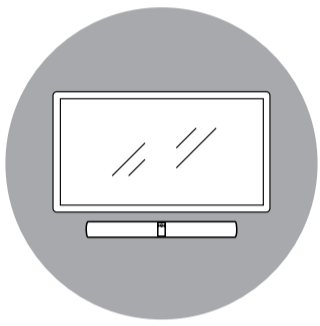
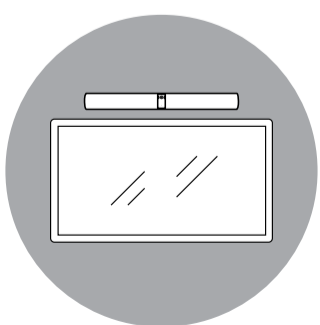
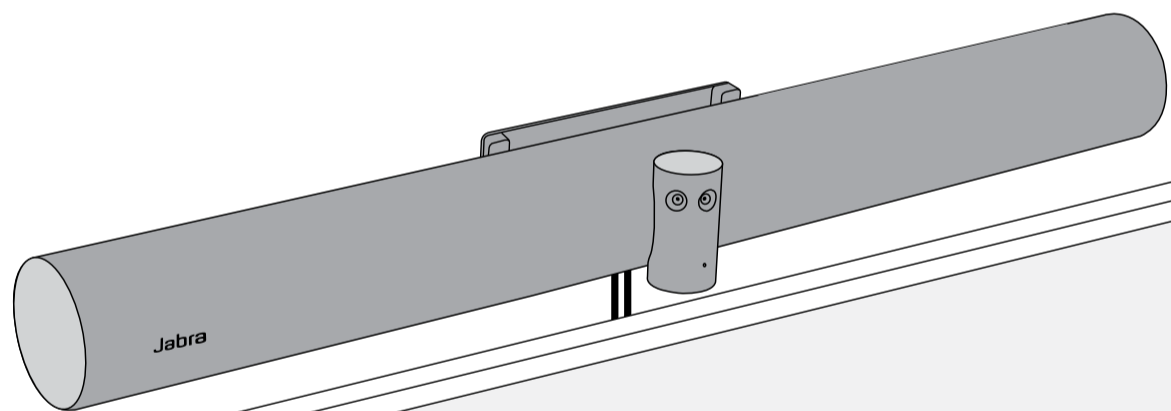
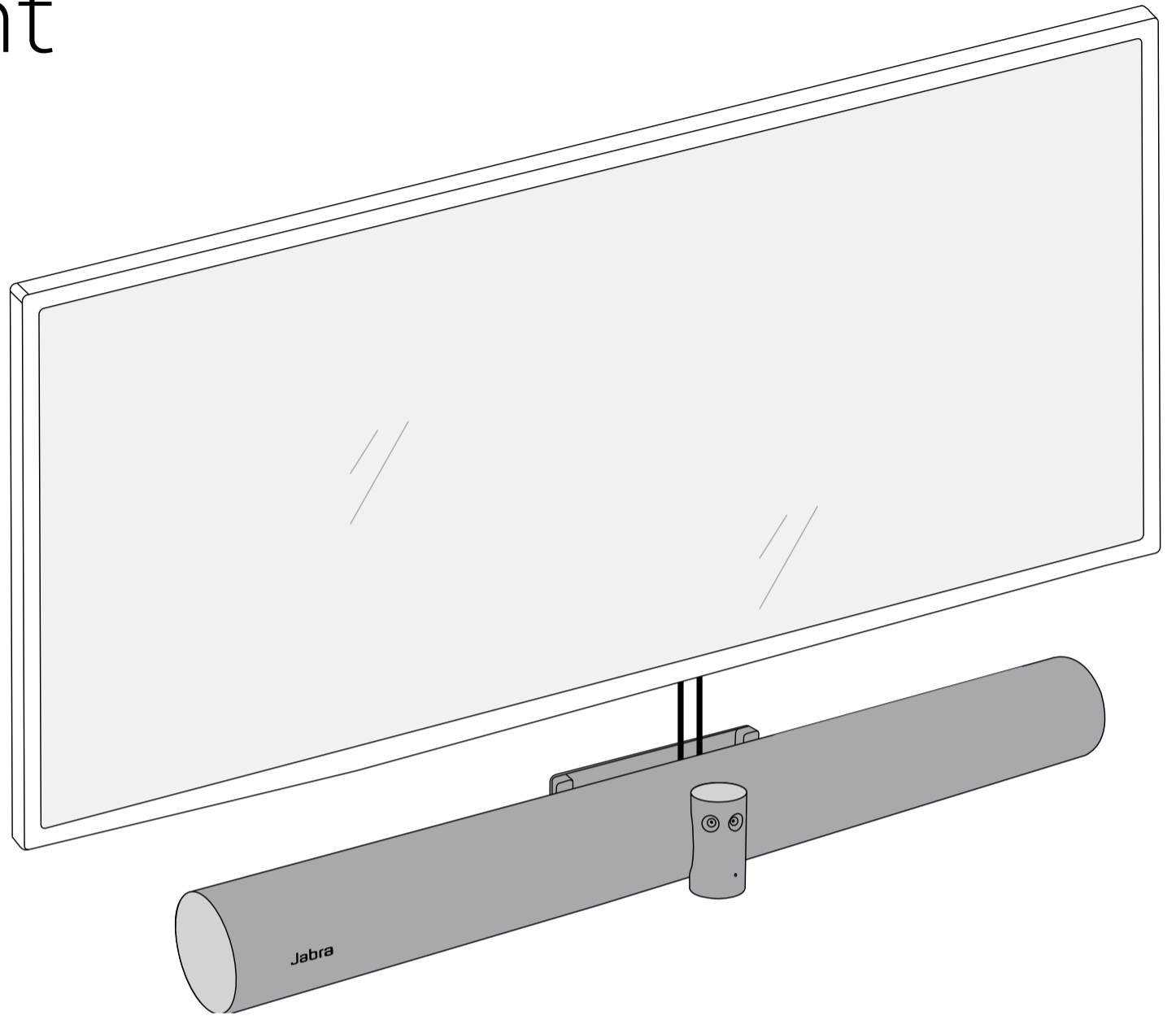


