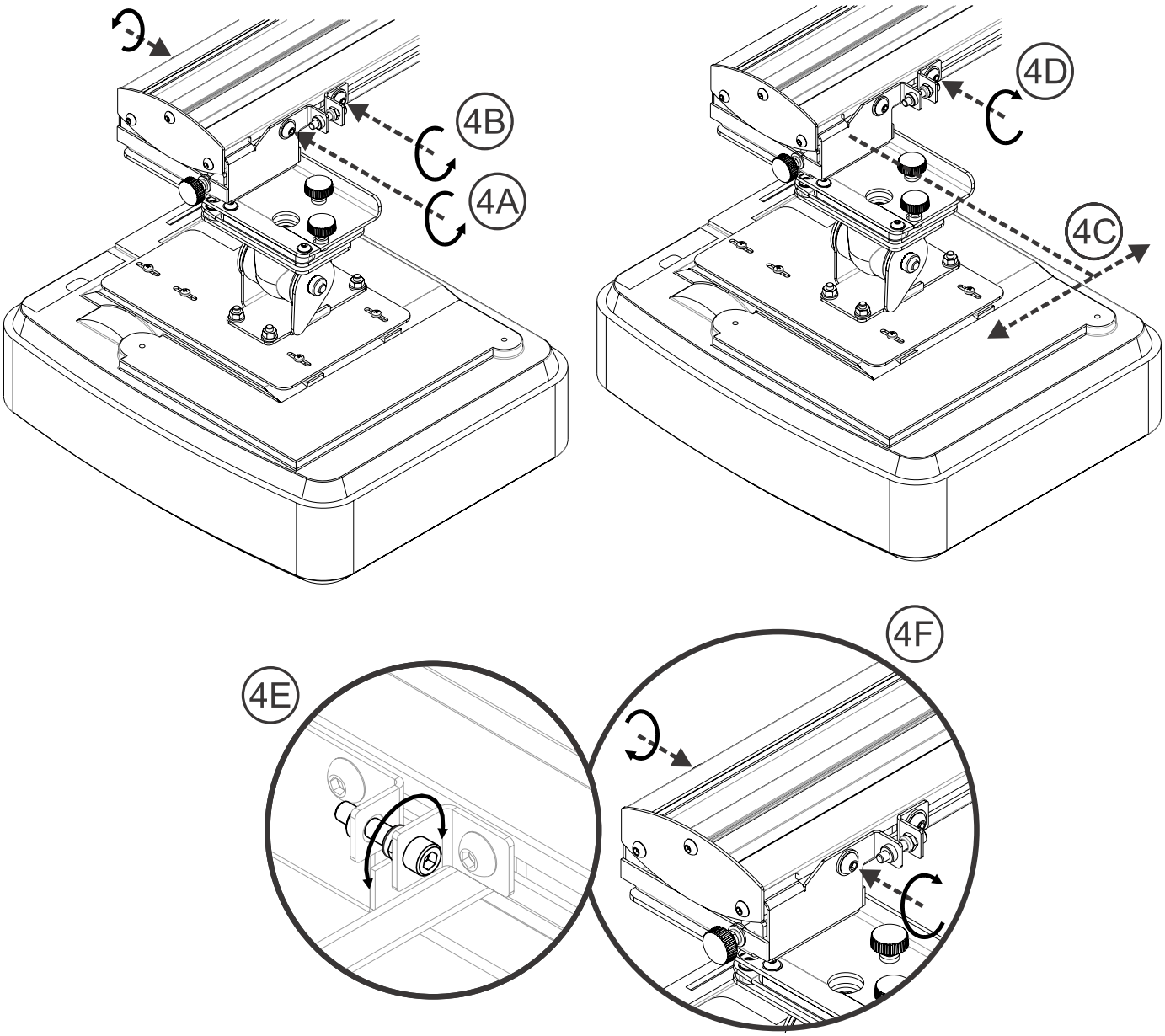

- Place the projector on a soft clean surface
- Position the pre-assembled mounting plate on top of the projector
- Insert **Ax5** (M4 x 10mm) screws from the fixing kit, tighten with a posidrive screwdriver

