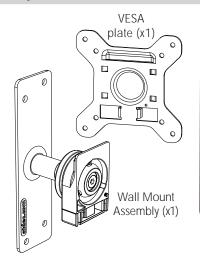
# ospacedec

Display | Wall Direct

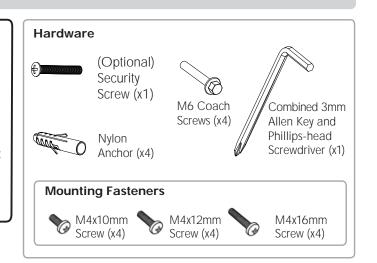
**Note:** This product will suit VESA compliant monitors with 75mm x 75mm (3" x 3") and 100mm x 100mm (4" x 4") hole patterns only. It will support up to a maximum weight of 25kg (55lbs).

### **Component Checklist**



### **TOOLS REQUIRED:**

- Power Drill
- Phillips-head Screwdriver
- 4mm (3/16") Drill Bit
- 8mm (5/16") Masonry Drill Bit
- 8mm (<sup>5</sup>/<sub>16</sub>") Socket Wrench or Shifter



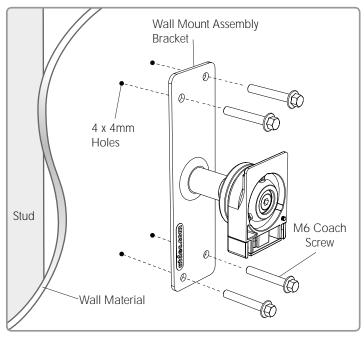
Step 1. Component Checklist

Check you have received all parts against the Component Checklist above.

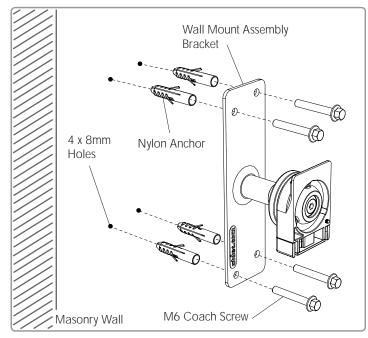
Step 2. Installing the Wall Mount Assembly (choose from one of the following options)

**For mounting Spacedec to a Timber Stud Wall -** Using the Wall Mount Assembly Bracket, mark the location of the 4 holes and drill using a 4mm drill bit. Secure the bracket to the wall using the M6 Coach Screws as shown in diagram A.

**For mounting Spacedec to a Masonry Wall -** Using the Wall Mount Assembly Bracket, mark the location of the 4 holes and drill using an 8mm masonry drill bit. Secure the bracket to the wall using the M6 Coach Screws and Nylon Anchors as shown in diagram B.

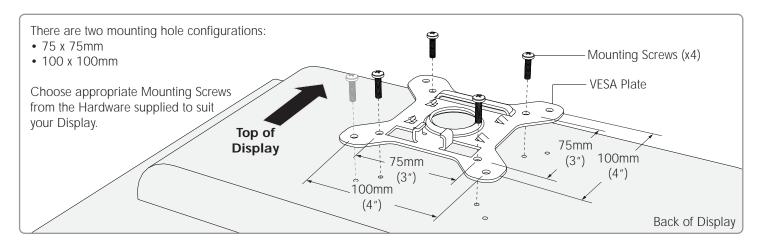


A. Timber Stud Wall

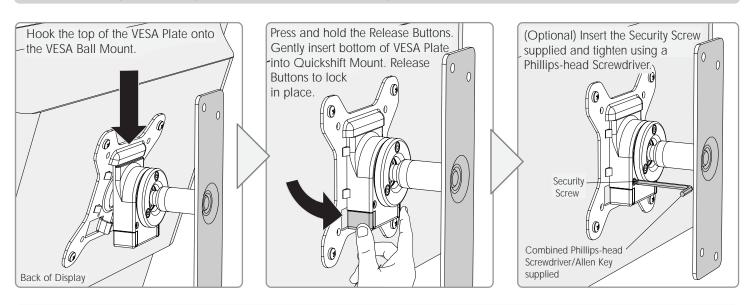


**B. Masonry Wall** 

## Step 3. Attach the VESA plate to your Display



Step 4. Attach your Display to the Wall Mount Assembly



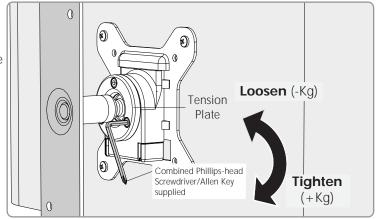
Step 5. Adjust the VESA Ball Mount

Position your Display to the desired viewing angle, using the ±20° angular movement allowed by the VESA Ball Mount.

Depending on the weight of the display, it may be necessary to make adjustments to the VESA Ball Mount. If the display does not hold its position, or is too resistant, adjust the Tension Plate located at the rear of the VESA Ball Mount (see diagram right).

To make any adjustments tension evenly using the 3mm Allen Key supplied. Apply half a turn at a time to each screw on the Tension Plate to adjust evenly.

Check the display, and then adjust again if necessary.



# **Installation Complete**