# PanaCast 50 Video Bar System

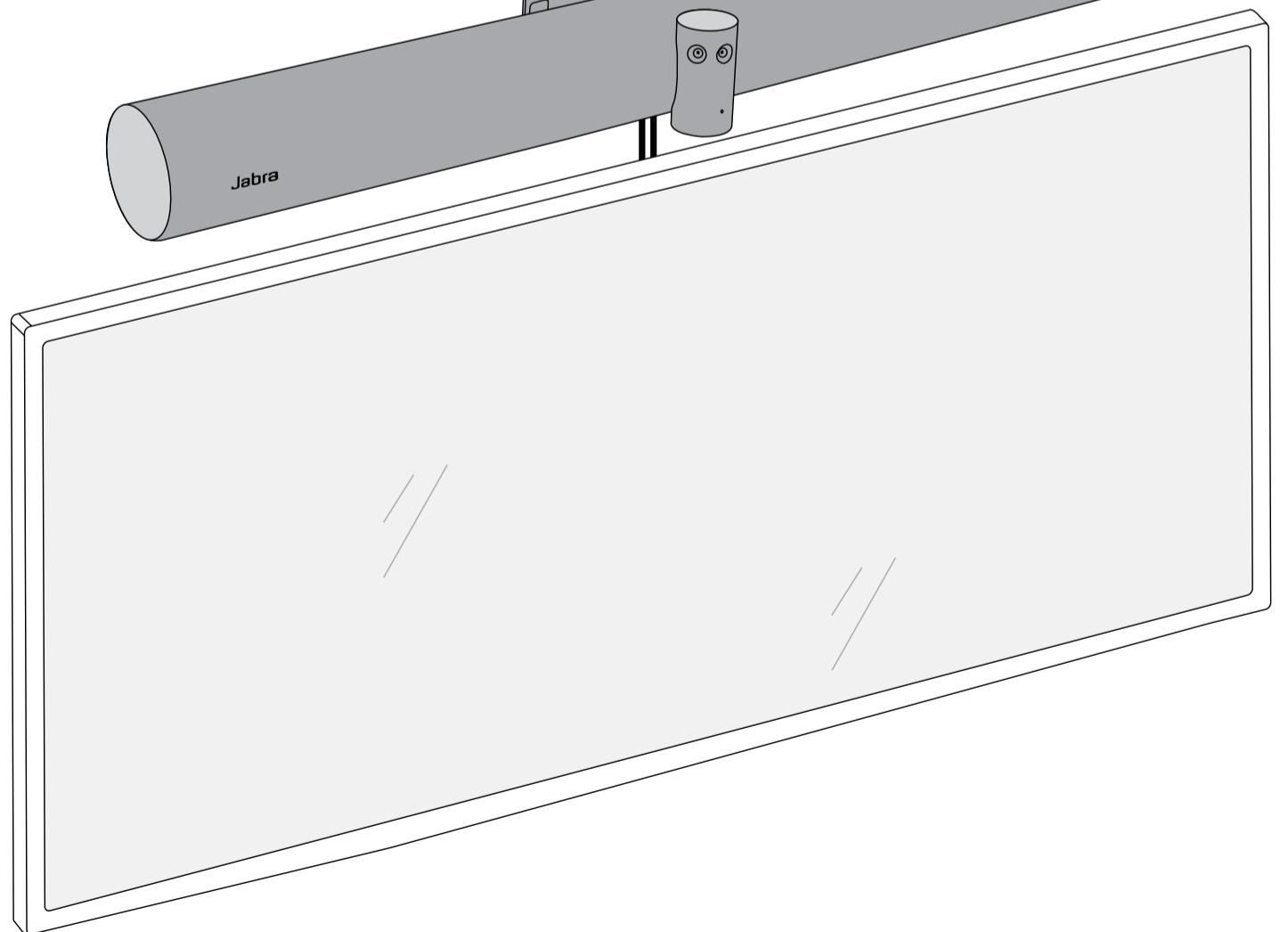
## Wall Mount



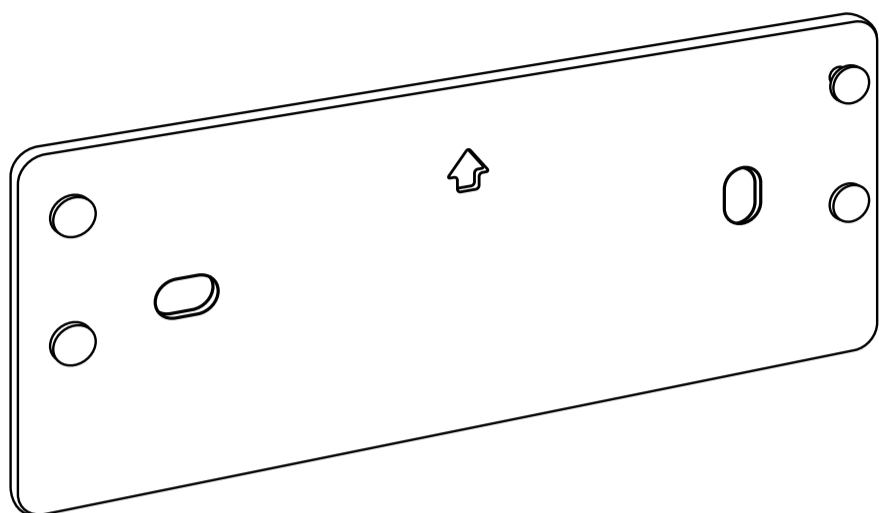
**Install below screen**  
Start from page 1 →



**Install above screen**  
Start from page 5 →

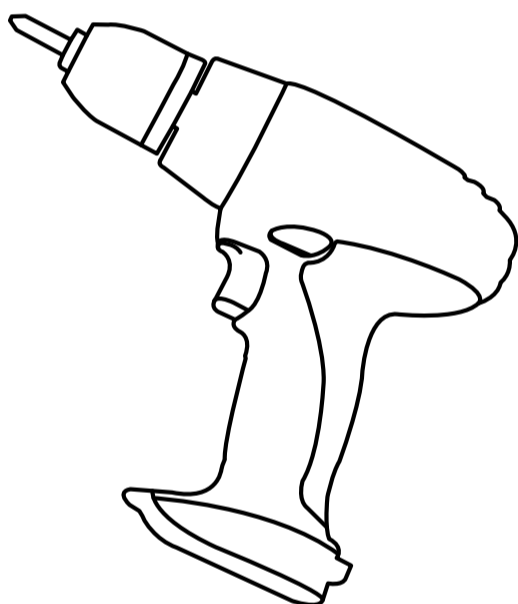


## Items included

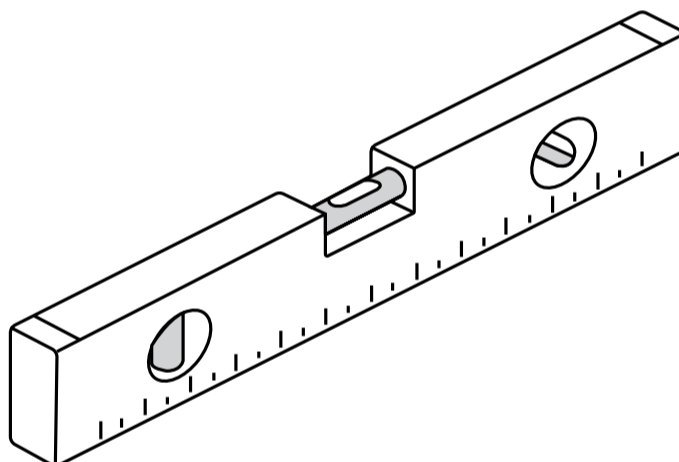


Wall Mount

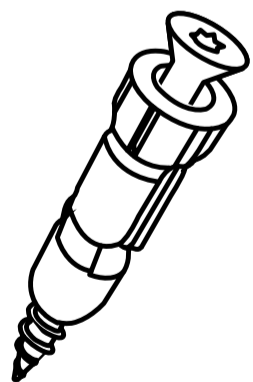
## Tools needed (not supplied in the pack)



Drill



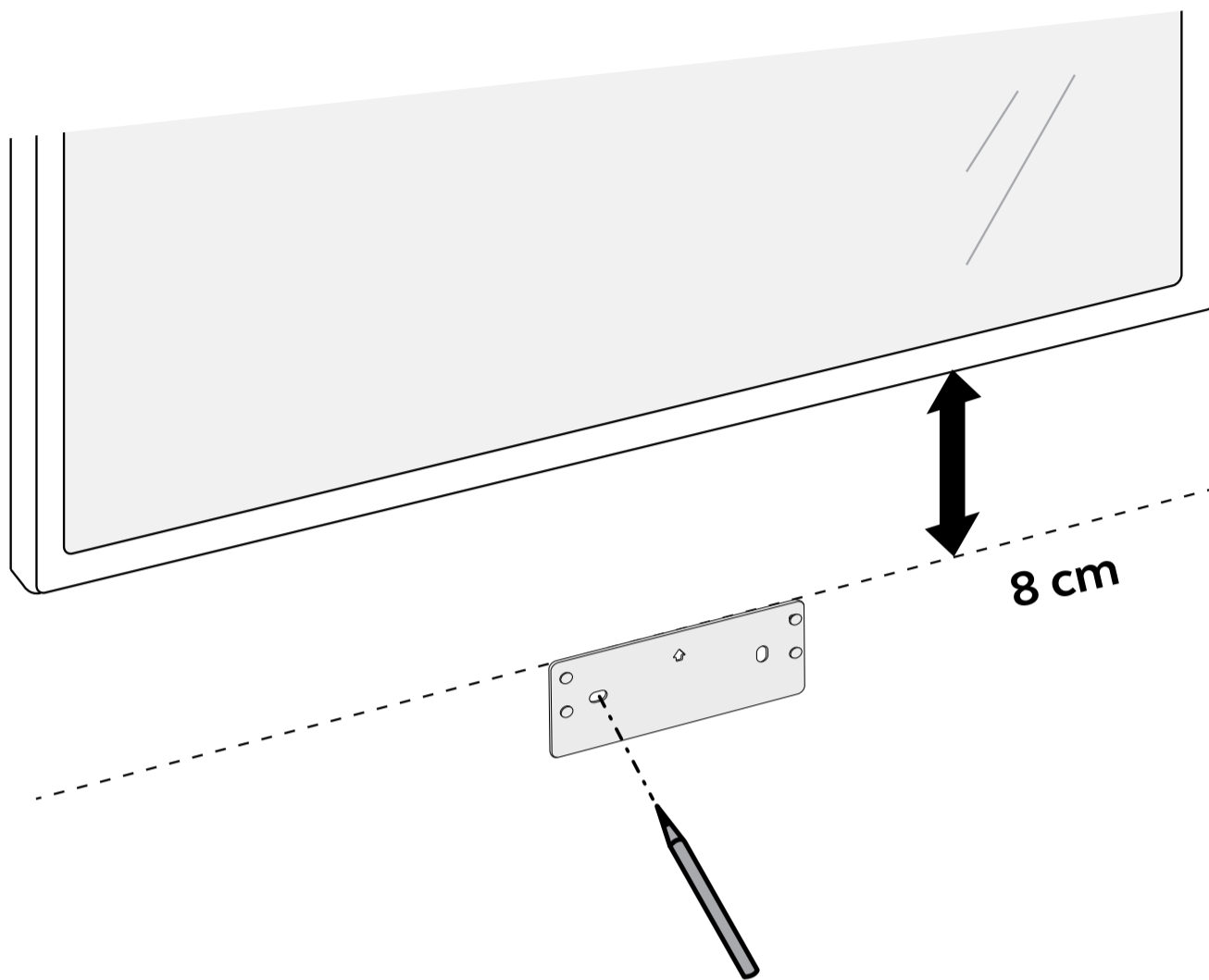
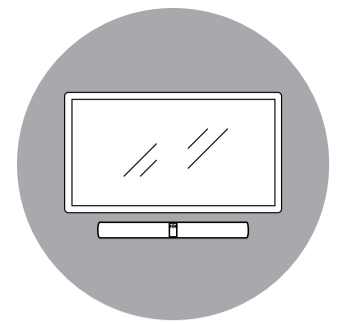
Level



