

To the owner

This screen is designed for education, presentations or as a large computer monitor. It will give you bright portable images up to 2.5 metres wide.

Protecting your screen

Store the screen rolled up to protect the surface material from damage.

Check the screen for dirt or other foreign matter that may become trapped in the casing before rolling back into the case.

Cleaning your screen

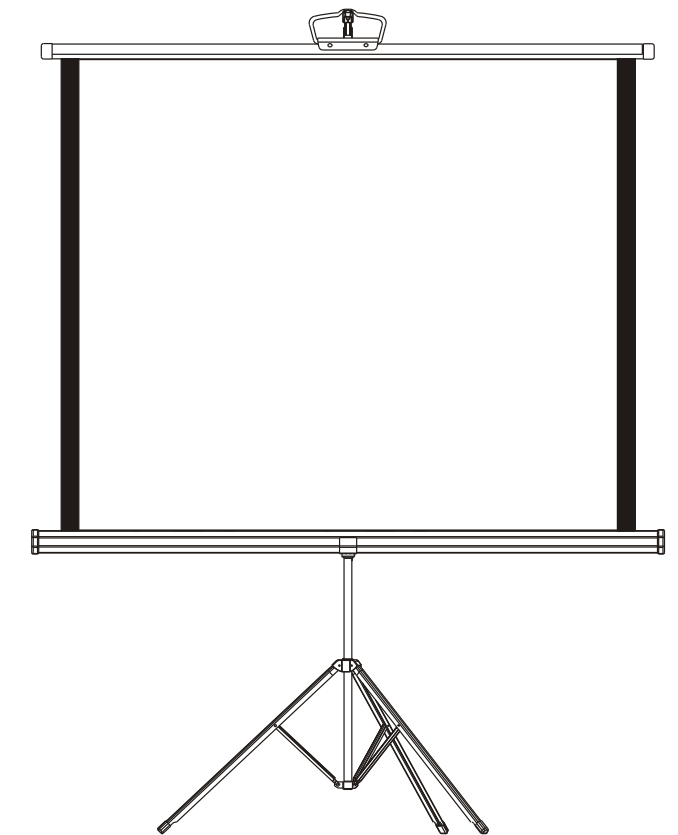
Clean the screen using warm water, a mild detergent and a soft cloth. Dry the screen before rolling back into the case.

Never use strong cleaners, solvents or abrasives on the screen as this may damage the surface

May08 - V1.1



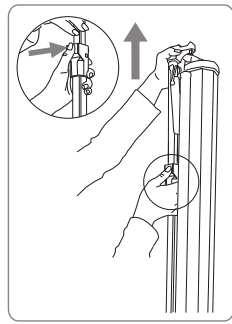
For more information please go to
www.grandviewscreens.com.au
or call 1300 730 025



Tripod User Guide

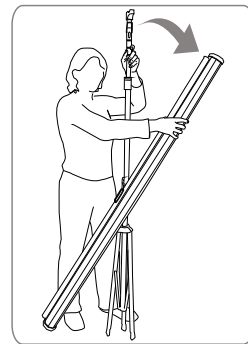
Setting up your screen

Stand the screen vertically and carefully spread the tripod legs out fully.

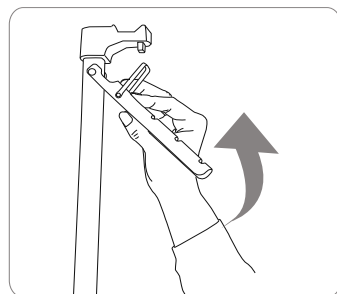


Raise the top hook using the coloured button to release the top locating pin.

Rotate the screen casing to the horizontal position.



Lift the screen using the ring and place onto the top hook.

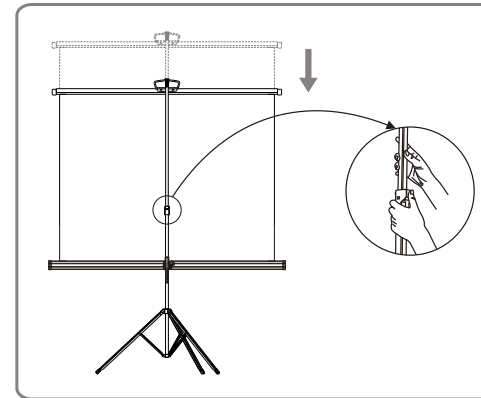


Use the optional extension rod if you require a greater screen angle.

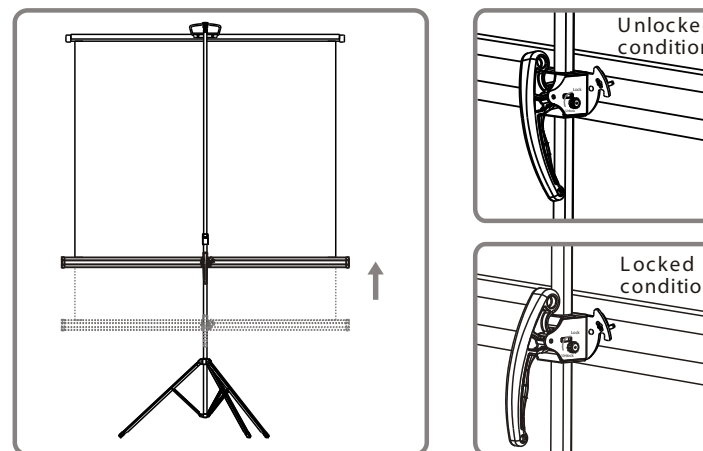
Adjusting your screen

You can set the height as well as the shape of the viewing area by adjusting the top and bottom of the screen.

To adjust the top bar press the coloured button while lifting with your other hand.



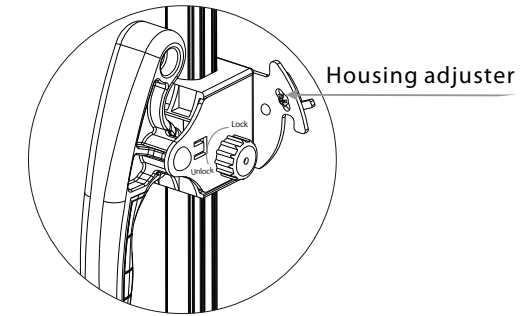
Adjust the height of the bottom casing using the locking handle.



Be sure to lock the handle securely with the coloured knob after adjustment.

Adjusting your screen tilt

The screen can be adjusted for uneven ground using the housing adjustment.



Packing up your screen

Pack your screen by reversing the assembly instructions with special attention to the following.

Lower the top bar using the coloured button before unhooking the screen. Gently retract the screen into the casing, do not let it go too fast. Ensure that the screen is packed correctly before transportation.