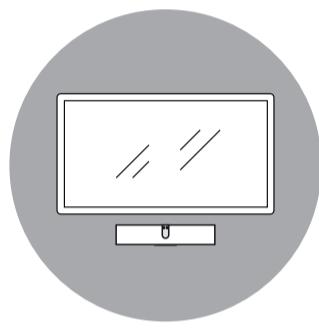


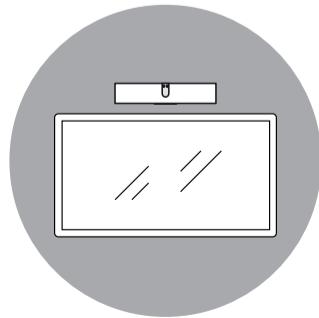
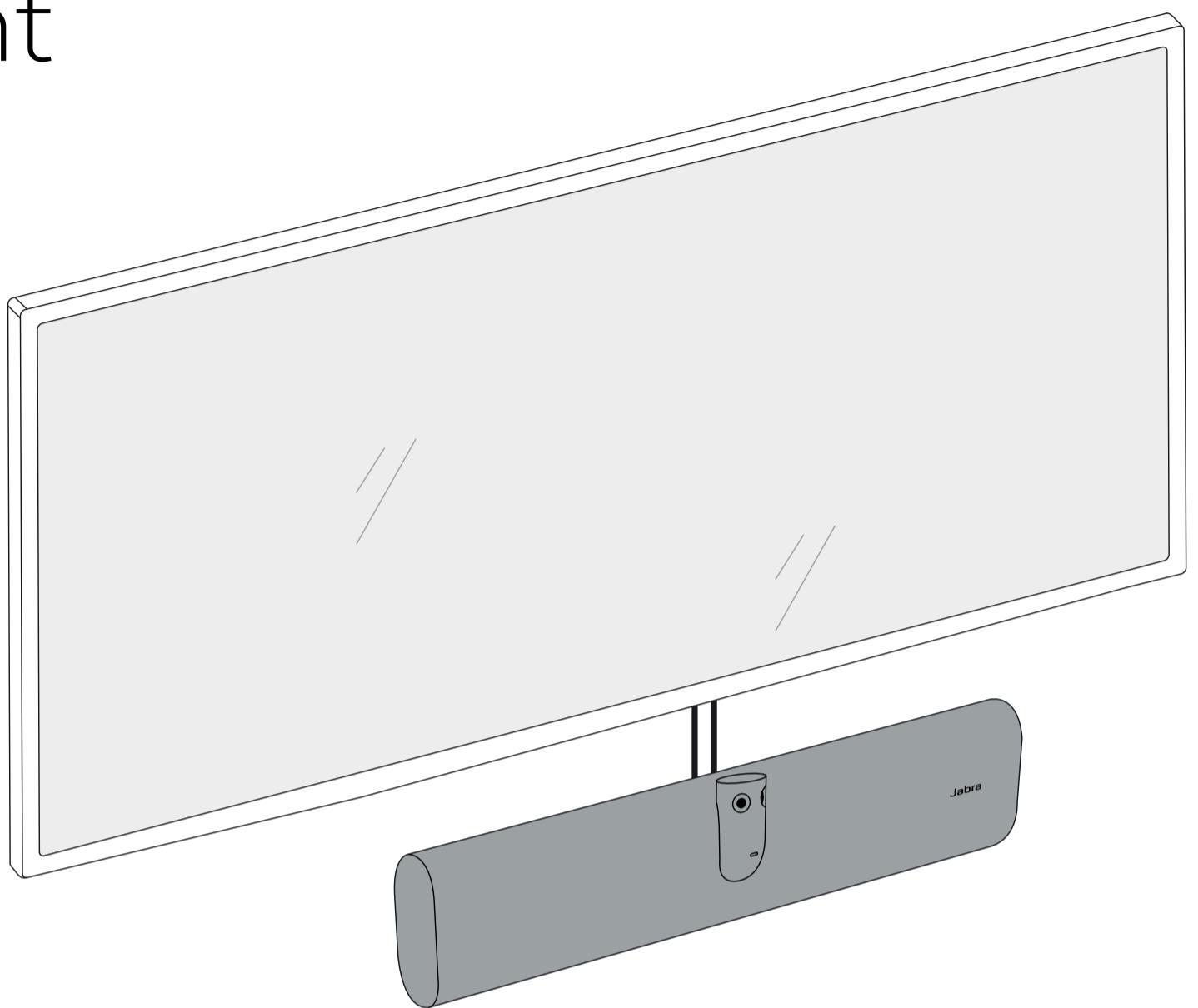
# PanaCast 40 VBS bar