Wall screws

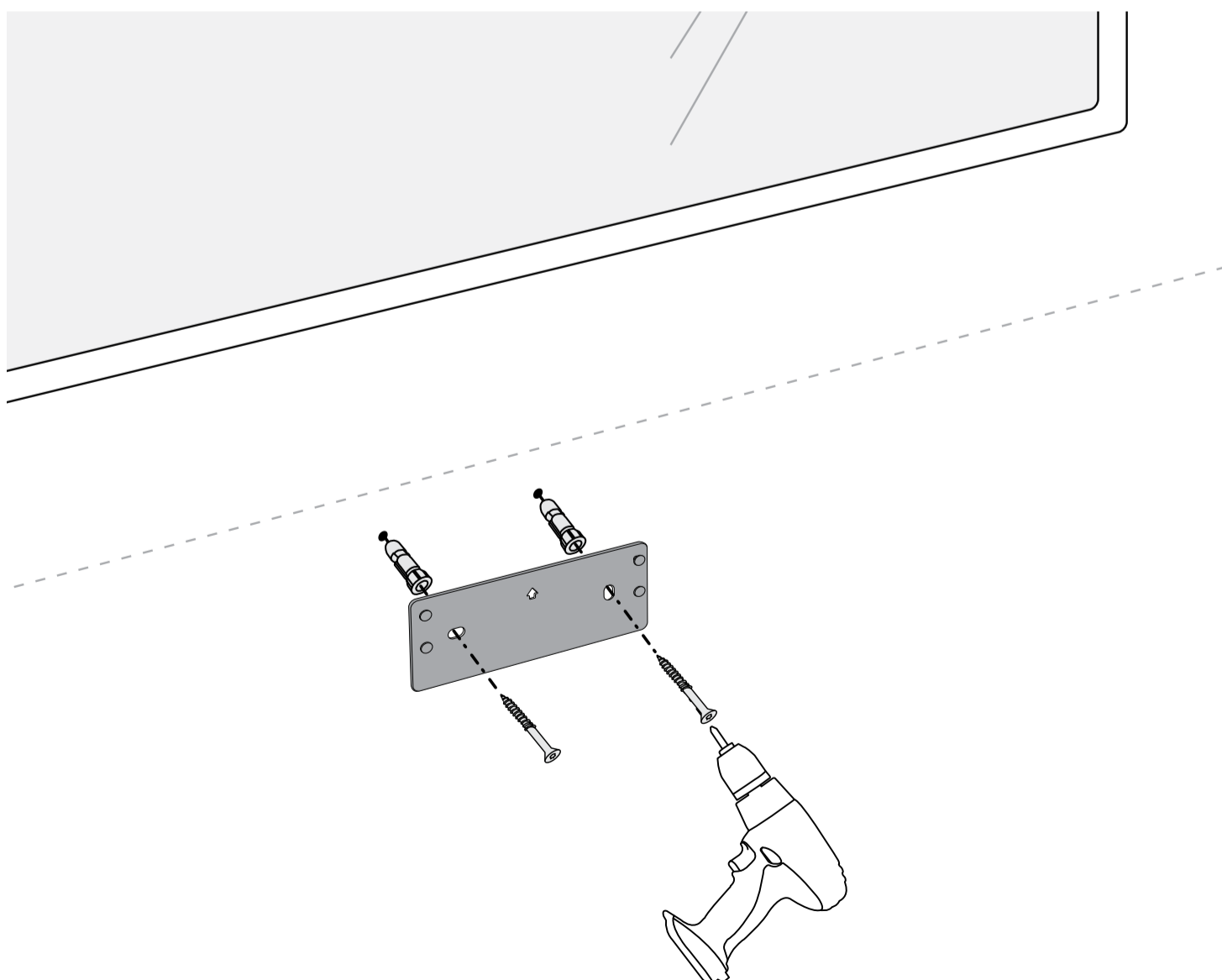
1

Measure **8cm** from the bottom of the screen to the top of the **Wall Mount**. Using a pencil, mark the screw holes on the wall, as illustrated.



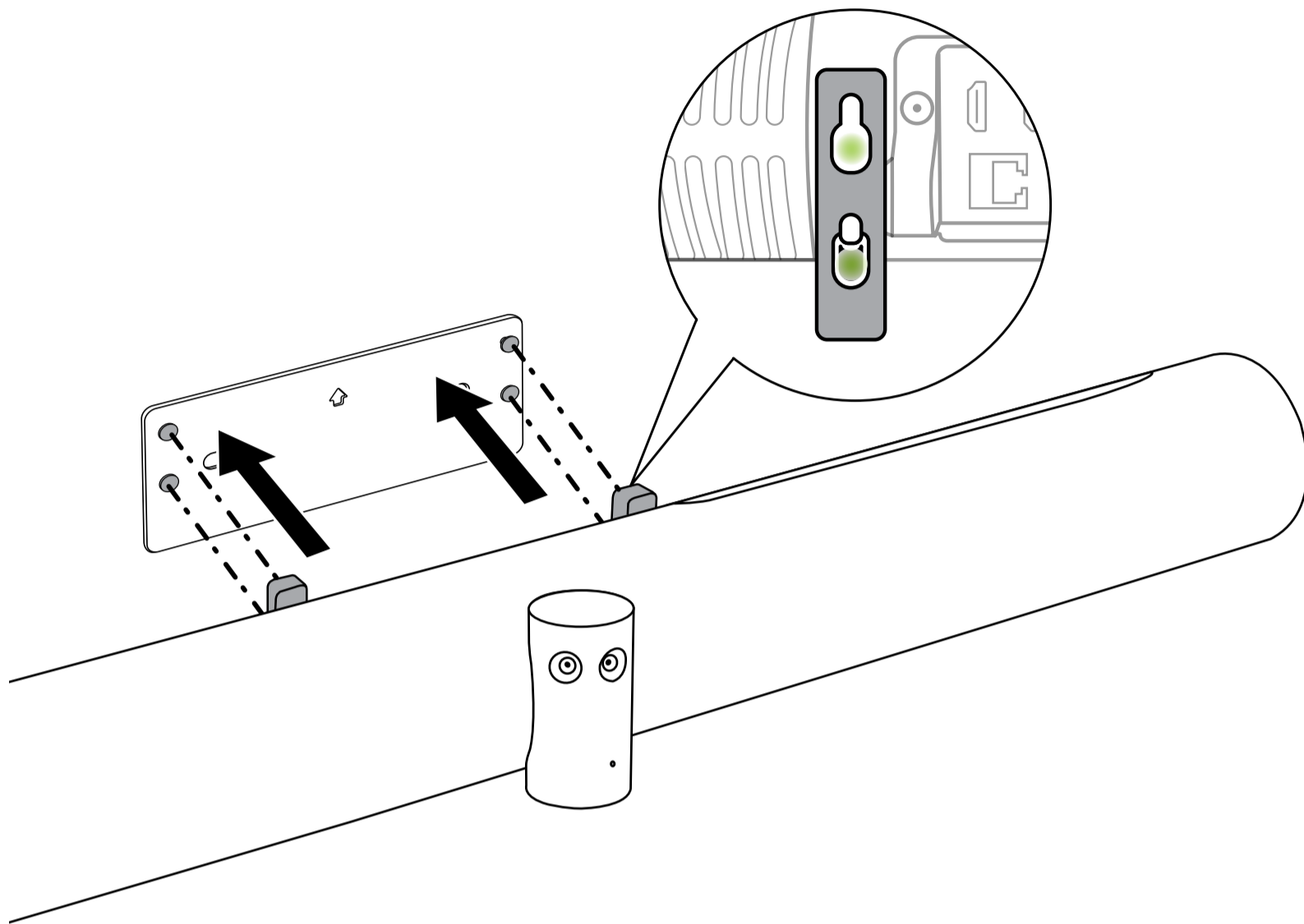
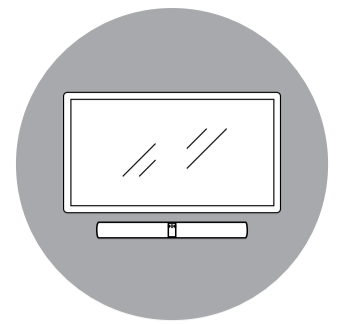
2

Screw the **Wall Mount** to the wall using a drill (screws not supplied).