# Step 3: Attach the projector to the mount



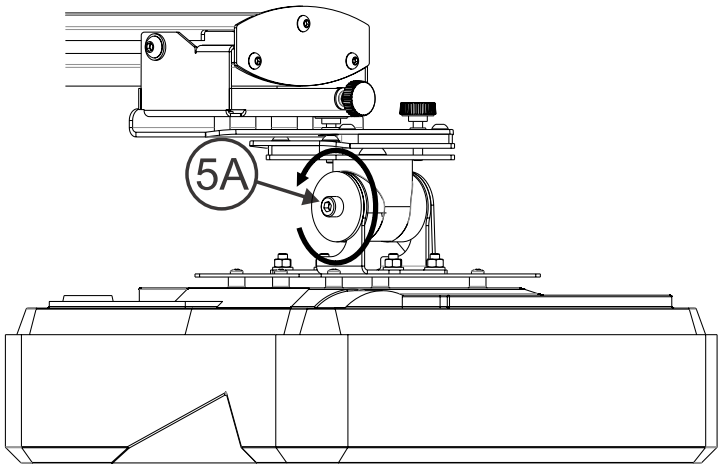

- Lift the projector and mounting plate in to position – **Fig 3A**
- Lift the projector so the two hooks slip over the protrusions on the black moulding – **Fig 3B**
- Position the washer **C** and teardrop shaped locking washer **D** against the hooks – **Fig 3C**
- Insert bolt B (M8 x 75mm) and tighten it using the one of the allen keys provided – **Fig 3D**

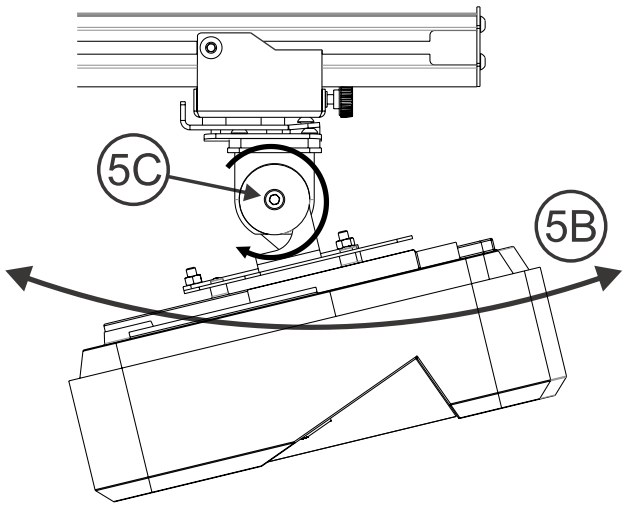
# Step 4: Adjusting the projected image size

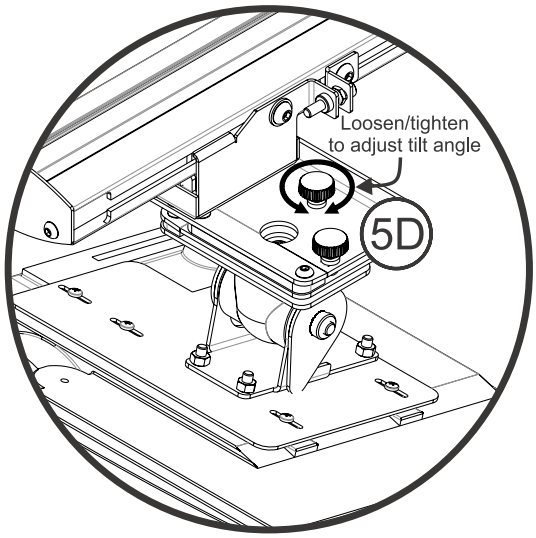



- Loosen the two bolts on the projector caddy – **Fig 4A**
- Loosen the bot on the fine length adjustor – **Fig 4B**
- Slide the caddy and fine adjuster together until the screen size is nearly correct – **Fig 4C**
- Tighten the fixing bolt on the fine adjuster – **Fig 4D**
- Adjust highlighted bolt to fine adjust the throw distance – **Fig 4E**
- To reduce the projected image size, tighten the bolt clockwise using one of the allen keys provided to move the projector closer to the screen
- To increase the projected image size, loosen the bolt anticlockwise using one of the allen keys provided to move the projector away from the screen
- Once fine adjustment is done. Tighten the two caddy mounting bolts – **Fig 4F**