## Wall Mount



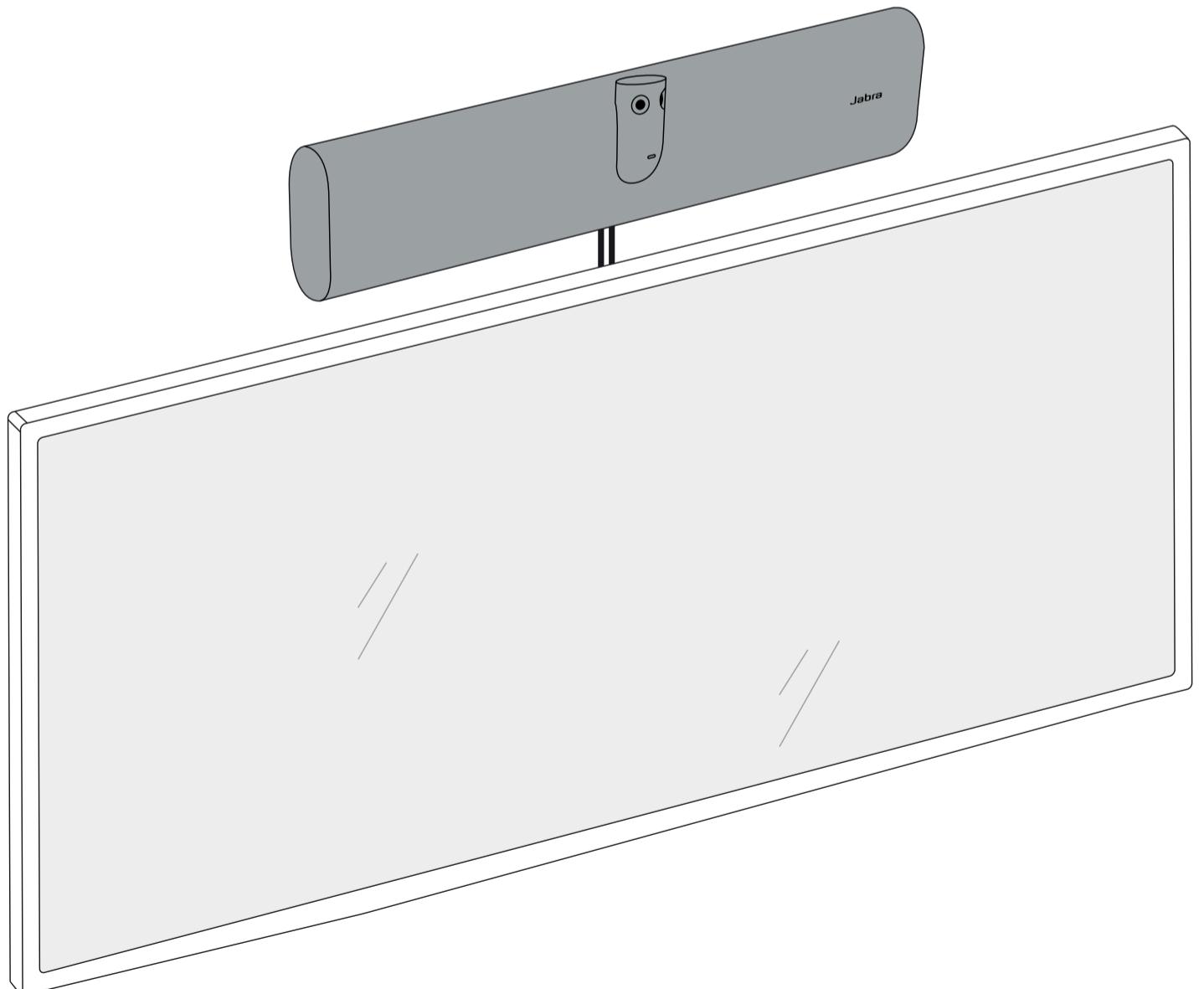
**Install below screen**

Start from page 1 →

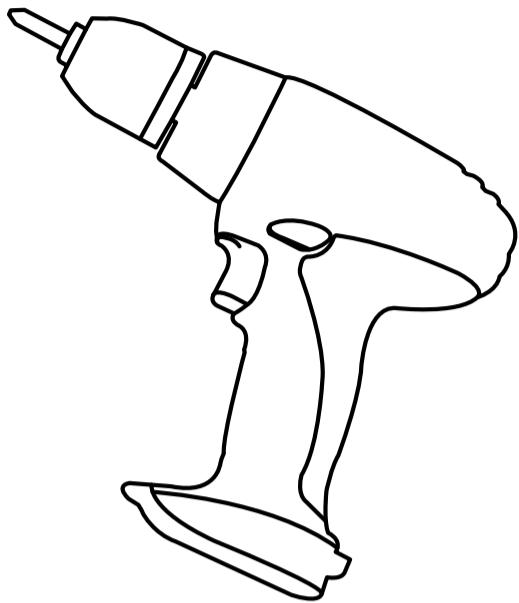


**Install above screen**

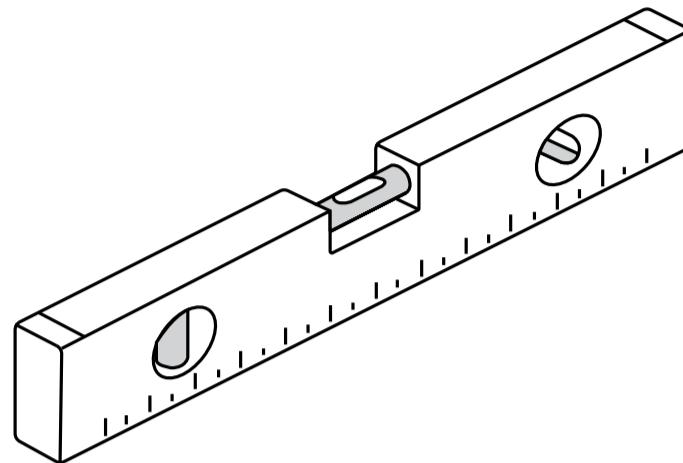
Start from page 4 →



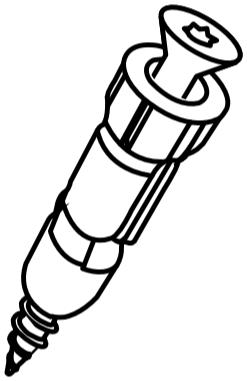
## Tools needed (not supplied in the pack)