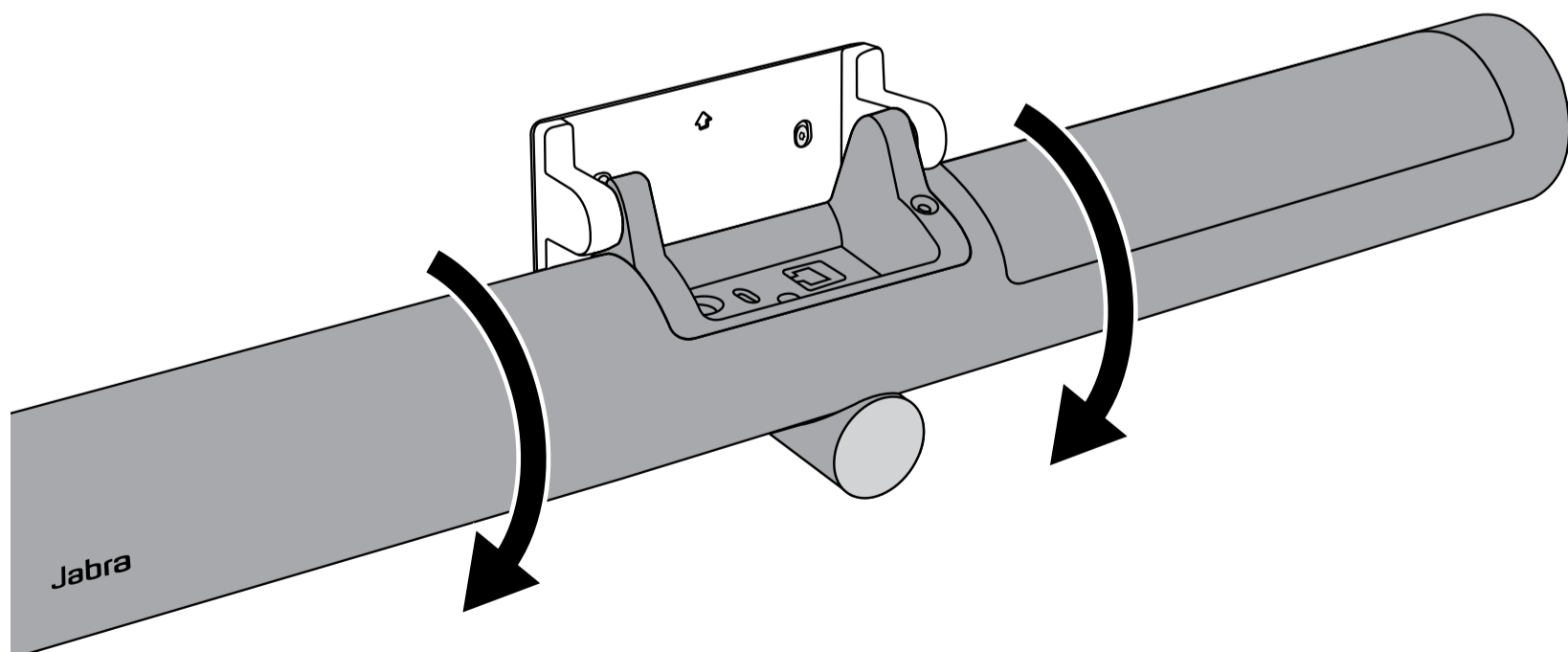
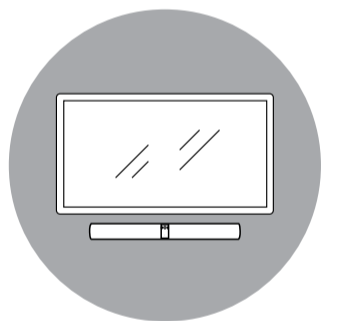
3

Attach the video bar to the Wall Mount. Screws are not required.



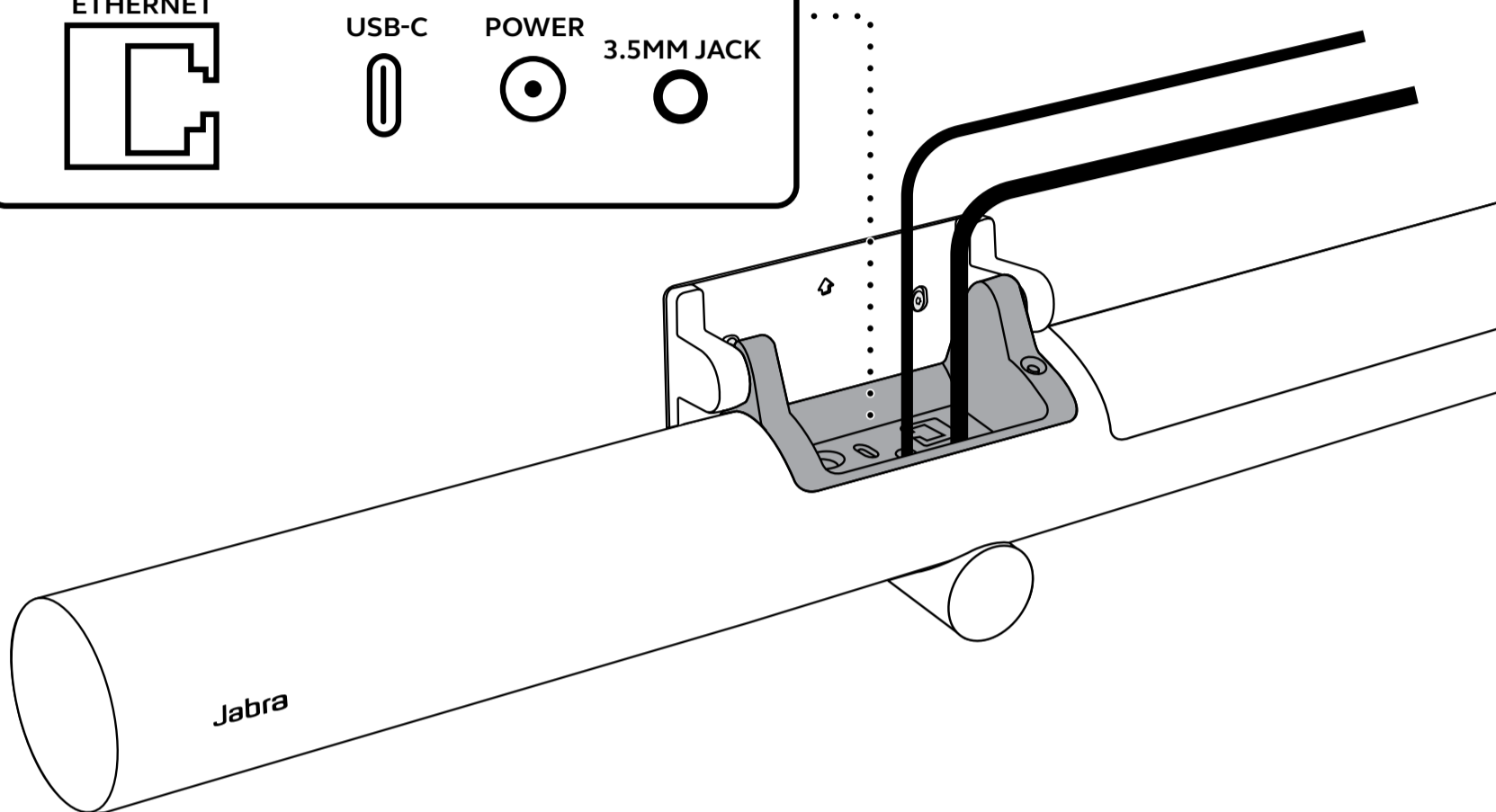
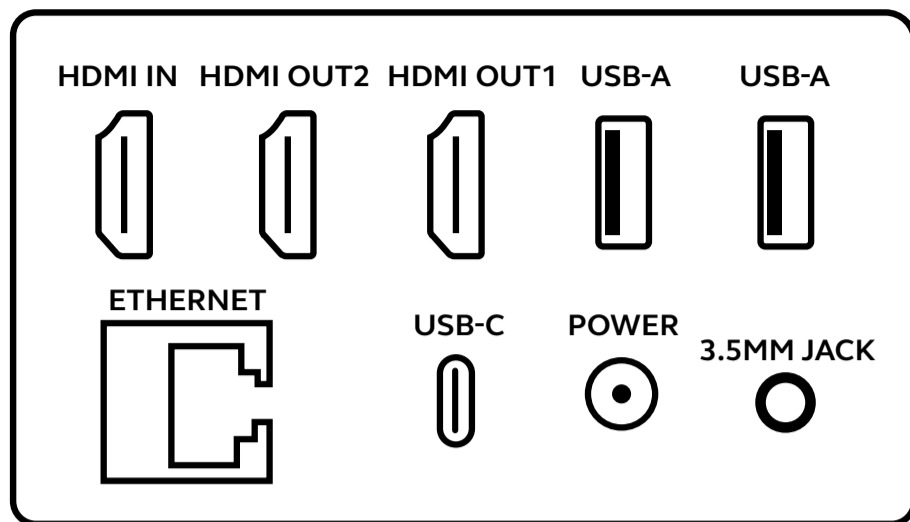
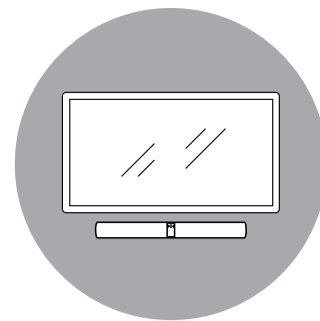
4

Rotate the video bar down for easy access to the ports.