# Step 5: Adjusting the tilt (vertical keystone)

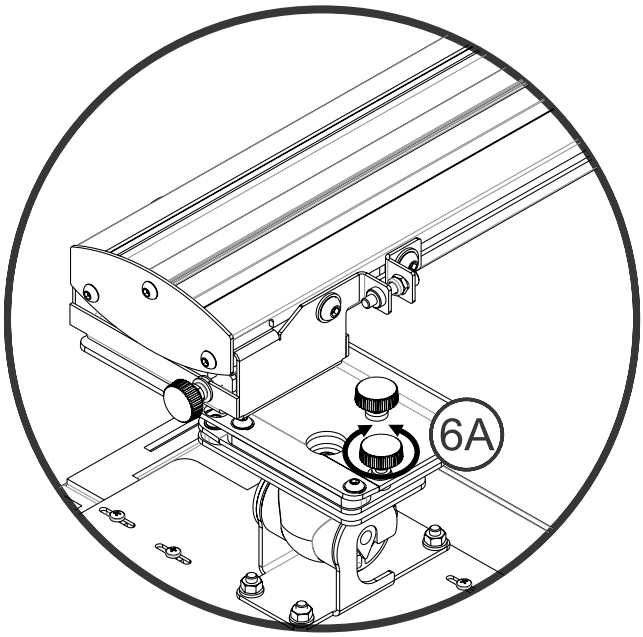


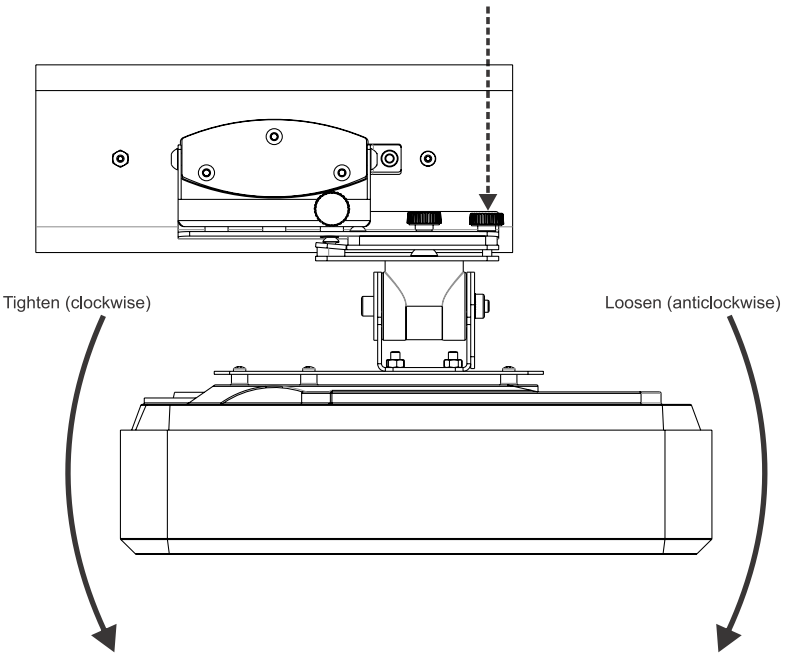




- Loosen the single M8 x 75mm bolt – **Fig 5A**
- Adjust the projector to the required angle – **Fig 5B**
- Tighten the bolt to lock the angle of the projector – **Fig 5C**
- Adjust the highlighted thumbwheel to fine adjust the tilt angle – **Fig 5D**
- To decrease the angle of projection, tighten the thumbwheel clockwise
- To increase the angle of projection, loosen the thumbwheel anticlockwise

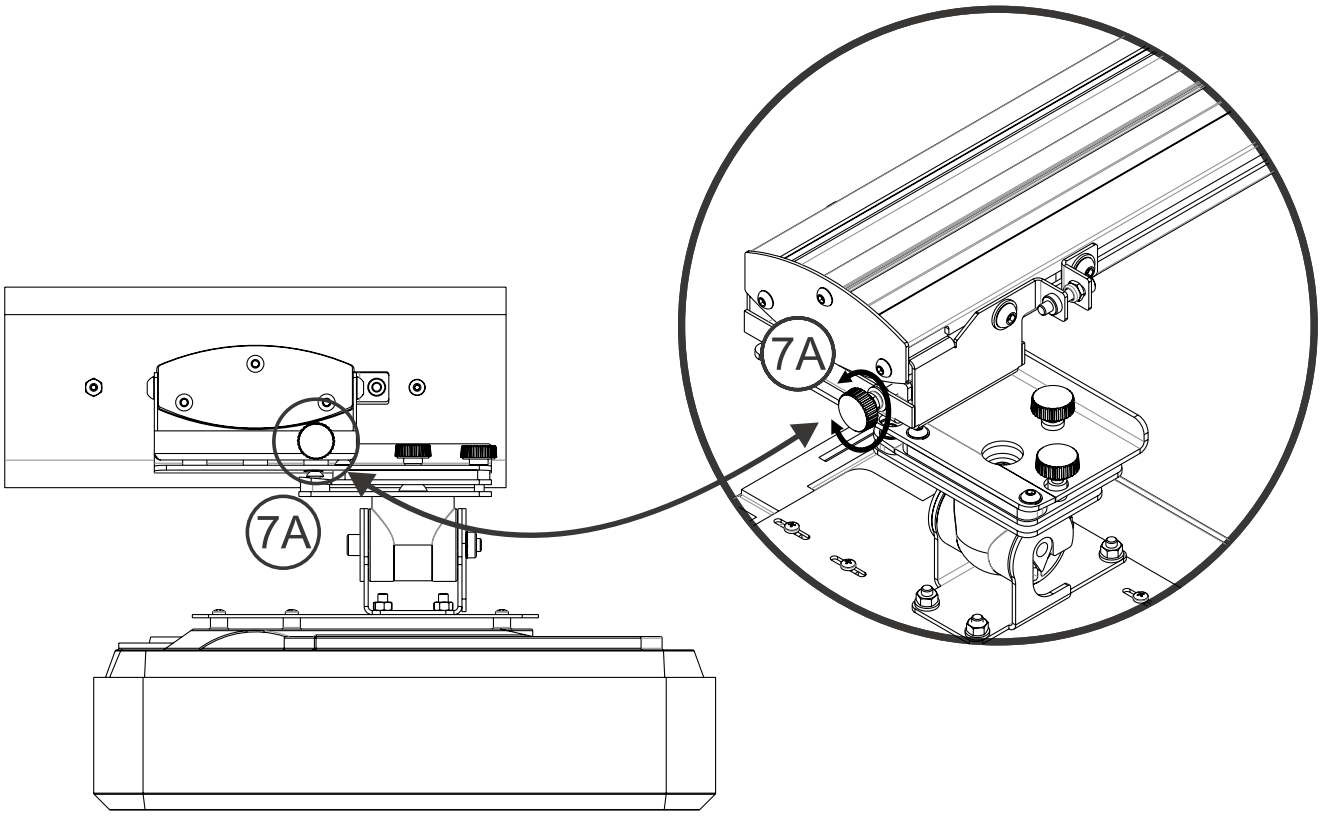
# Step 6: Adjusting the tilt (yaw)