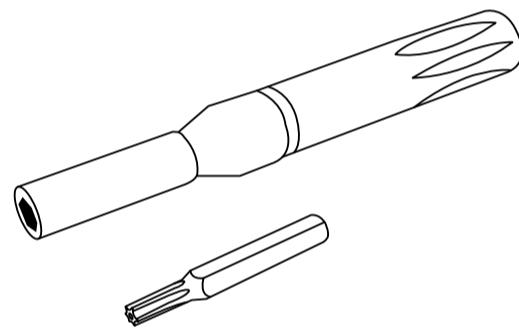
Drill



Level



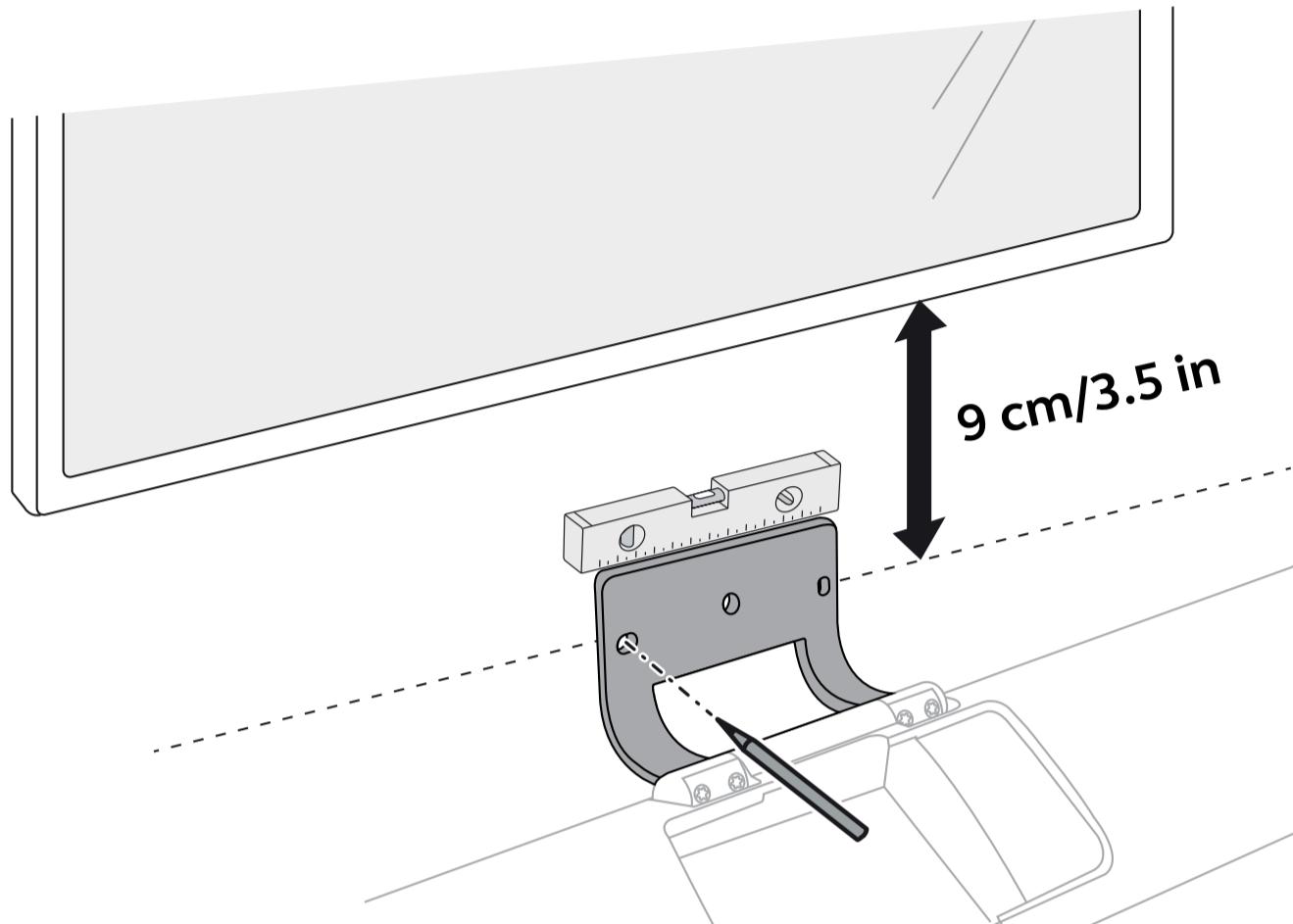
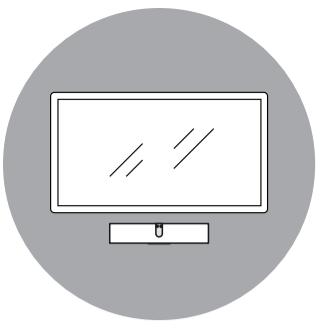
Drywall screws  
and anchors



Screwdriver  
(Torx T10)

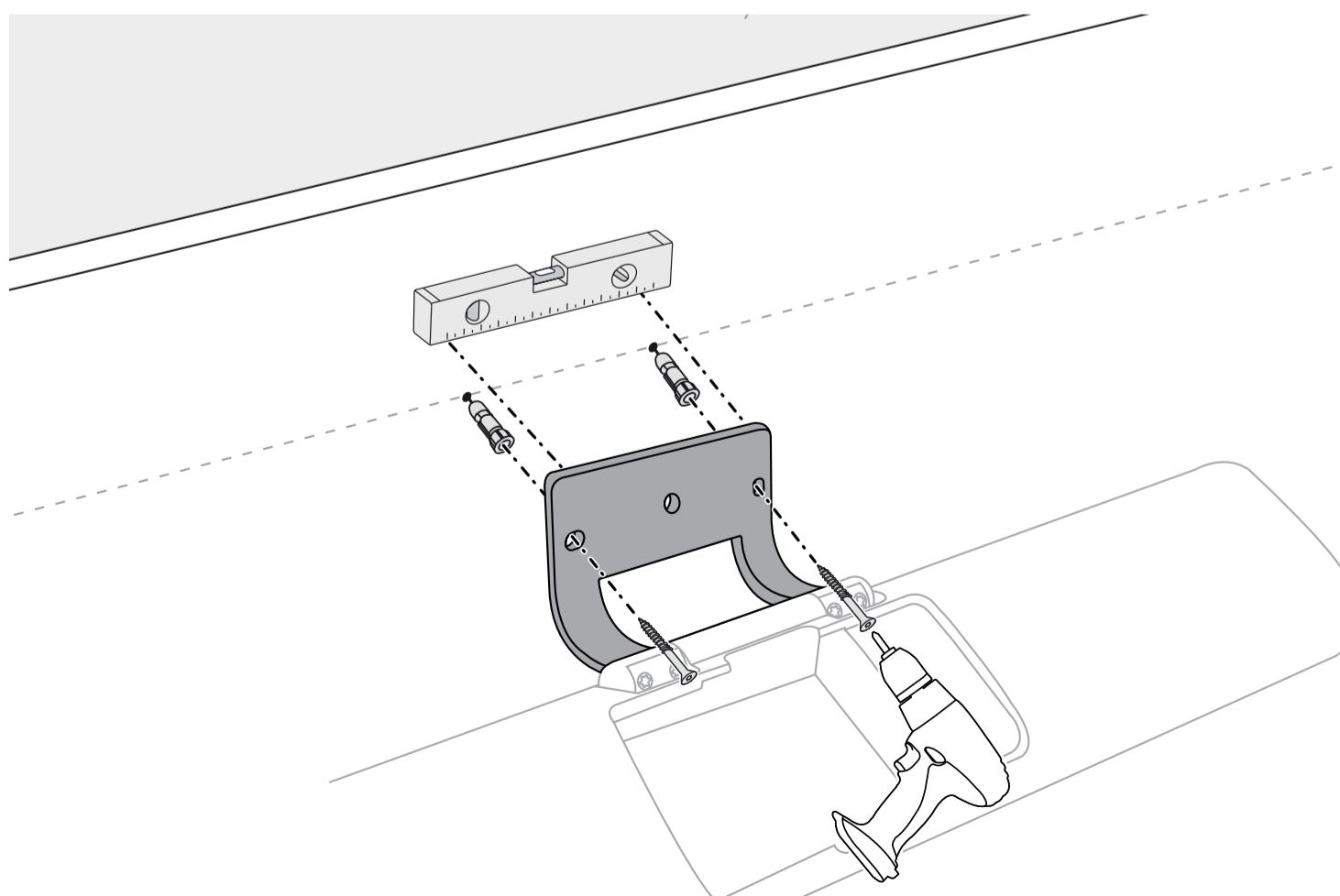
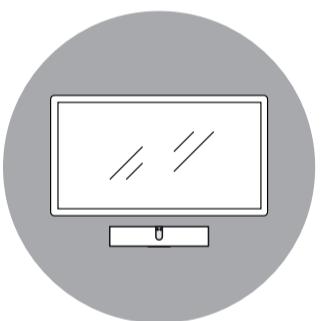
1

Measure **9 cm/3.5 in** from the bottom of the screen to the screw holes of the adjustable mounting bracket. Using a pencil, mark the screw holes on the wall, as illustrated. Place the level on top of the bracket to ensure the placement is centered and even.