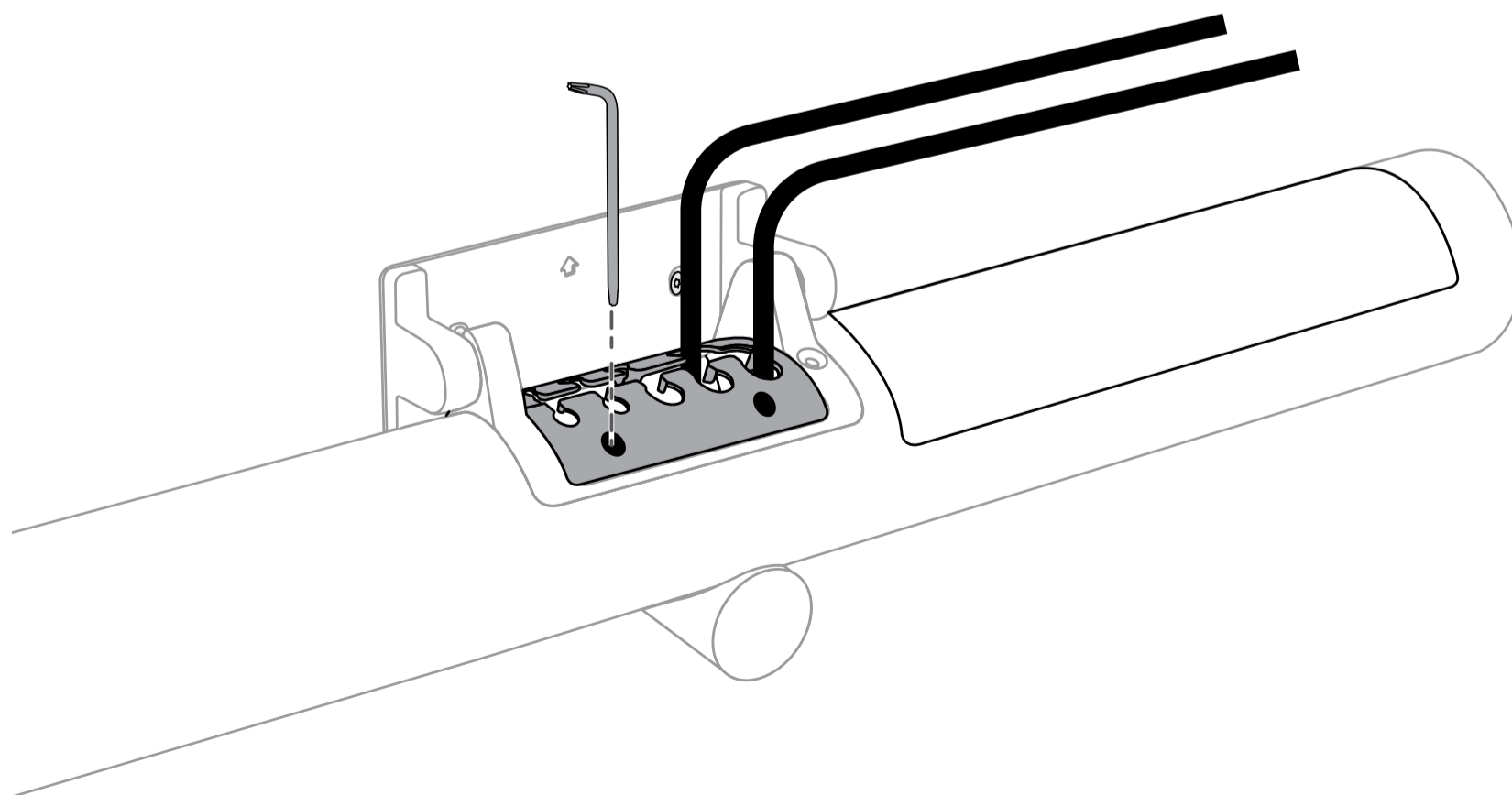
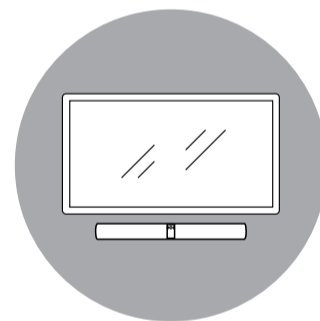
5

Attach the relevant cables to the video bar.



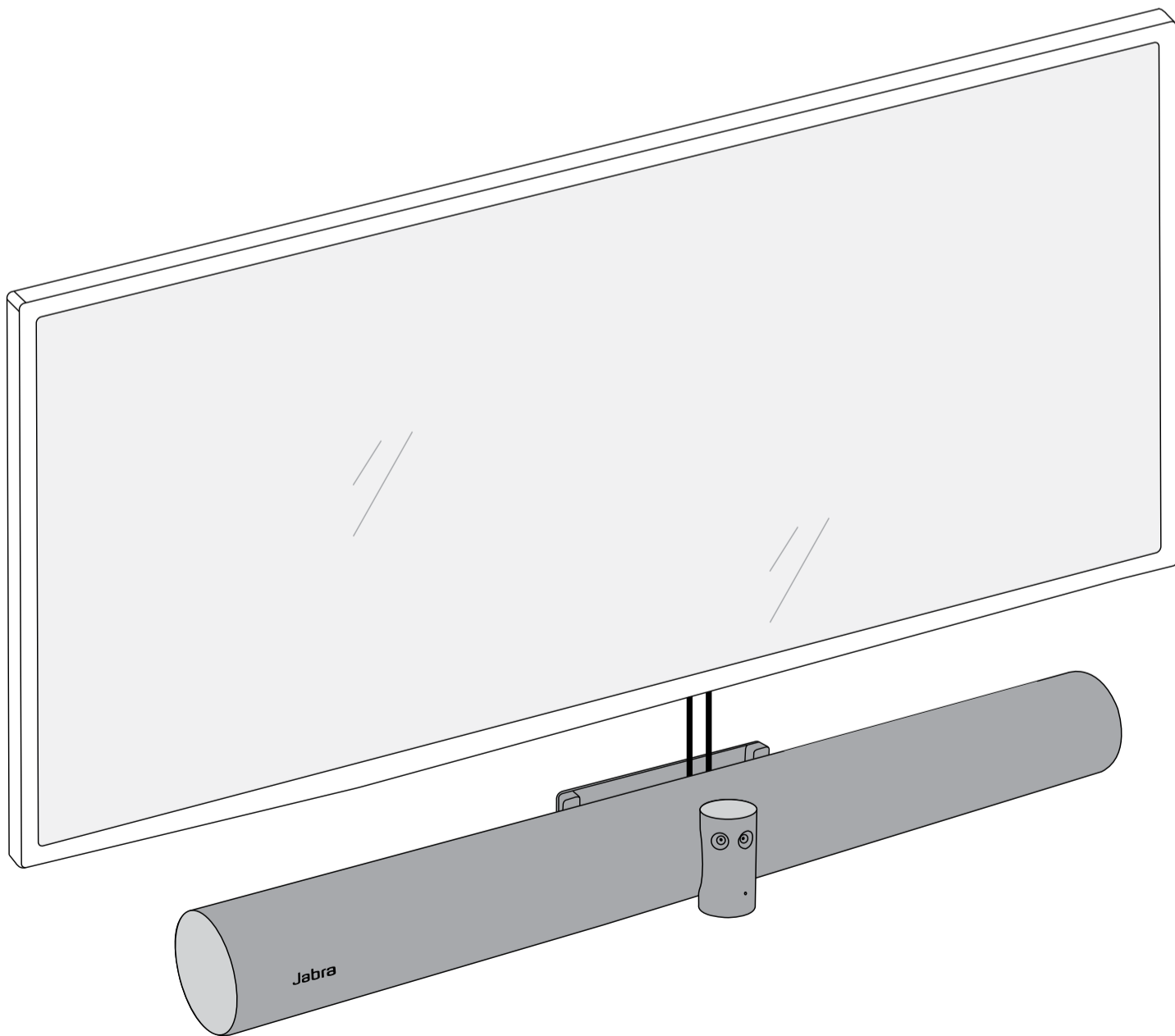
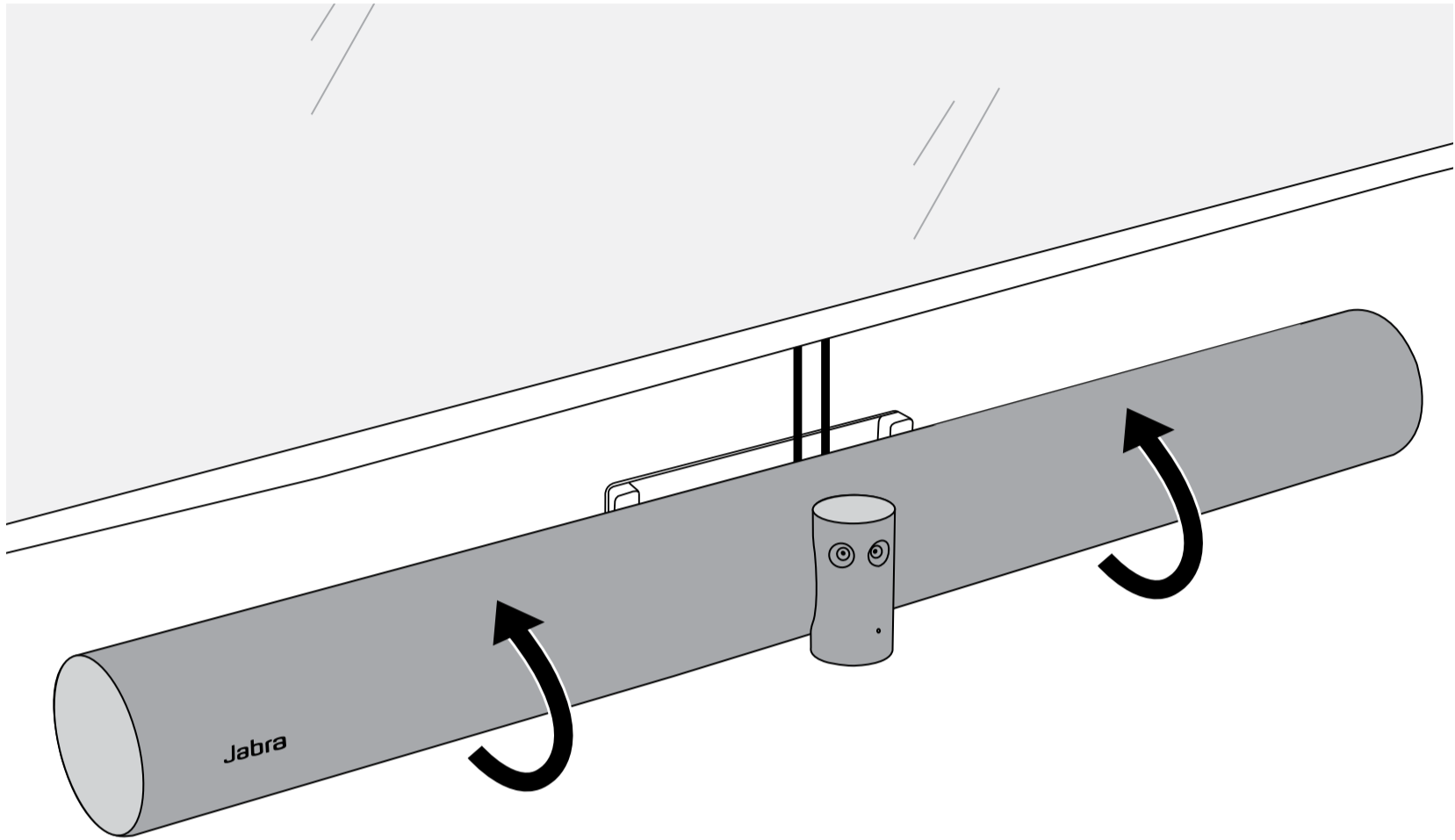
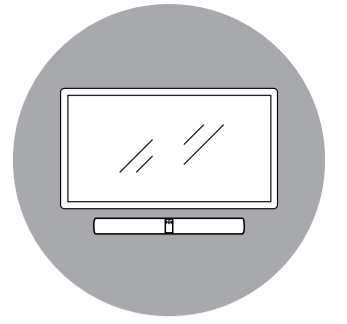
6

Screw the cable cover to the video bar using the supplied screws.



