



What's Included

QTY 1—Small Wall Mount BK/WH

QTY 4—10-12 x 1" Conical Plastic Anchor 1/4" Drill Size (Fig 1, #1)

QTY 4—#10-16x 1 1/4" PPH Sheet Metal Screw with Flat Washer (Fig 1, #2)

QTY 4—#6-32x 1" PPH Machine Screw with Flat Washers (Fig 1, #3)

QTY 1—1/4"-20x 3/8" PPH and QTY 2—1/4" Machine Screw Flat Washer (Fig 1, #4)

Mounting Instructions

Step 1

For masonry or drywall wall:

Position small wall mount (Fig 2) on wall and mark wall for anchor placement (Fig 2, # 1). Pre-drill 1/4" holes, minimum 1" deep.

For double gang electrical box:

Position over box with slots overlaying device mounting holes (Fig 2, #1) on box.

Step 2

For masonry or drywall wall:

Place included anchors (Fig 1, #1) in wall and mount to anchors using included #10 sheet metal screws. (Fig 1, #2)

For double gang electrical box:

Mount to box using #6 machine screws and washers. (Fig 1, #3)

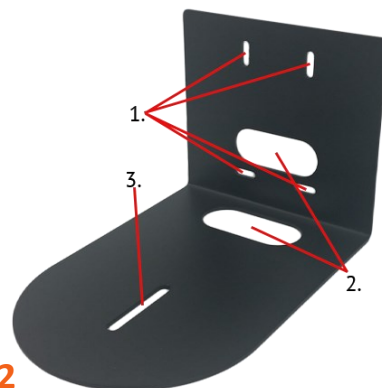


Fig 2

Mounting Instructions Continued...

Step 3

Drill hole in wall through rear exit opening for cable access, or use base exit opening. (Fig 2, #2)



Step 4

Mount Camera to mount (Fig 2, #3) with included 1/4-20 machine screw. (Fig 1, #4)

Utilize (0,1,2) 1/4" machine screw flat washers as required. (Fig 1, #4) **Note:** 1/4" machine screw flat washers are to be used depending upon depth of thread insert in base of camera, in order to achieve a snug fit. Pass all cables through opening in mount (Fig 2, #2) and connect.

Mount Compatibility

HuddleCamHD

HC-WEBCAM-94
HC-GO
HC-EPTZ-XXX
HC3X-XX-G2
HC3XA-XX
HC3XW-XX-G2
HC10X-USB2-XX
HC10XA-XX
HC10X-XX-G3
HC20X-XX-G2

PTZOptics

PT-WEBCAM-80
PTEPTZ-XXX-ZCAM
PTVL-XXX-ZCAM
PT12X-XXX-ZCAM
PT20X-XXX-ZCAM
PT12X-XXX-XX-G2
PT20X-XXX-XX-G2
PT30X-XXX-XX-G2

Other Cameras...

This mount has been designed for use with most small based cameras utilizing a 1/4-20" mounting hole as can be found on SONY, Panasonic, Cisco, Polycom and Vaddio cameras.



For more information on HuddleCamHD mounts and other products please visit:

<https://huddlecamed.com>



Rev 2.2
8/21/2020