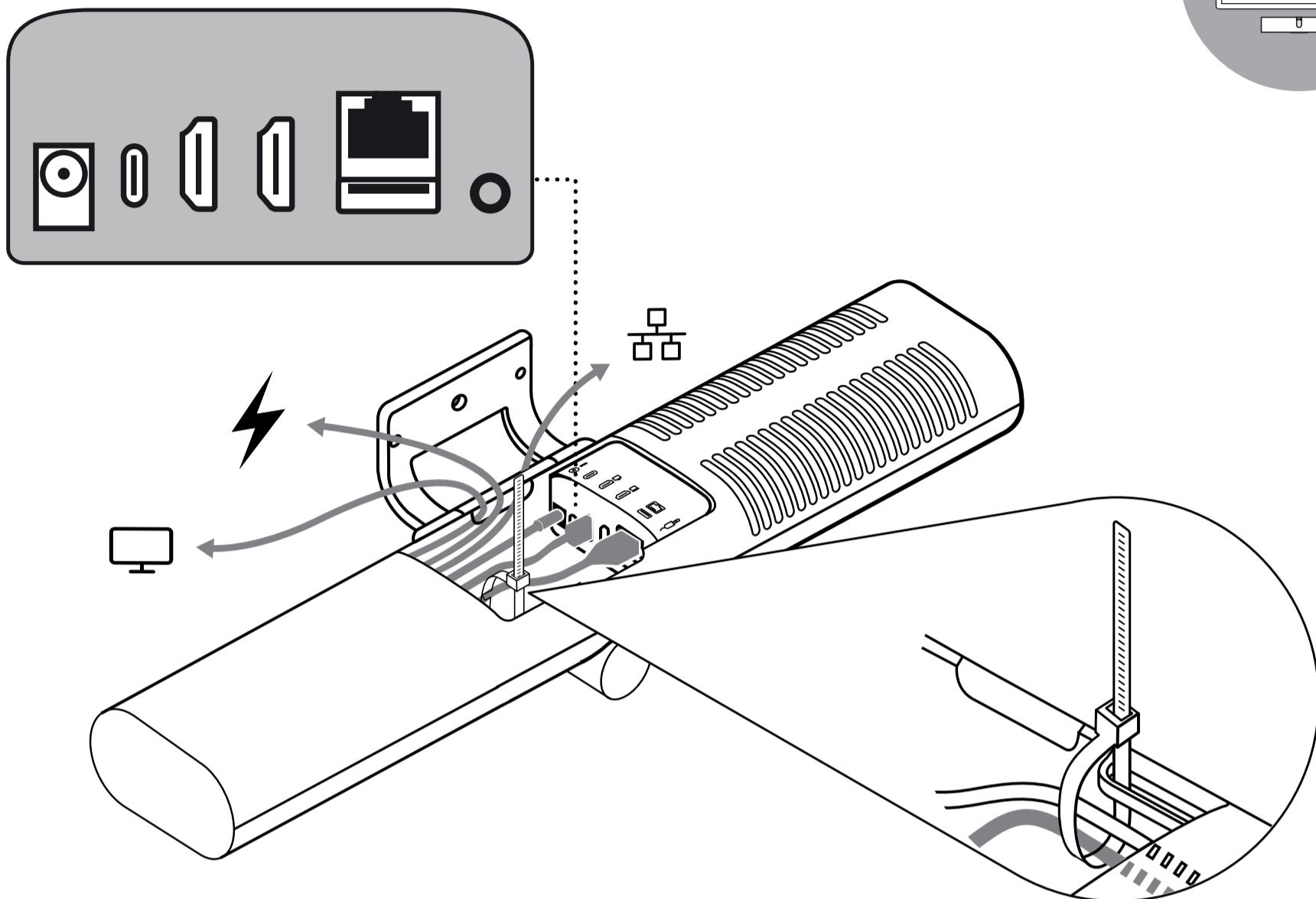
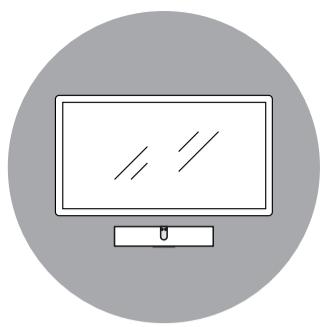
2

Screw the **adjustable mounting bracket of the video bar** to the wall using a drill (drywall screws and anchors not supplied). Place the level on top of the bracket to ensure the placement is centered and even.



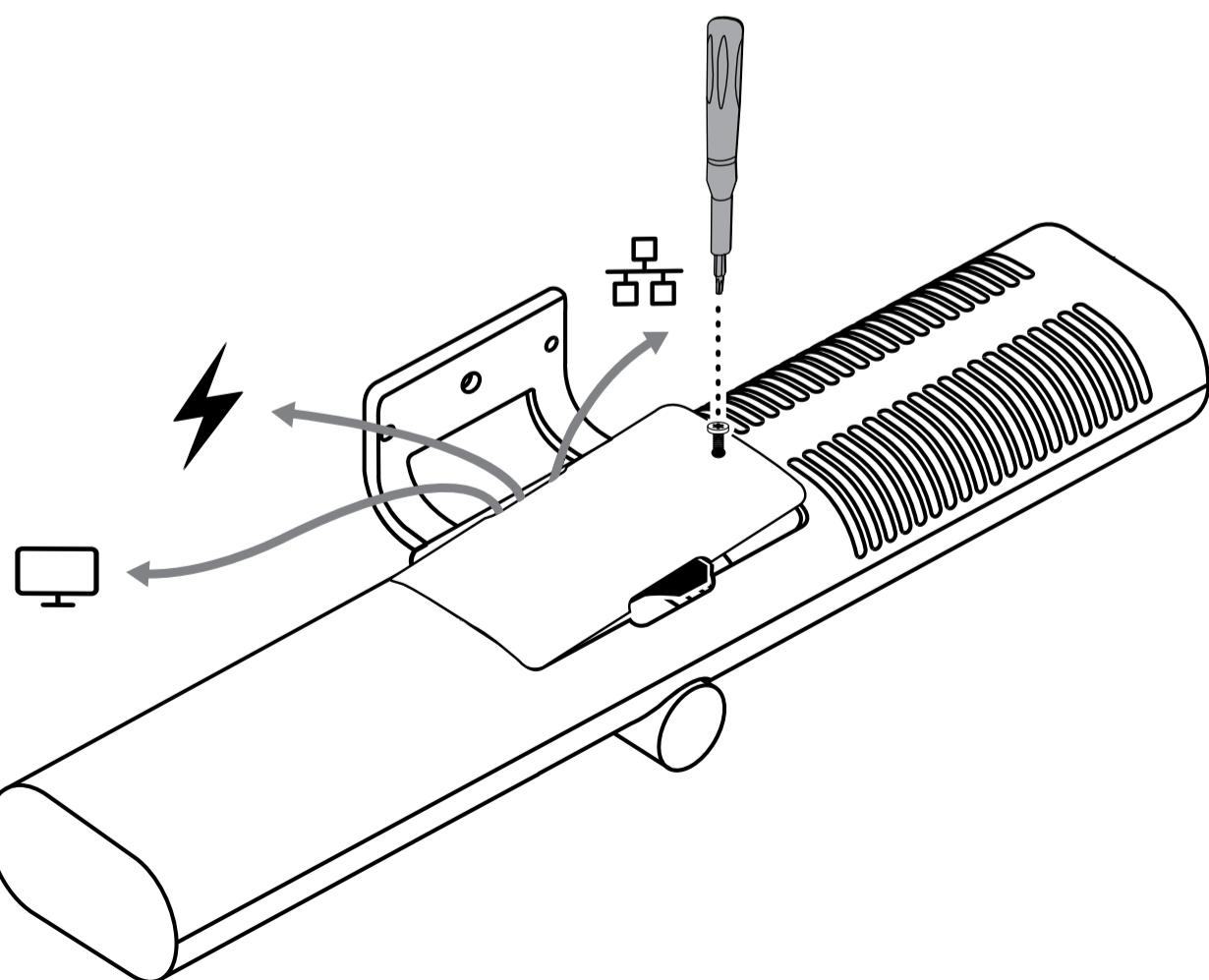
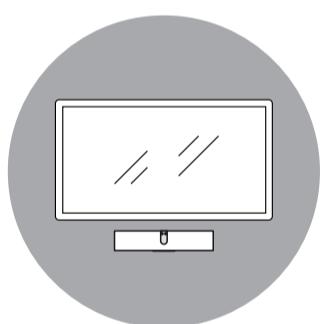
3