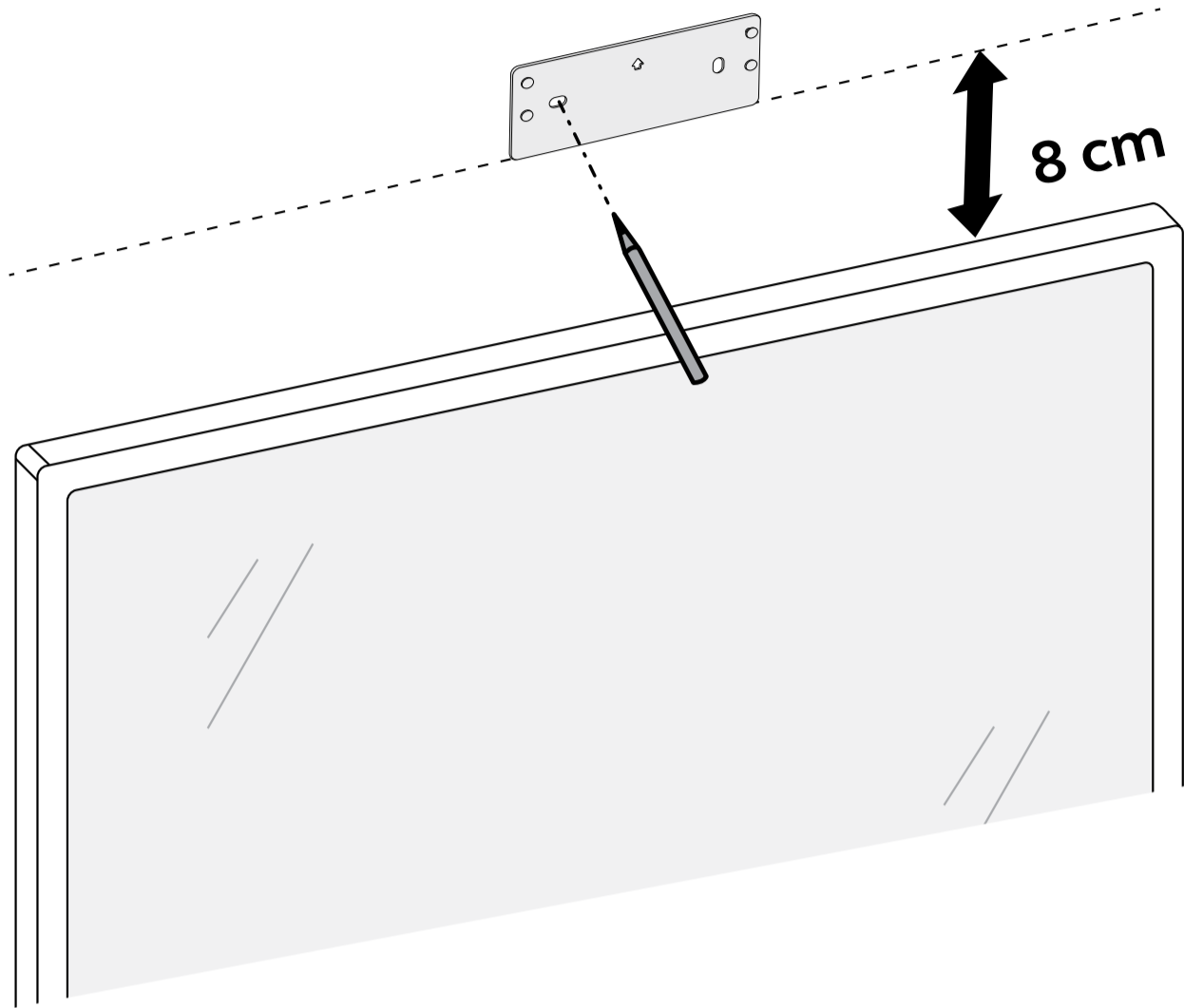
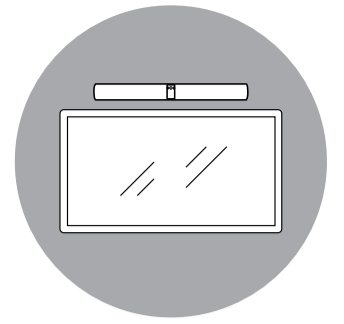
7

Rotate the PanaCast 50 into its final position and angle the camera to point at eye-level.



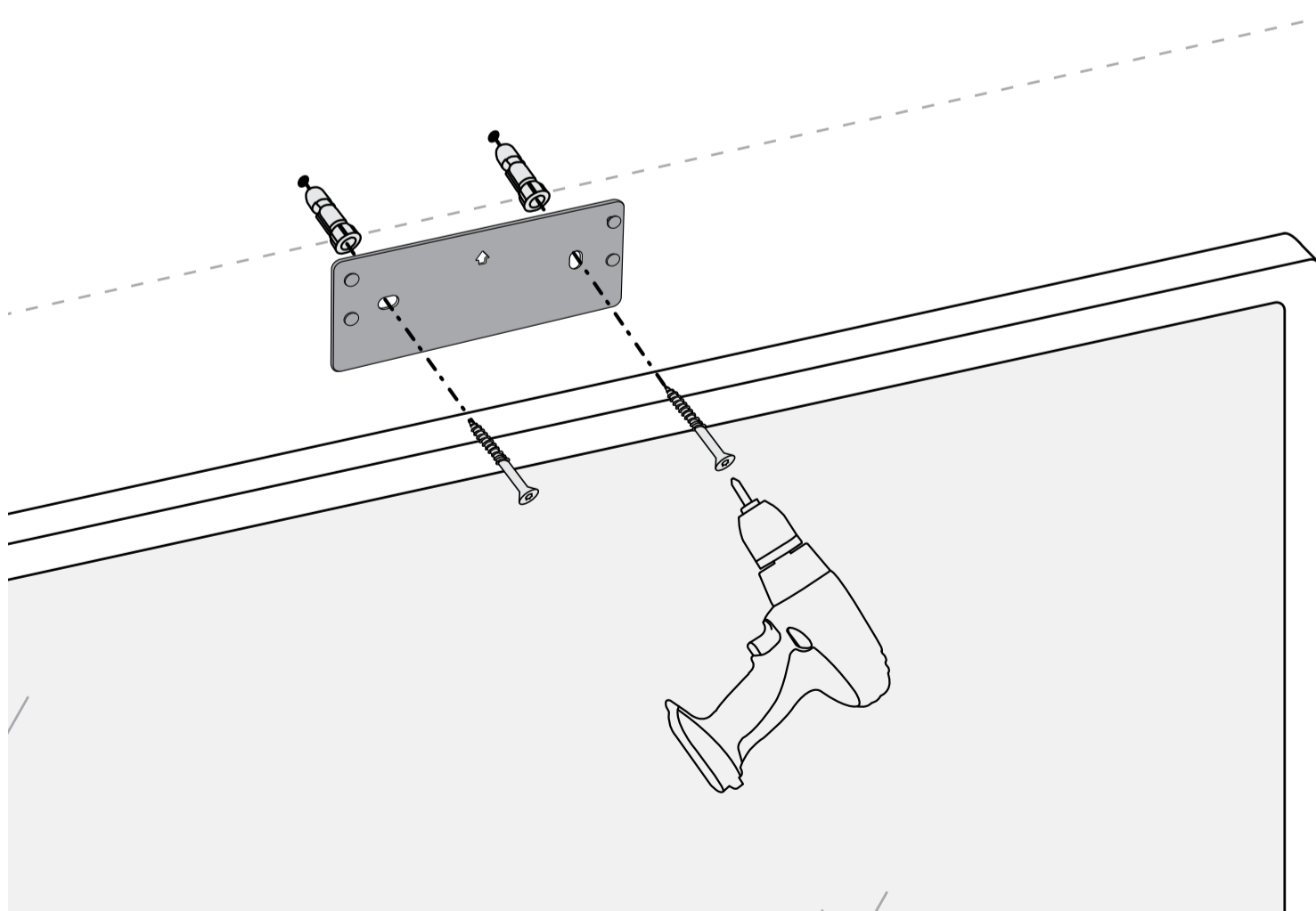
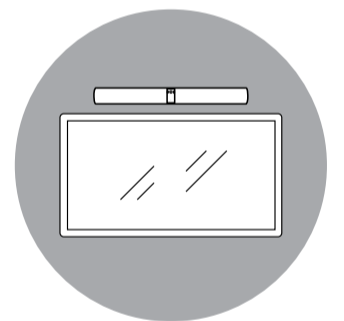
1

Measure **8cm** from the top of the screen to the bottom of the **Wall Mount**. Using a pencil, mark the screw holes on the wall, as illustrated.