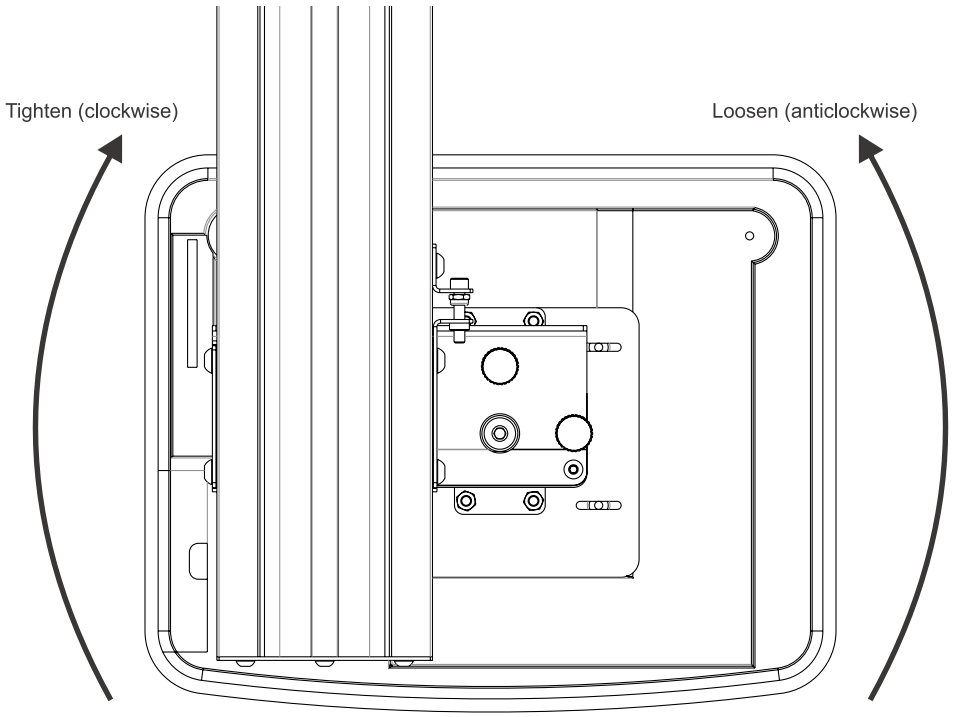



- Adjust the highlighted thumbwheel to fine adjust the yaw angle – **Fig 6E**
- To lower the left hand side of the projector, tighten the thumbwheel clockwise
- To lower the right hand side of the projector, loosen the thumbwheel anticlockwise

# Step 7: Adjusting the tilt (horizontal keystone)




- The projector mount is pre-tensioned and can be rotated by hand
- Adjust the highlighted thumbwheel to fine adjust the rotation of the projector – **Fig 7A**
- To bring the left hand side of the projector closer to the screen, tighten the thumbwheel clockwise
- To bring the right hand side of the projector close to the screen, loosen the thumbwheel anticlockwise