Connect the relevant cables to the video bar.



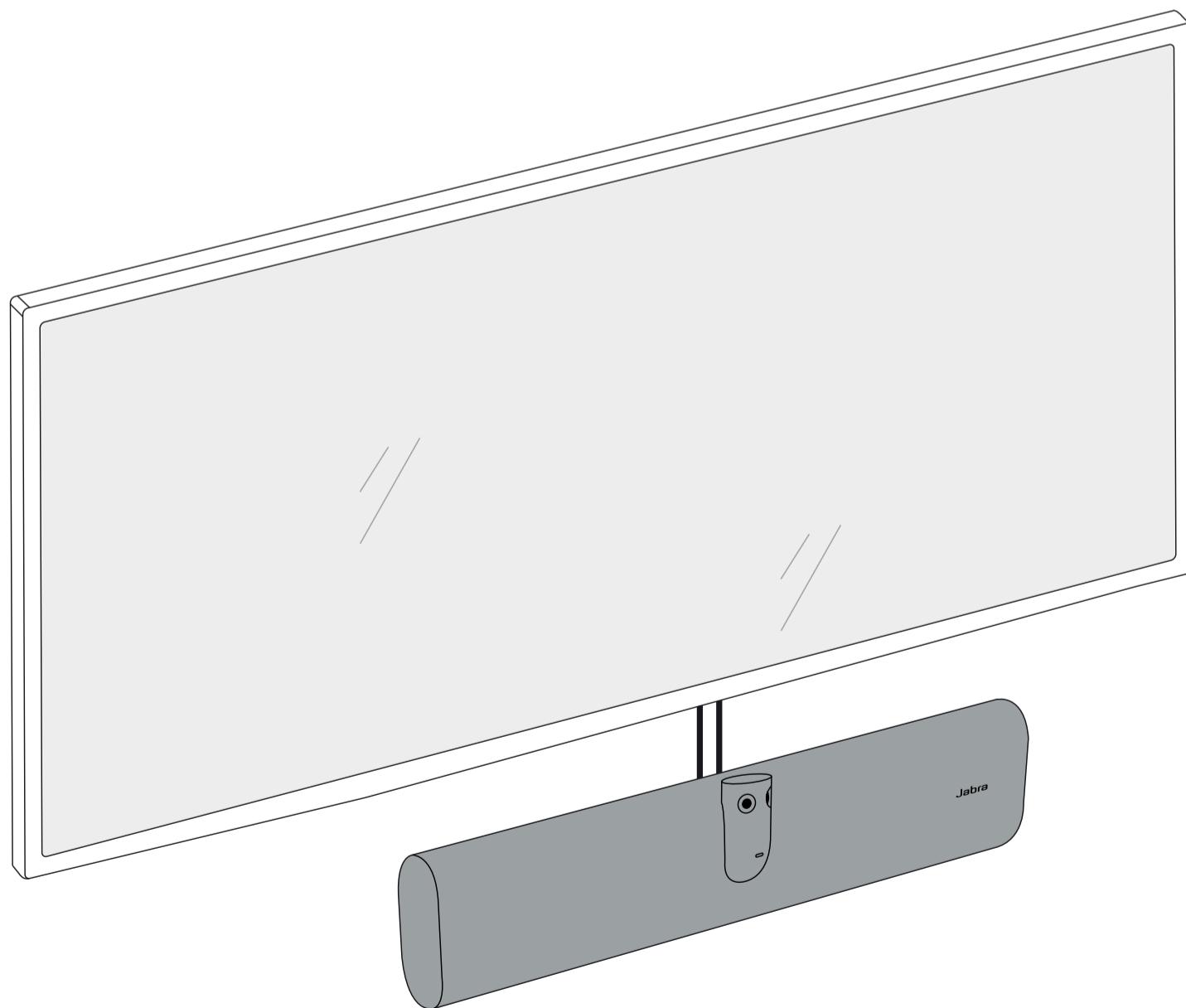
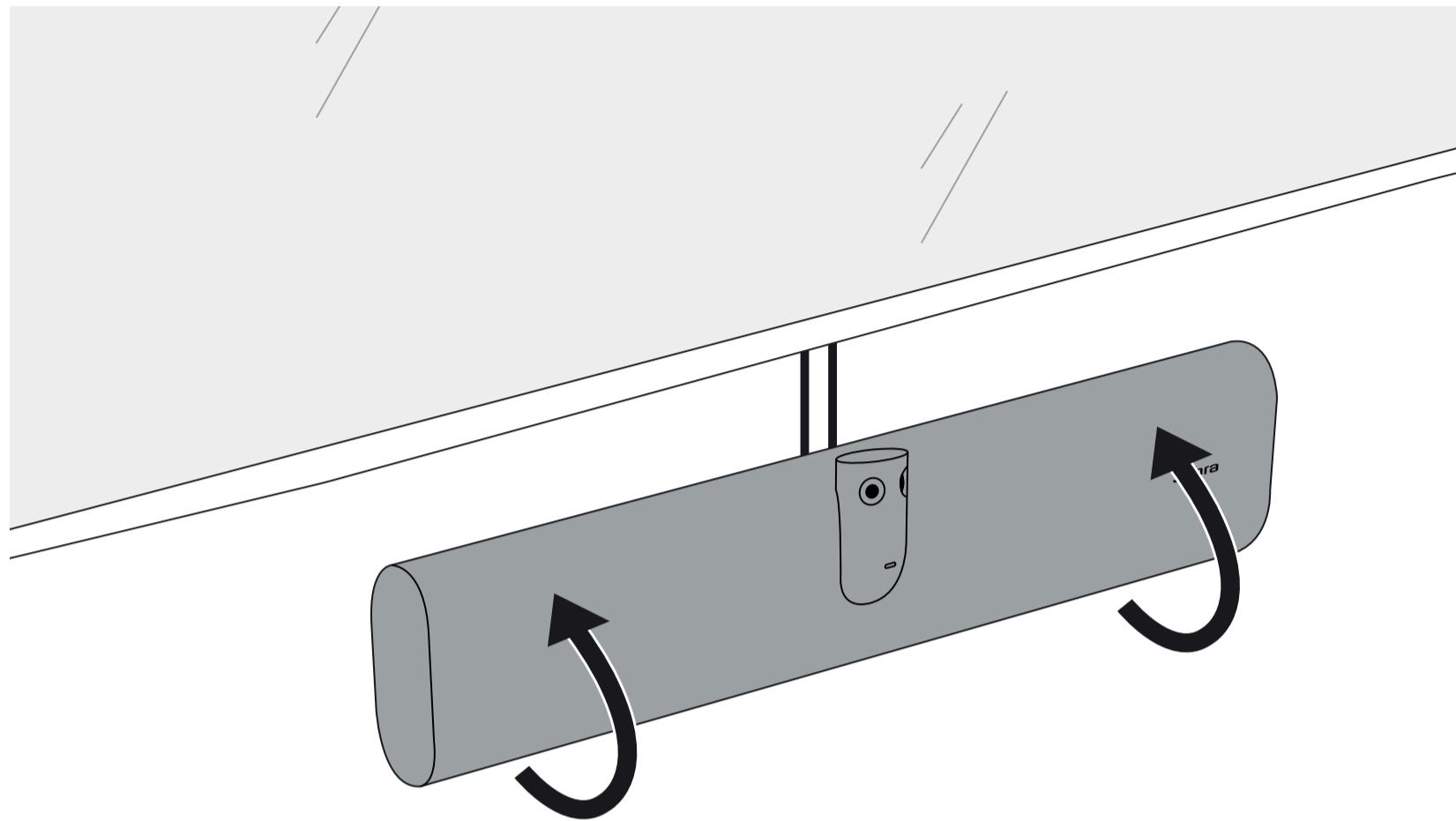
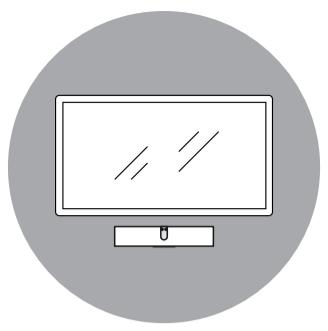
4