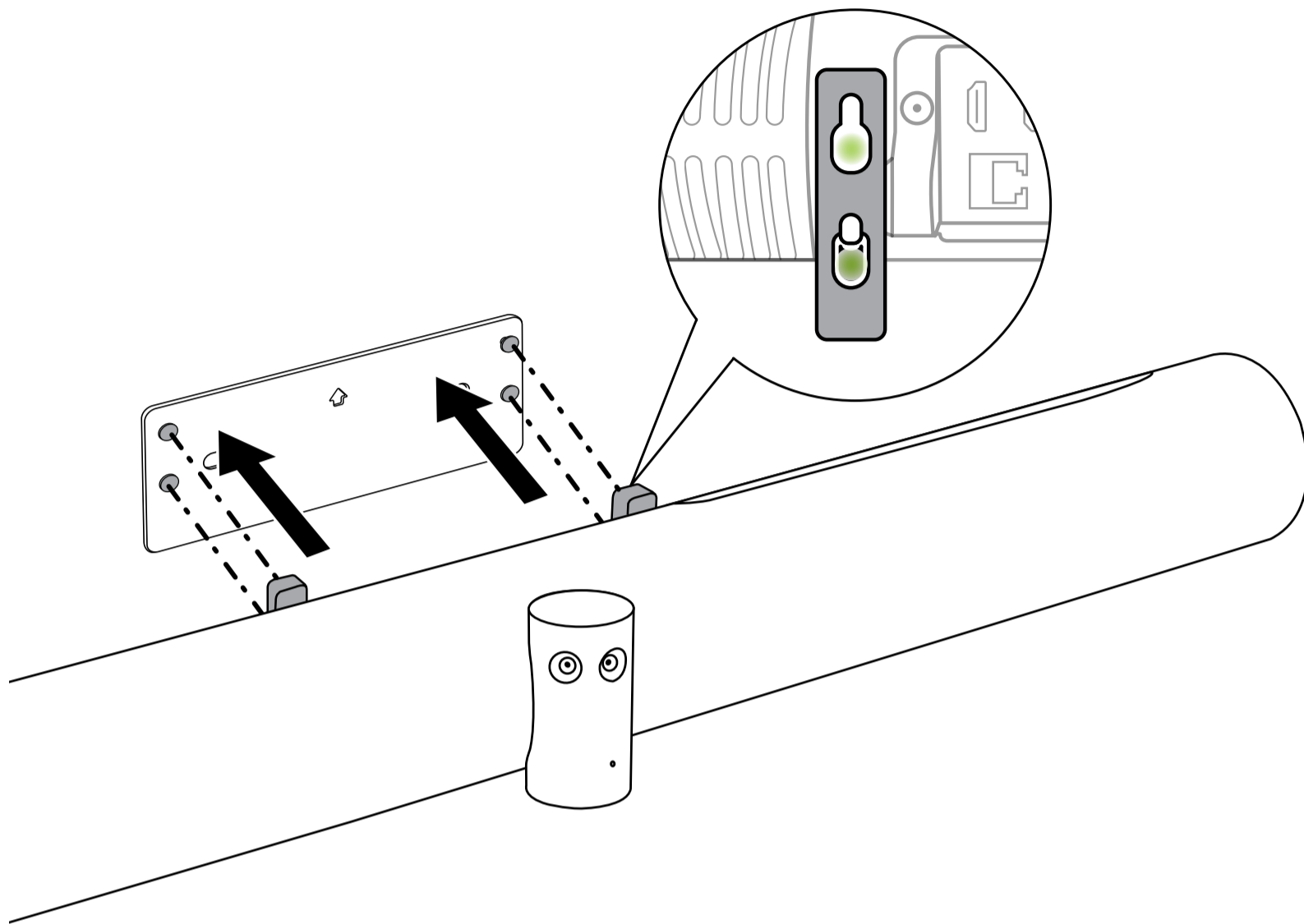
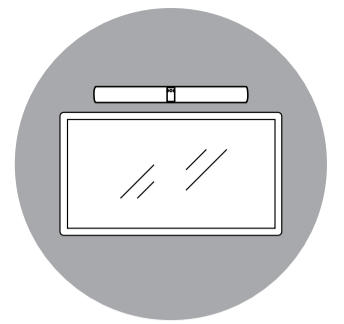
2

Screw the **Wall Mount** to the wall using a drill (screws not supplied).



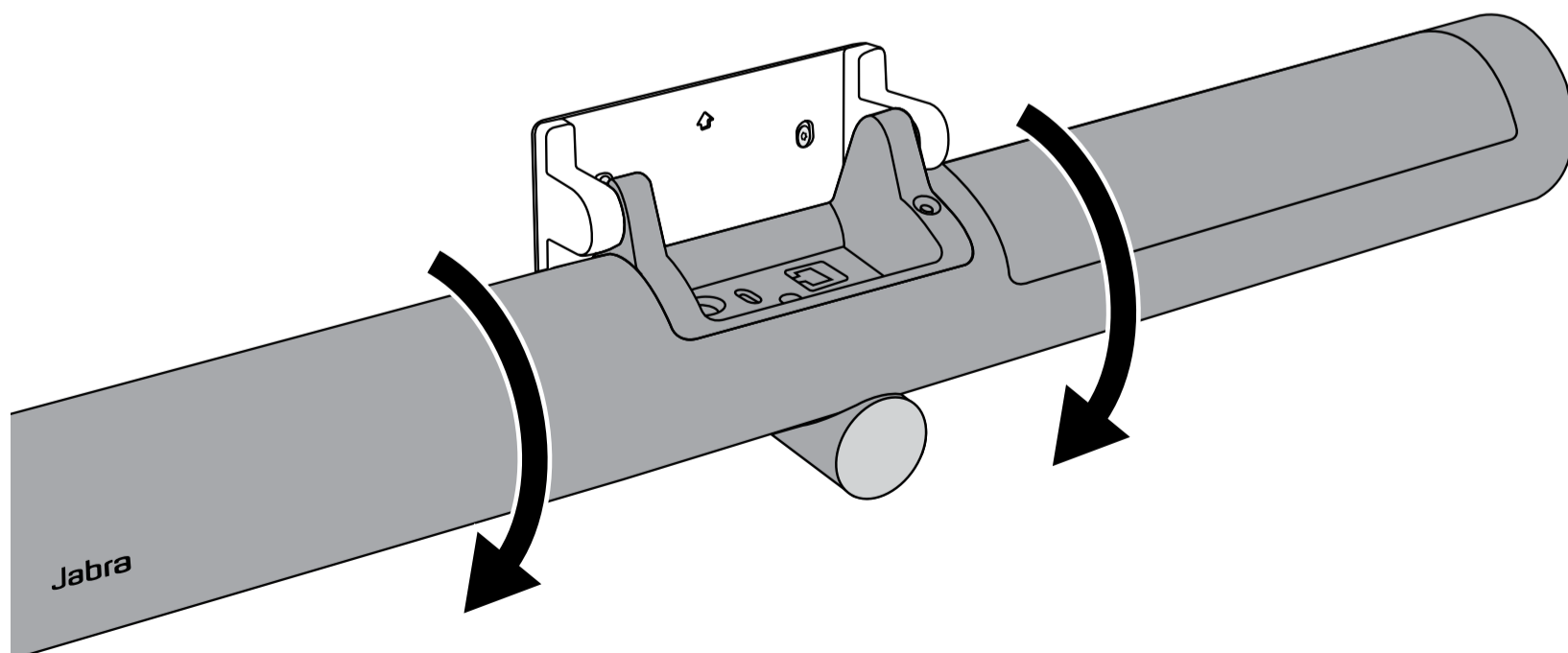
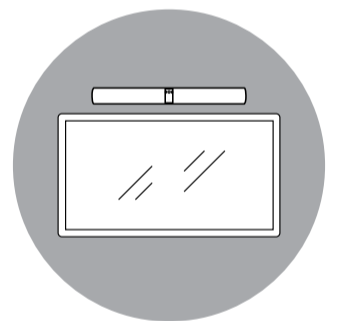
3

Attach the video bar to the Wall Mount. Screws are not required.