Screw the **cable compartment cover** to the video bar.



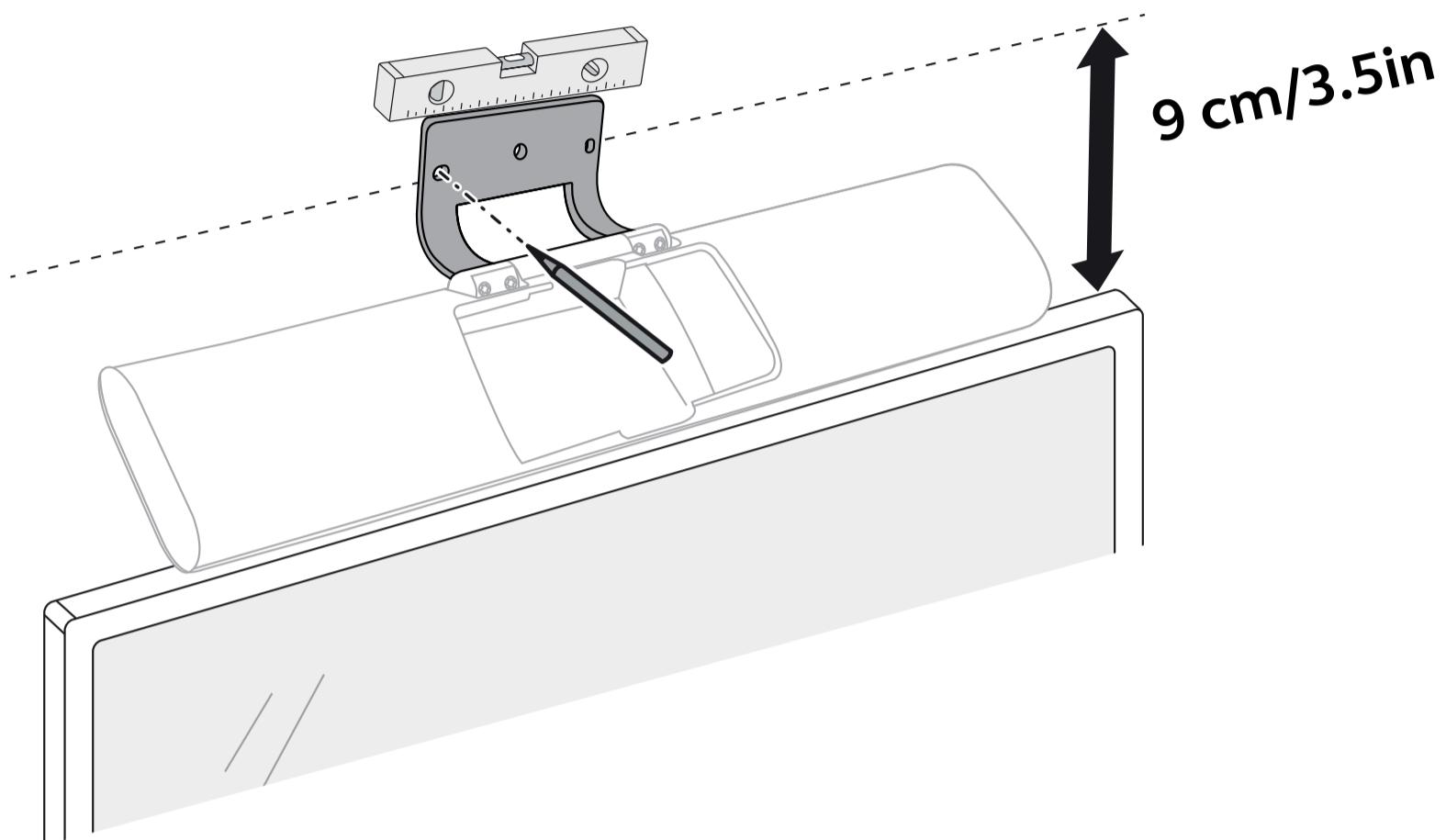
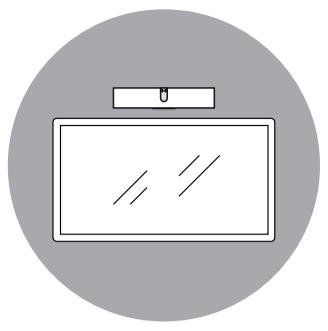
5

Rotate the PanaCast 40 VBS bar into its final position and angle the camera to point at eye-level.