4

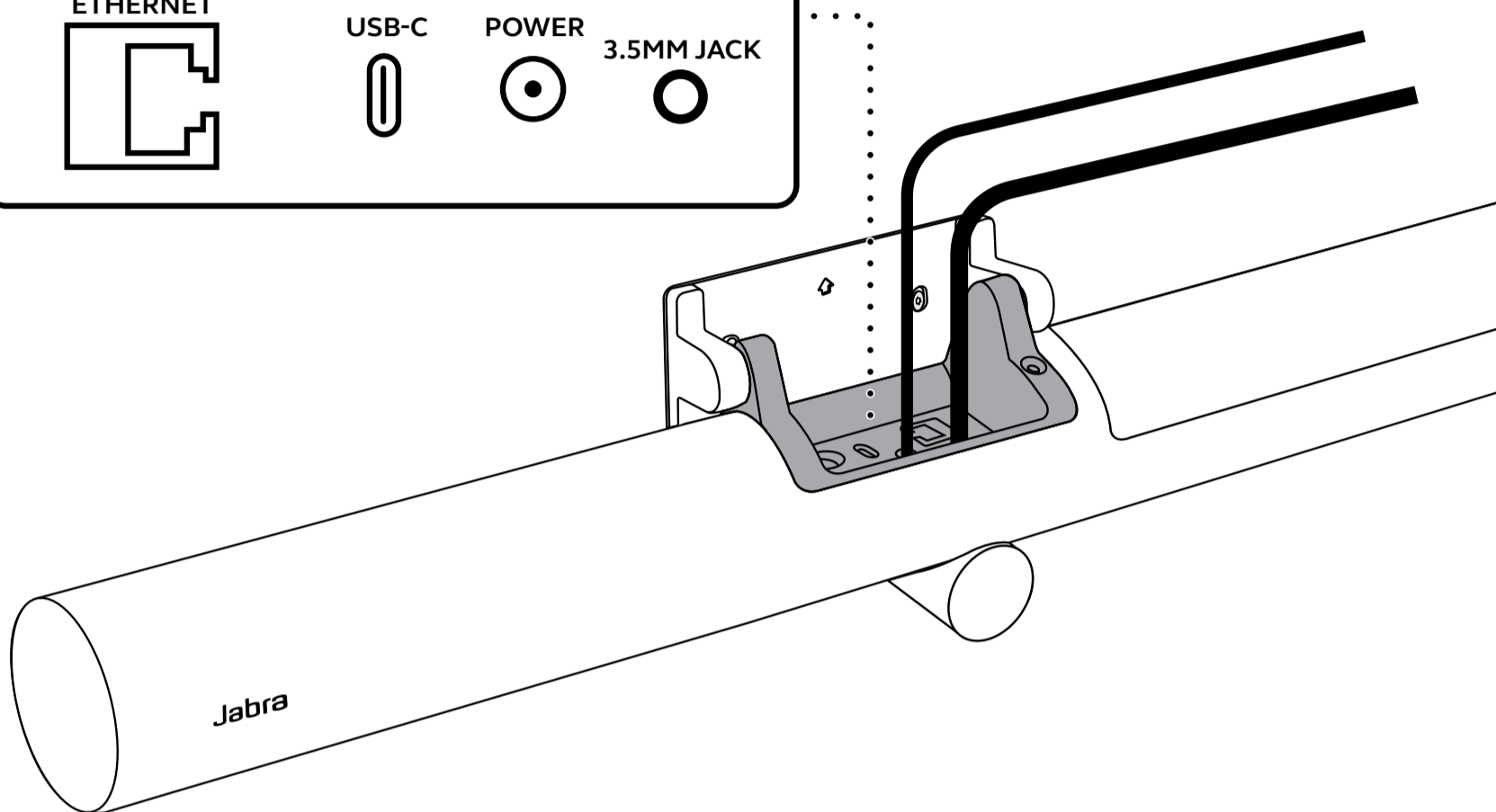
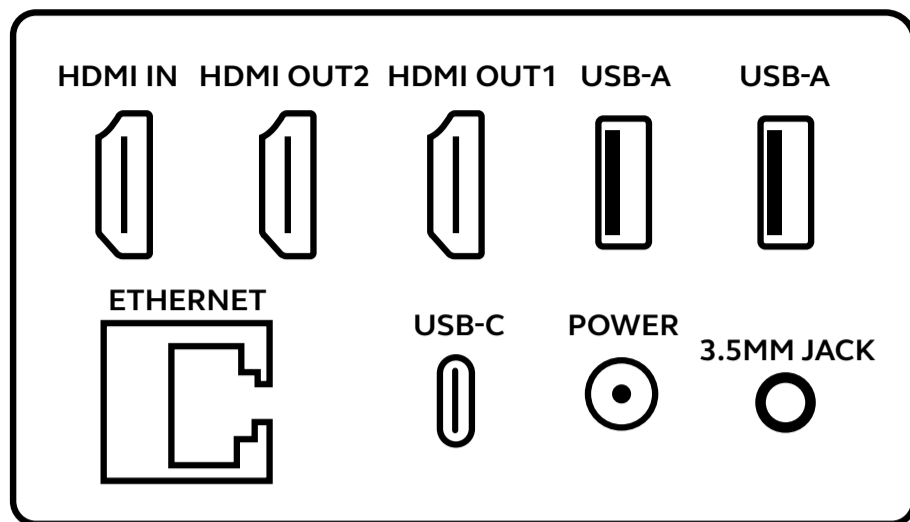
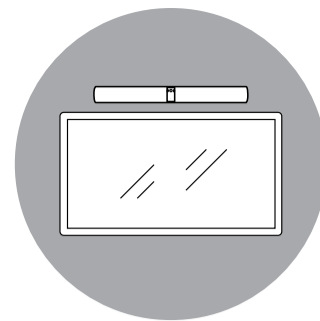
Rotate the video bar down for easy access to the ports.





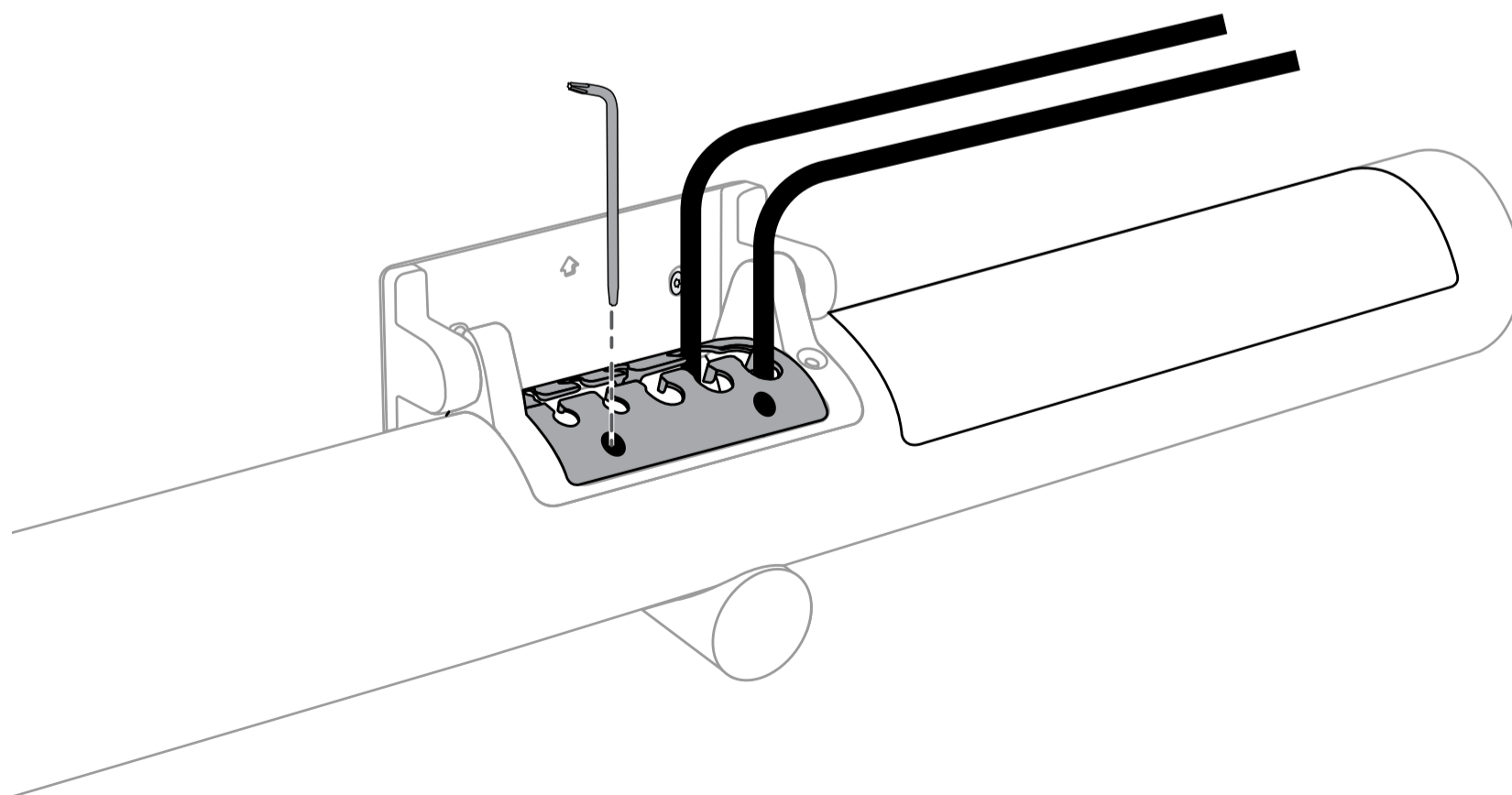
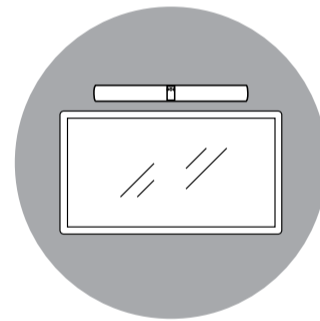
5

Attach the relevant cables to the video bar.



6

Screw the cable cover to the video bar using the supplied screws.



7

Rotate the PanaCast 50 into its final position and angle the camera to point at eye-level.