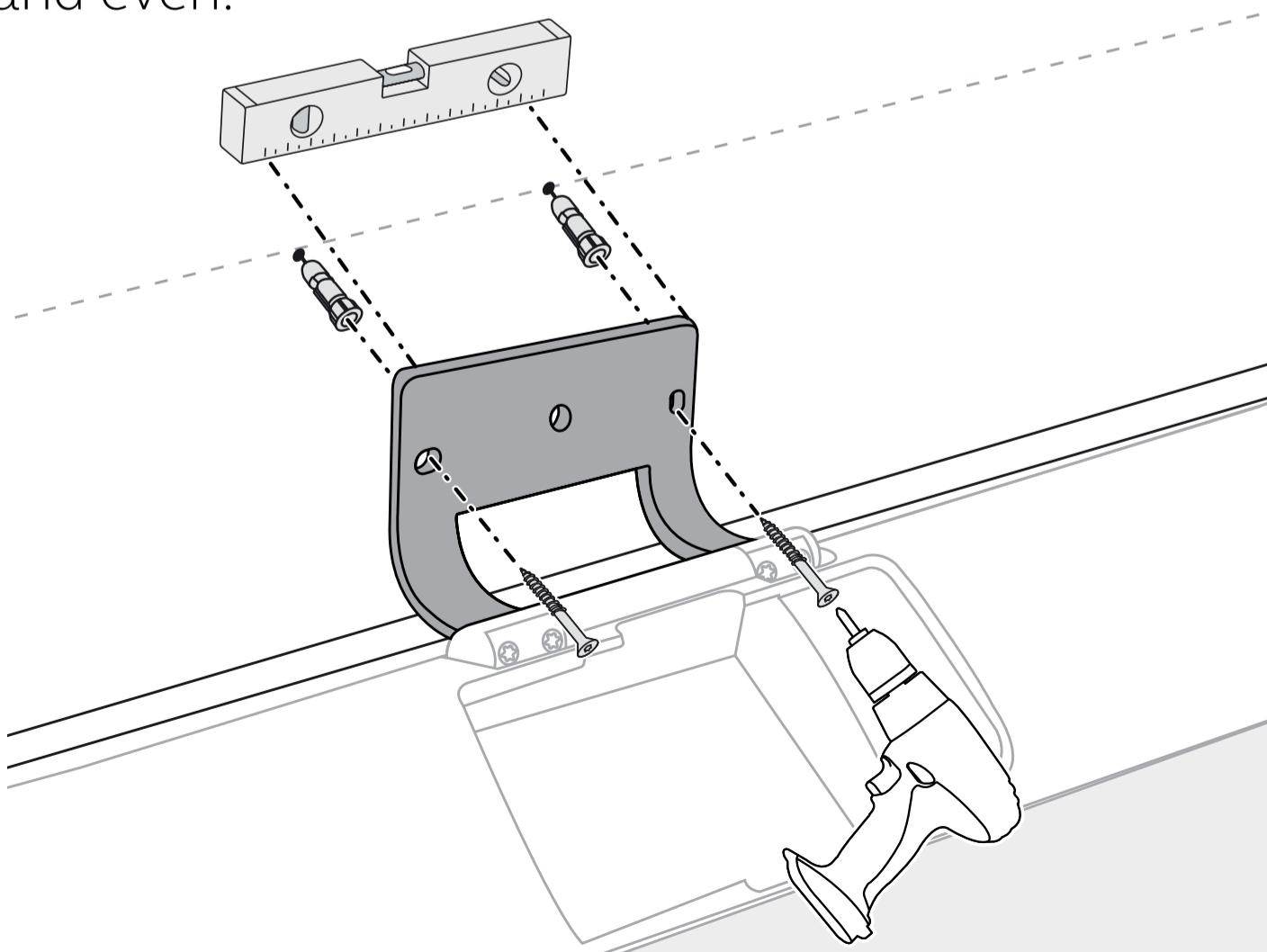
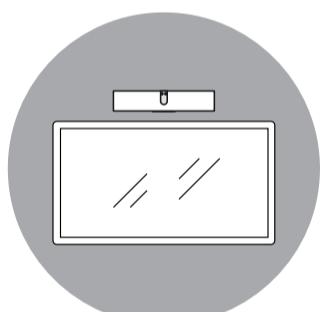
1

Measure **9 cm/3.5 in** from the top of the screen to the screw holes of the adjustable mounting bracket. Using a pencil, mark the screw holes on the wall, as illustrated. Place the level on top of the bracket to ensure the placement is centered and even.



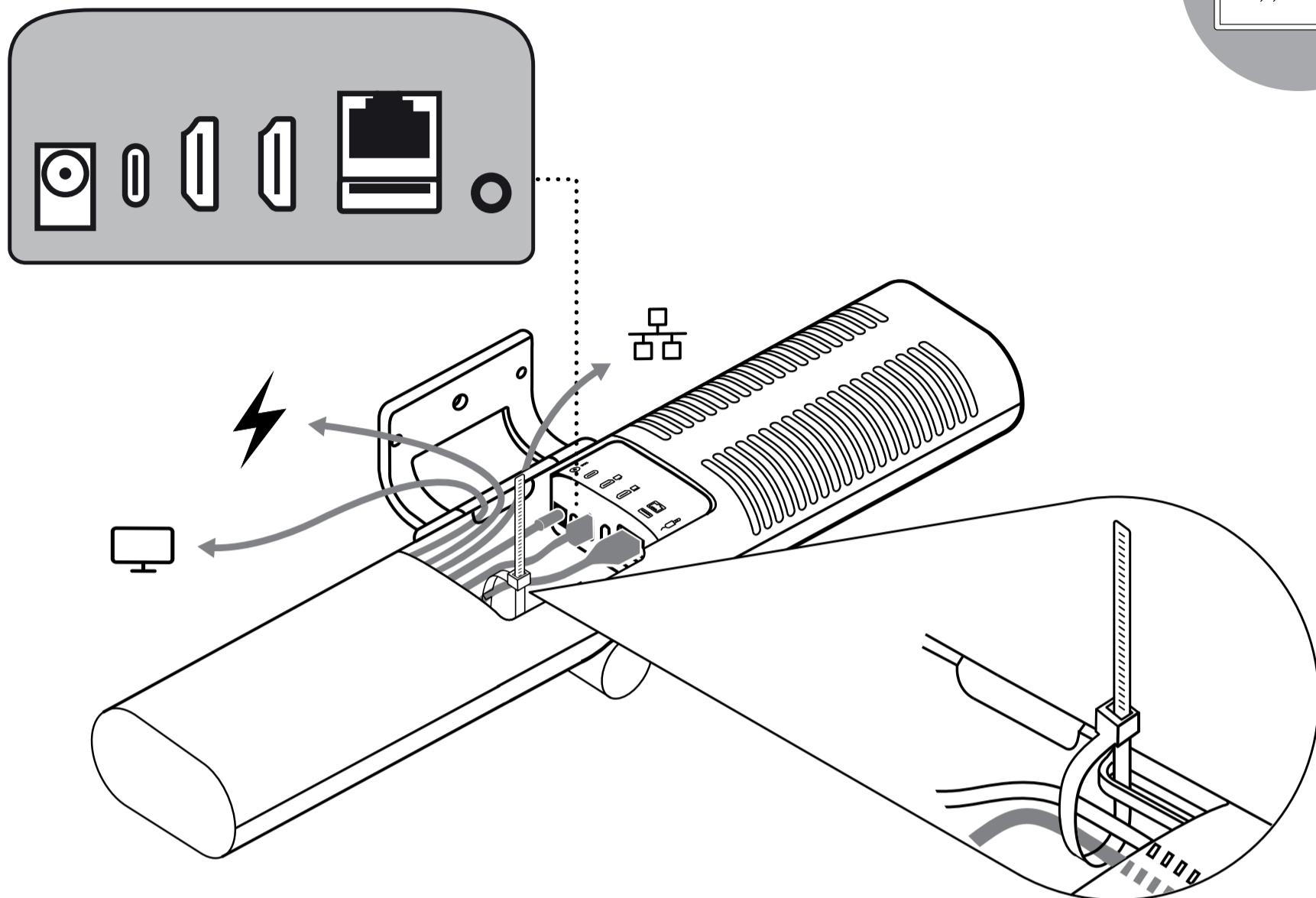
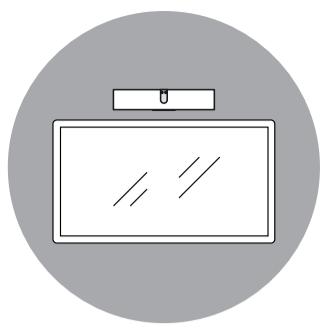
2

Screw the **adjustable mounting bracket of the video bar** to the wall using a drill (drywall screws and anchors not supplied). Place the level on top of the bracket to ensure the placement is centered and even.



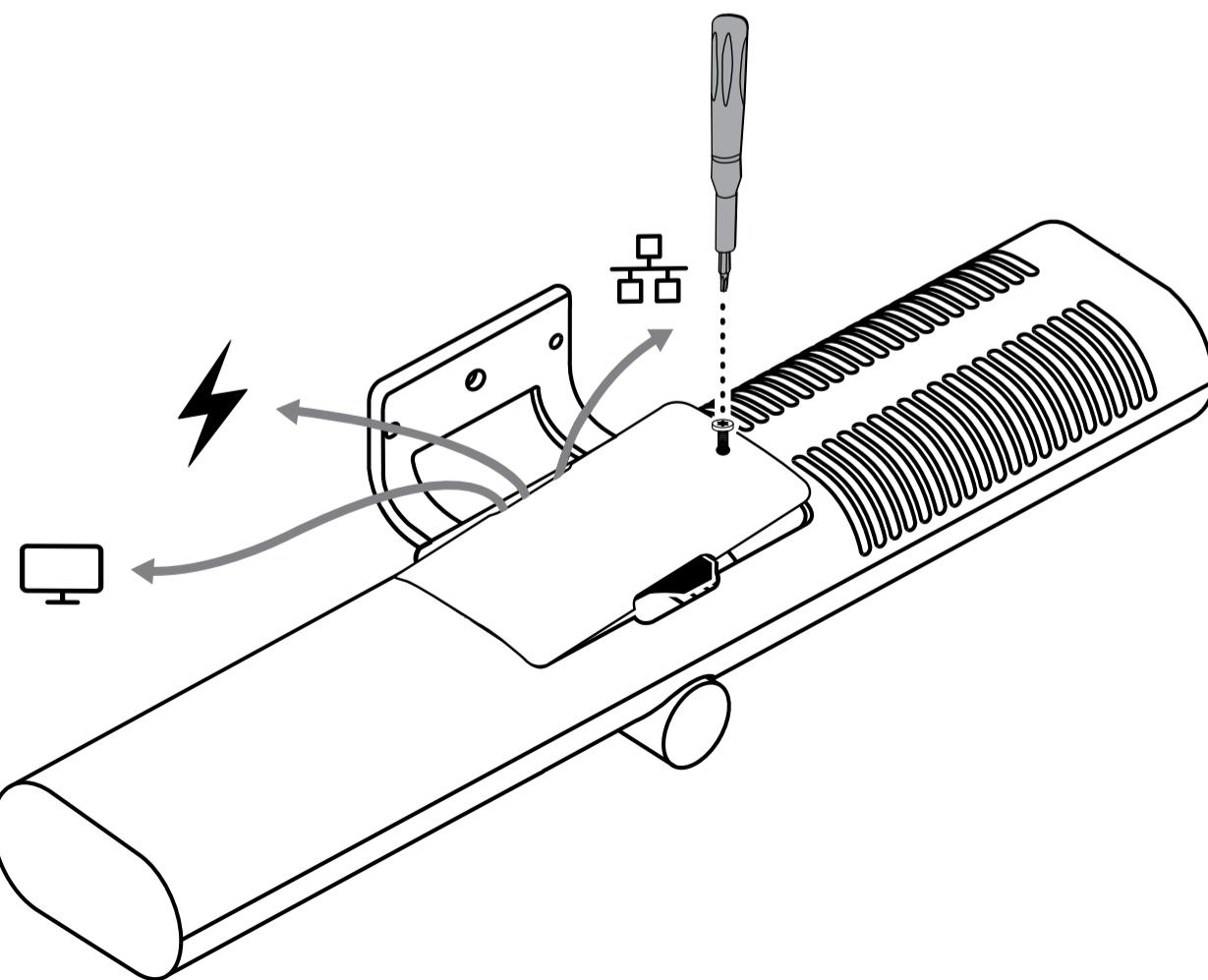
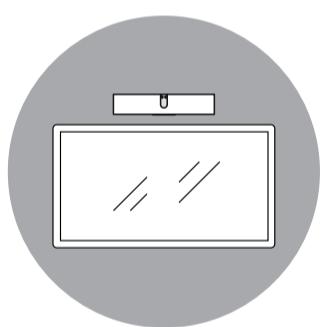
3

Connect the relevant cables to the video bar.



4

Screw the **cable compartment cover** to the video bar.



5

Rotate the PanaCast 40 VBS bar into its final position and angle the camera to point at eye-level.

